Ensemble Retriver Questionnaire

Meta-information and Demographics

1. **What was your participant ID? ***

   _____

2. **What was your experiment ID? ***

   Mark only one oval.

   ⬭ 0

   ⬭ 1

   ⬭ 2

3. **What is your age range?**

   Mark only one oval.

   ⬭ < 20

   ⬭ 20 - 30

   ⬭ 30 - 40

   ⬭ 40 - 50

   ⬭ > 50

4. **How much previous experience have you had with games in general?**

   Mark only one oval.

	1	2	3	4	5	6	7	
Very little experience.	⬭	⬭	⬭	⬭	⬭	⬭	⬭	Lots of experience.

5. **How much previous experience have you had with VR games?**

   Mark only one oval.

	1	2	3	4	5	6	7	
Very little experience.	⬭	⬭	⬭	⬭	⬭	⬭	⬭	Lots of experience.

Ensemble Retriver Questionnaire

Sense of Presence

6. **Please rate your sense of being in the virtual environment, on the following scale from 1 to 7, where 7 represents your normal experience of being in a place.** *

Mark only one oval.

	1	2	3	4	5	6	7	
Not at all.	◯	◯	◯	◯	◯	◯	◯	Very much.

7. **To what extent were there times during the experience when the virtual environment was the reality for you?** *

Mark only one oval.

	1	2	3	4	5	6	7	
At no time.	◯	◯	◯	◯	◯	◯	◯	Almost all the time.

8. **When you think back about your experience, do you think of the virtual environment more as images that you saw, or more as somewhere that you visited?** *

Mark only one oval.

	1	2	3	4	5	6	7	
Images that I saw.	◯	◯	◯	◯	◯	◯	◯	Somewhere that I visited.

9. **During the time of the experience, which was strongest on the whole, your sense of being in the virtual environment, or of being elsewhere?** *

Mark only one oval.

	1	2	3	4	5	6	7	
Being elsewhere.	◯	◯	◯	◯	◯	◯	◯	Being in the virtual environment.

10. **Consider your memory of being in the virtual environment. How similar in terms of the structure of the memory is this to the other places you have been today?** *

By "structure of the memory," consider things like the extent to which you have a visual memory of the VE, whether that memory is in color, the extent to which the memory seems vivid or realistic, its size, location in your imagination, the extent to which it is panoramic in your imagination, and other such structural elements.
Mark only one oval.

	1	2	3	4	5	6	7	
Not at all.	◯	◯	◯	◯	◯	◯	◯	Very much so.

11. **During the time of the experience, did you often think to yourself that you were actually in the virtual environment?** *

Mark only one oval.

	1	2	3	4	5	6	7	
Not very often.	◯	◯	◯	◯	◯	◯	◯	Very much so.

Ensemble Retriver Questionnaire
General Feedback

12. **How much time did you feel like you were playing for? ***

(In minutes)

_____

13. **How intuitive did the controls feel? ***

Mark only one oval.

	1	2	3	4	5	6	7	
Not intuitive.	◯	◯	◯	◯	◯	◯	◯	Very intuitive.

14. **How challenging did you find the game to be? ***

Mark only one oval.

	1	2	3	4	5	6	7	
Very easy.	◯	◯	◯	◯	◯	◯	◯	Very challenging.

15. **How disorienting was the game in terms of having to rotate around to see the enemy or projectiles? ***

Mark only one oval.

	1	2	3	4	5	6	7	
Not disorienting.	◯	◯	◯	◯	◯	◯	◯	Very disorienting.

16. **Would you be interested in playing games with similar mechanics in the future? ***

Mark only one oval.

◯ Yes

◯ No

17. **Did you notice anything strange or unusual in the virtual environment?**

_____

_____

_____

_____

_____