Questionnaire

This questionnaire survey on enhancing the video viewing experience (e.g., movies, videos, virtual reality) of blind people through tactile instead of auditory perception.

- 1. Do you believe that haptic feedback can enhance the immersion of movie watching experiences?
    - Yes
    - No
- 2. How important do you think sound is for understanding and enjoying a movie? (Out of 10)
    - 1-2
    - 3-4
    - 5-6
    - 7-8
    - 9-10
- 3. If there was a wearable device that could convey sound effects from movies through haptic feedback, would you be interested in trying it?
    - Yes
    - No
- 4. Do you think haptic feedback can effectively replace sound and help you better understand movies?
    - Yes
    - No
- 5. In movie watching, do you prefer to receive haptic feedback stimulation in a specific body part or multiple parts?
    - I prefer to receive haptic feedback stimulation in a specific body part.
    - I prefer to receive haptic feedback stimulation in multiple body parts.

(If "Multiple parts" is chosen in question 5)

- 6. Do you feel that different body parts elicit different emotional responses to haptic stimulation?
    - Yes
    - No
    - Not sure

(If choose Yes in 6)

- I. Which body parts do you think can generate positive emotions through haptic stimulation? (Select multiple)
    - Head
    - Arm
    - Finger
    - Leg
    - Back
    - Others
- II. Which body parts do you think can generate negative emotions through haptic stimulation? (Select multiple)
    - Head
    - Arm

    - Finger
    - Leg
    - Back
    - Others
- III. Which body parts would you prefer to receive haptic feedback stimulation? Why?
    - Head
    - Arm
    - Finger
    - Leg
    - Back
    - Others

- 7. Do you think conveying different sound effects (e.g., dialogues, sound effects, music) through haptic feedback to different body parts would have an impact?
    - Yes
    - No
    - Not sure

(If choose Yes in 7)
- I. How would you differentiate the haptic feedback's location for conveying different sound effects?
    - By music type (music, sound effects)
    - By music emotion (happy, sad, etc.)
    - By sound spatial positioning (sounds within the frame, sounds outside the frame)
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- 8. Do you have any other ideas or suggestions regarding the application of haptic feedback devices in movie watching experiences?