

COGNITIVE LOAD SCALE (CLS)

NAME: _____ DATE _____/_____/_____

INSTRUCTIONS:

Instructions: Please rate the following statements based on your experience using NVIDIA Omniverse for real-time simulation tasks. Use the scale below to indicate the level of mental effort and frustration experienced.
1 – Strongly Disagree. 2 – Disagree. 3 – Neutral. 4 – Agree. 5 – Strongly Agree

CLS QUESTIONS:

RATING SCALE:

Mental Demand

Rating (1 – 5)

The simulation tasks required significant mental effort to complete.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I found it mentally exhausting to complete tasks in Omniverse.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The cognitive effort needed to use Omniverse was too high.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I had to concentrate intensely to complete tasks successfully.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Task Complexity

The simulation tasks in Omniverse were too complex.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I needed extensive problem-solving skills to complete tasks.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The amount of information I had to process was overwhelming.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Frustration Level

I felt frustrated while using Omniverse.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I had difficulty understanding how to use certain features.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The effort required to complete a task was not worth the outcome.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Confidence and Usability Issues

I felt confident while completing tasks in Omniverse. (Reverse scored)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I frequently made mistakes due to the system's complexity.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The interface helped reduce my cognitive workload. (Reverse scored)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>