A Walk In The Woods

Design Choice Survey

## **Name: Spencer Durbin**

1. **What are your favorite sounds to hear when you are in nature?**

* I like to hear the sounds of birds and running water.

1. **What, if any, sounds in nature do you find to be annoying or diminish from your overall outdoor experience?**

* Loud bugs, for example, cicadas.

1. **What do you believe is essential for a good hiking experience? (i.e. a guide, multiple environments, animal sightings, etc)**

* On a hike I would like to see a scenic view from high up.

1. **If you were on a virtual, simulated walk through nature, what, if any, audio features do you think could break immersion?**

* Being able to hear the world around you outside of the simulatioin, and not using audio that skips.

1. **Would you find an audio-only simulation of a walk through nature enjoyable? If not, what visual aid or features do you think are crucial for you to have a good experience?**

* An audio only simulation would be enjoyable, but building on it and making visual elements would be even more interesting to try.