## Tour information

Static Path: Social Sciences

Time spent on Dynamic Path: 27 min

Time spent on Static Path: 8 min

Dynamic route order: Life Sciences Complex -> Hawkhill House -> Duncan of Jordanstone College of Art & Design -> Geddes Quadrangle -> Carnelley Building -> Fulton Building -> Queen Mother Building -> DUSA the Union -> Chaplaincy Centre

Static route order: Tower Building -> Carnegie Building -> Library and Learning Centre -> Bonar Hall

Legend:

Life Sciences Path – Orange

Formal and Applied Sciences – Purple

Social Sciences – Blue

Art & Design - Green

## Questionnaire results

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Q1 | Q2 | Q3 | Q4 | Q5 | Q6 | Q7 | Q8 | Q9 | Q10 | Q11 | Q12 | Q13 | Q14 | Q15 | Q16 | Q17 | Q18 | Q19 | Q20 | Q21 |
| SA  6 | CA  7 | CA  7 | CA  7 | D  3  (5) | CA  7 | CA  7 | CA  7 | CA  7 | CA  7 | SA  6 | CA  7 | CA  7 | CA  7 | SA  6 | CD  1  (7) | NO  4 | A  5 | SA  6 | CA  7 | SA  6 |

Legend:

CA – Completely Agree (7)

SA – Strongly Agree (6)

A – Agree (5)

NO – No opinion (4)

D – Disagree (3)

SD – Strongly Disagree (2)

CD – Completely Disagree (1)

**Engagement Score** = 52 / 8 = **6.5**

**Engrossment Score** = 38 / 6 = **6.34**

**Total Immersion Score** = 45 / 7 = **6.43**

**Interest Score** = 28 / 4 = **7**

**Usability Score** = 24 / 4 = **6**

**Emotional Attachment Score** = 17 / 3 = **5.67**

**Focus of Attention Score** = 21 / 3 = **7**

**Presence Score** = 24 / 4 = **6**

**Flow Score** = 21 / 3 = **7**

## Interview Transcription

Template from <https://www.opaltranscriptionservices.com/interview-transcription/>

Interviewer: Okay, so in terms of aesthetics, how visually appealing did you find the application?

Respondent: Very visually appealing. I do not know, it is very realistic, a lot of detail.

Interviewer: Did you enjoy the art style?

Respondent: The art style?

Interviewer: Yes. In terms of icons, in terms of models, pictures used, text. Was that visually appealing?

Respondent: Yes.

Interviewer: Were there any elements that felt out of place in the whole application?

Respondent: No.

Interviewer: Okay. Have you used any augmented reality applications before?

Respondent: I do not think so, no.

Interviewer: Was the interface easy to use?

Respondent: Yes.

Interviewer: Was it straightforward? Any issues understanding it?

Respondent: No, the ones that you can use were highlighted well.

Interviewer: Okay. Were the gestures accurate?

Respondent: As in?

Interviewer: Touch interactions, going around things.

Respondent: I think so.

Interviewer: Did you experience any issues using the application at any point?

Respondent: A couple of the —, what were they? The statue ones did not work and some of the items moved around when you tapped it. But apart from that —

Interviewer: And one of them spawned on the wall.

Respondent: Yeah, it did.

Interviewer: Were the directions easy to follow?

Respondent: Yes.

Interviewer: Were interaction elements easy to see and use?

Respondent: Yes.

Interviewer: Did you find the story constantly engaging, did you want to know what happens next? Is that something you cared about?

Respondent: What do you mean happens next?

Interviewer: In the path.

Respondent: Well yea, I wanted to keep going forward.

Interviewer: Did you find yourself disconnected from the story at any point?

Respondent: No.

Interviewer: Was there a point at which you took a decision out of curiosity rather than a logical reason?

Respondent: I do not think so.

Interviewer: Were there any interactions that you tried out that did not yield any results?

Respondent: I guess a couple of the things did not appear, like the statue [Pedestal interaction] ones.

Interviewer: Was there a storyline you wish you could explore more?

Respondent: I think I explored them all.

Interviewer: Did you feel emotionally attached to any of the stories?

Respondent: Not particularly.

Interviewer: Was there a moment where you felt pressured to make the right decision?

Respondent: No.

Interviewer: Would you categorise the experience as stressful?

Respondent: No.

Interviewer: Do you feel more connected to the university after the tour? Would you say your feeling of belonging has improved?

Respondent: Yes, I guess I am more familiar with it, but I am not a student, so not particularly.

Interviewer: Were there any characters you felt like you can identify with?

Respondent: No.

Interviewer: Did you feel like your actions made a difference?

Respondent: No.

Interviewer: Would you consider completing the tour an accomplishment.

Respondent: Yes.

Interviewer: Did you feel like it was not worth exploring at any point?

Respondent: No.

Interviewer: Would you recommend the survey to another person?

Respondent: Yes.

Interviewer: Would you do the tour again? Would you change your path?

Respondent: I would go into more detail in some places.

Interviewer: What would you want to see?

Respondent: What would I want to go back and see?

Interviewer: Yes.

Respondent: The DJCAD one was interesting.

Interviewer: What about it?

Respondent: Like all the paintings and the art on the all. And all the information. I could not see it because I could not walk as far.

Interviewer: All right. Were you able to focus on the tour?

Respondent: Yes.

Interviewer: Did you get distracted frequently?

Respondent: No.

Interviewer: Did any of the paths —. Did you forget [to visit] any of the parts of the tour that you felt were important?

Respondent: No.

Interviewer: Did you learn anything new?

Respondent: Yes, there was lots of information about the history.

Interviewer: Were the gestures something that you have used before?

Respondent: No.

Interviewer: Did any of the interactions feel unnatural?

Respondent: No.

Interviewer: How do you think this compares to other styles of storytelling?

Respondent: Well it is completely different because most are just 2D and are not interactive.

Interviewer: What about video games?

Respondent: Well I guess, but that one is just sitting down and using your hands, whereas this one you’re actually walking about, so it feels like you’re there more, then just looking at a screen.

Interviewer: Right. Was the application tiring to use? Did you feel like you needed a break at any point?

Respondent: No.

Interviewer: Is there anything you would want to see improved?

Respondent: No, I think it was all done pretty well.

Interviewer: Do you have any other final comments?

Respondent: No.

- **End of Interview –**