**Procedure Haider and Joost**

* Welcome and please take a seat. We are conducting a study on taking penalties in Virtual Reality.
* Before we start we have 4 small questions;

1. What is your age? 18 jaar
2. Gender: Male / Female / Would rather not say
3. Left / Right footed?
4. Do you have any football experience? Yes / No.
5. 🡪 I so, how many years have you played in a football club? 5 jaar
6. Have you ever used VR before? Yes / No

* Shall we begin?
* To start with, we will briefly explain how the experiment will look like. During the experiment you will have to take a number of penalties and you will have to try to score the penalty. The goalkeeper will not stop the balls literally, but you must take into account that if the goalkeeper dives in the same direction as your shot, you must assume that the goalkeeper will stop the ball. It is also important that there are no breaks in the run-up Is this clear to you?
* Would you please first fill in the consent form before participating in the study?
* We will now attach the VR tracker to your foot. Then we will attach the VR headset to your head. After you put the VR headset on your head, you will enter a VR environment and then you will end up on a virtual football field. We will then calibrate your foot with the VR tracker. You will need to point the nose of your foot in the direction of the goal and position your foot flat on the ground behind the penalty spot.
* If you look at the ground around you, you should see a black square somewhere. As soon as you are in this square, the ball will appear on the penalty spot and you can take the penalty. However, it is important that you walk back to that square each time before taking the next penalty so that you will be able to take the penalty. Is that clear to you?
* 10 test trials
* Take a look around and then we will start when you are ready, Good luck!

**After the participant has finished the experiment**

Thank you so much for participating in our research! We would like to ask you some questions.

1. What did you think of the experiment?

- it was fun and the vr was pretty immersive

2. Did the taking of the penalties correspond to reality?

Kinda, it could not really get the twist of my feet and thus when I wanted to shoot left it went right, however after a sufficient amount of shots it got better

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3. **Research explanation:** We know that football players are influenced by environmental factors such as background movement. We would like to investigate in which time window footballers are most influenced by a background movement, in our case moving ads. Did you feel that the adverts had an effect on your penalty shootout?

* Not really, I noticed when I wanted to start that the ads were moving but I thought that maybe it signalled that the data was being measured so it did not distract me that much

Bijzonderheden: