

Transitional Interface Usability Scale (TIUS)

Name:	Date:	Task:
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1. I used the possibility to transition between different environments frequently.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

2. After a transition, I expected to see a certain virtual or real object, but that object was not visible.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

3. Transitioning between different environments helped me to complete the task at hand.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

4. The transitions disrupted my focus on the task.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

5. Before transitioning, I knew to what environment I plan to transition to.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

6. I frequently transitioned to a different environment other than I intended to.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

7. The transitions behaved as I expected them to.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

8. Sometimes, I forgot that there is the possibility to transition between different environments.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

9. The transitions were seamless.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree

10. Removing the headset in the end felt like an uncomfortable experience.

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Strongly disagree				Strongly agree