

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

5

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

Yes

No

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

Yes

No

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

Yes

I was thinking pressing the

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)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Eye Tracking combined with Hand Tracking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
VR Controllers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

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

Nothing

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

1 Eye Tracking combined with Hand Tracking

2 NeuroGaze (EEG combined with Eye Tracking)

3 VR Controllers

