Welcome! This is the Post Evaluation Survey for the Study on Assessing EEG and Eye Tracking Interfaces Against Conventional VR Selection Methods. Click the arrow to begin.

Participant Number

6

Did you feel like you were making the cube shrink during the training scene?
(Include any additional comments under your answer choice)

- Yes
- [x] No

Did you feel like you were making the cube shrink during the evaluation scene?
(Include any additional comments under your answer choice)

- [x] Yes
- No

Did you associate a physical action with selecting the cubes with the NeuroGaze system? If yes, what was the physical action? If no, what did you think of to select the cube?

- [x] Yes

pushing

- No

How intuitive was each technique to to use? (Include any additional comments the under technique)

	1 (least intuitive)	2	3	4	5 (most intuitive)
NeuroGaze (EEG combined with Eye Tracking)	○	○	●	○	○
Eye Tracking combined with Hand Tracking	○	○	○	●	○
VR Controllers	○	○	○	○	●

What would you change about any of the interaction techniques or the experiment? If nothing, answer "Nothing"

making the vr headset/heac

Rank each selection technique by preference from 1 (best) to 3 (worst).
(Include any additional comments under your answer choice)

NeuroGaze (EEG combined with Eye Tracking) 3

Eye Tracking combined with Hand Tracking 2

VR Controllers 1

→

Powered by Qualtrics