

Questionnaire Content

The following questionnaire was administered for the experimental study of ViRtus: A Virtual Reality Application for Training and Performance Analysis.

Background Information (Yes/No Questions)

- Experience in the field of Electronics (Yes/No)
- Previous Experience with Virtual Reality (VR) Applications (Yes/No)

Likert-Scale Items All items were answered on a 5-point Likert scale:

1 = Strongly disagree, 2 = Disagree, 3 = Neutral, 4 = Agree, 5 = Strongly agree

Usability

- The VR training application was easy to use.
- The controls were intuitive and easy to learn.
- Interactions in the virtual environment felt natural and responsive.

Immersion & Presence

- The VR experience felt immersive.
- I felt present in the virtual environment, as if I were truly there.
- The visual and audio elements enhanced my sense of presence and understanding of the training process.

Control & Engagement (Flow & Focus)

- I felt in control of my movements and interactions within the VR environment.
- The VR training session was engaging and kept my attention.
- I was able to stay focused without distractions or disruptions.

Learning Effectiveness

- The VR training application helped me acquire new skills or knowledge.
- The animations and visualizations (e.g., puzzles, animations) helped me to better understand the process.
- I was confused or lost during the VR training. (reverse-scored)

Motion Sickness

- I experienced dizziness, nausea, or discomfort while using the VR application.
- I experienced discomfort transitioning from the real world to the virtual environment.
- I experienced discomfort transitioning back to the real world after the VR training.

Emotional Response & Motivation

- I felt frustrated or anxious during the VR training. (reverse-scored)
- The VR training was enjoyable compared to the traditional training method.

- I felt motivated to complete the VR training.

Decision-Making & Critical Thinking

- The VR training required me to make meaningful decisions.
- I feel confident in applying what I learned from the VR training.
- The VR training helped improve my problem-solving skills.

Realism & Practical Application

- The training scenario felt realistic and relevant to real-world application.
- The VR experience effectively simulated the real-world training scenario.

Overall Satisfaction & Recommendation

- I would recommend this VR training method to others.
- The VR training paradigm could be a valuable supplementary tool to training procedures.