Evaluation Report

More than **250 participants** who have tested the simulator said that they **liked the concept of using Virtual Reality for Disaster Preparedness**. This is because it offered a **new sense of interactivity** and application when learning about it. According to them, through VR, the **experience becomes realistic** because it gives them a feeling of excitement and anxiety making it better to train people on strategies when dealing with disasters since it **tackles a different side of disaster preparedness**. They also liked the idea that they **can make their own decisions and choices in the simulation**, and there can be **more than one way of facing the disaster**.

Aside from the whole experience, participants also **liked the visual graphics and disaster elements** they saw because it goes beyond being attractive and **adds realism to the environment and scenario** they are in. They also **appreciated the auditory cues** that were in the simulation since it **provided subtle instructions** and guided them on what they should do given a specific disaster scenario.

There are also comments about the system that participants wished would be incorporated in the system. One of which is the **addition of furnitures and things inside the environment** so it would look more realistic than it already it. They also would like to **have a more spacious environment** that they can explore. They would have also liked that the **objectives were better explained** in the simulation **through louder and repeating audio cues.**

One of the recurring problems across all the testing sessions was **the problem with the controls and navigation inside the simulation**. They mostly wished they **could walk in real life as opposed to clicking the trigger on the cardboard** and looking around, or more controls from the trigger on the cardboard.

One of their **common desires was the addition of characters in the simulation** - people who you can help and can help you during the disaster. Much like in reality, **a demo or walkthrough of the environment** before entering the simulation could also help improve the system. They would also want a longer storyline in the simulation, **including more challenges**, **ways to survive and not survive**, and **buttons to interact** with.

Suggestions for improvements were also gathered from the participants, and **one of their major requests was the addition of more disaster scenarios** like earthquake, landslide, fire, etc., and **settings for the simulation** like in the school, office, park, etc. Another notable request was that t**he simulation be adjusted to cater all users**, especially those who have risks when exposed like those who had history of seizures and vertigo, have visual impairments and headaches.

Overall, the data gathered from the five testing sessions were not only comprehensive, but also integral in the improvement and further development of the Disaster Preparedness Simulator. To them it was **an earnest attempt in making something potentially life-saving and beneficial to the public**. In addition, if improved and implemented, **they think VR is the best medium to immerse students in disaster situations** without endangering them.