	What did you like most about the experience?	What did you dislike most about the experience?	Did this experience make you think of anything you had seen or heard before?	What did you look at and listen to while inside the goggles?	Did you notice any synchrony between the sound and graphics?	How does your own perception mimic what the goggles were doing?	Any additional comments.
Subject 1	"It felt like the people you were looking at were there, but weren't there at the same time"	"nothing!!"	"felt like memory table from harry potter"	"people"	"yes"	"wobbly wobbly wobbly"	"this experience was AWESOME!!!"
Subject 2	"It was good for making me think of my surroundings in a different way"	"The sound cut out a few times and picture a bit pixely but still a very cool idea"	"It made me think of various occasions of hallucinogenic drugs"	"I was looking at walls and shirts and people around me"	"The sound was definitely an enhancement. Not quite the same without."	"I tried to focus on what I thought would help with the hallucinations. So I did try and influence the vision."	"Once the picture we see can be improved, this will be even more amazing."
Subject 3	"I enjoyed looking at every thing"	"nothing"					
Subject 4	"The recreation of images"	"It was a bit jittery. Didn't get to experience the sound aspect."	"Culture glitch"	"Surrounding areas, people"	"N/A"	"I don't get the question really but I guess my perception is double vision, blurry"	"N/A"
Subject 5	"Learning of objects"						
Subject 6	"The possibility of this piece of mechanism is the treatment/diagnosis of eye conditions, disorders or diseases."		"No"	"The experience in question"	"No"	"??"	"This surely as an application for treatment/ diagnosis of eye conditions"
Subject 7	"The multi-sensorial aspect was part of the interest, but what I liked best was the though-provoking way the images change"	"The granular-like sound is a bit too extreme with headphones. I mean it's awesome with speakers => so add a binaural simulation!"	"Apart from some drug experience? :) I'd say some paintings - expressionist art"	"I looked at people, ceiling, lights, brickwall (very good). I heard slices of crowd noise"	"Yes, but the visual aspect was way more interesting"	"In your system, every little 'quantum' of 'perception' is significant just as any other one (I guess...), while human mind is probably obsessed by some memory fragments than others... more"	"-> It would be interesting to have a database which is different from, or longer than, just a couple of minutes. -> Perhaps, it would also be interesting to have two or more sets of goggles, in order to create a shared, common database between users. -> Maybe also interesting: extend the time-scale. -> In conclusion, interesting and beautiful. Keep it up!"
Subject 8	"The ways forward for using this work. Art. Dance. - also - other possibilities. NLP. Work which is my interest."	"Difficult to put on head gear. Needs new design to make this of no significance to the wearer."					
Subject 9	"The image when focused on the brick wall embedded with its ability to memorise"	"Hard to understand how it works."					
Subject 10	"They change in my visual world"	"The imagery moves too much"	"Last time I did ACID."	"I chose to look at the people I know"	"N/A (didn't hear the sound)"	"I didn't recognise and mimicing going on!"	
Subject 11	"It was a quite fascinating experience."	"That I first didn't understand what was happening."	"Yes, when I use my webcam."	"I looked to my friend and the surrounding."	"Yes"		
Subject 12	"The effect on my perception about the environment and myself as well."	"I dislike to make it quick to give others the opportunity!"	"Yes, in my dreams"	"Other people and myself, mostly"	"Yes"	"I thought the goggles become my own perception"	
Subject 13	"The changing of the perception of the reality."	"I didn't have enough time to use it because there was so many people waiting to use the glasses."					
Subject 14	"The way it looks funny"	"Nothing"					
Subject 15	"Interesting to know that the goggles + headphone 'learn' in the same way we do."	"Not sure what I was seeing at first with the goggles."	"No!"	"Parag."	"Wasn't doing them at the same time." (didn't try both at the same time)	"I think I learn faster!"	
Subject 16	"I liked seeing the different experiences."	"I think you can make the screen in the goggles a bit bigger."					
Subject 17	"It's nice to know more about perception, how our brain learns and stores information."		"No"	"Around the room, at people"	"Did no hear the sound"	"Our brains are so attuned to visual images, and quickly categorizing what we see. This was different, maybe more as if your brain was first learning and trying to make sense of visual perceptions"	
Subject 18	"The 'flash back' effect"	"The experience of ambiences"	"The immersion into a dream."				
Subject 19	"The movement was impressionistic, almost painterly"	"Would have liked more depth in colour"	"If you are dizzy, images look blurry"	"General surroundings, people near by"		"You slow down to allow for images to catch up and define."	
Subject 20	"It made me think of how our brain deconstructs and reconstructs elements of perception, particularly in the goggles."		"Made me think of the blind spot and how our visual system works, how they reconstruct cognitively our visual world."	"Mostly people."	"I used goggles and headphones in separate moments"	"It simulates the way in which only elements of our world are actually perceived at a primary level."	
Subject 21	"The immersive aspect of the experience."	"I think it is possible to create a even more immersive experience joining sound and visuals in a unique device."	"Yes, of how I synthesize external inputs and perceive"	"I was trying to get closer to loud sounds and to look at people in motion."	"As they were ?, I didn't"	"My attention filters out the informations not needed and processes the ones I consider relevant."	