001

[like or dislike each of the techniques]

S&T? I dislike it because every time I was in front of the door the disappeared and I lost focus and the direction I need to take. So it was kind of confusing compared to the other three.

Horizontal was not the best but not the worst. It made me feel like I was inside the home but it feels strange but somewhat comfortable and I understood where things were and where to go. It was less confusing.

Vertical was one of the easiest of the four techniques. It was very clear the direction you need to take to go to the next rooms. It was easy to manage for the task.

The Accordion was the best, the most immersive, at least for me. It gave me the impression to be really in the home. My eyes were not dizzy during the experiment.

[door?]

Every time I was in front of the door I wanted to take the [doorknob] but I couldn’t, I didn’t need to. I had the feeling that I needed to touch the door and this was strange. The fact that I could not interact with the door was strange. [and if it was a sliding door?] Maybe it could be better.

002

[like or dislike each of the techniques + also the most like natural walking?]

I preferred the Accordion. I felt like I was the most in the environment and also it was easy to remember where I was in the environment.

The Vertical made me the most nauseous. It made me feel like I was being swerved around while not moving which was really weird.

S&T I kept on losing track on where I was because it kept on making me face the door and I kept on losing track of where I was and where I was planning on going. So I completely lost track of where I was.

The Horizontal was okay, but it felt like the moving was a bit weird. It felt like it was hard because the walls were real and whereas in the Accordion you could see the walls which made it much easier to see where you came from. I liked it when the doors were on the floor.

[door?]

I think if the door, e.g. Accordion/Horizontal, you need a door there to have something to walk to. If the door was straight then an opening would be just as fine. I liked being able to see where I’d come from, so if there’s no walls, it’s fine but if there were both walls and a door then I kept on losing track of where I was.

003 🡪 reversed order

[like or dislike?]

S&R? What I found unrealistic was when I was switching the doors and when I entered the second room, I entered my face towards the door, when in real life it would be like of course – you go inside the door you face the wall in front. Initially it really bugged me in the start but when you get used to it it’s alright.

Accordion was with the down-doors, something not very common regarding doors. It was pretty much okay.

Some structures I can say visually were not very in parallel with the structures I see in real life.

Yeah, and of course I’m not sure it was this one but the plants were coming outside the structure? The fact that plants were just floating outside in the air was a bit buggy [noticed for Vertical and Accordion]

I didn’t particularly notice any difference between walking and walking in that environment [VE]. I was just more skeptical because I didn’t want to push things here. Otherwise in the virtual environment my walk was pretty similar as in my real life. I was just more curious about the objects around.

[door?]

There is some scope of improvement. The doors in the whole experience was the thing that the most different from my usual reality. I noticed there were many different ways of going by the doors. The side and not the different walls. It made me stay in this particular area. It was the experience that was the most removed from reality, moving through the doors. [what if there wasn’t a door?] It wouldn’t have been natural if the door was just an opening.

004

[like or dislike?]

Horizontal? The one I dislike the most is the one you fold because you couldn’t see through the spaces.

Accordion? I liked it. It was confusing to getting into how the doors are. Because they’re flat, it feels like you need to walk around the doors.

Vertical? That was a bit confusing sometimes because you rotated and you were looking at another part of the wall. But you could see through all the spaces and that was nice.

S&R? That was a little less confusing that Vertical, because you also turn around but it’s more direct in the way you turn around otherwise you might be facing a wall.

[most natural?]

Huh, it’s a difficult question. I still just like the S&R because it’s kind of natural walking except you need to turn around so it’s like you’re pacing the room. So that was nice.

[doors?]

I think it could be a sliding door/phase through. I don’t think it should necessarily be a door, but I think it should be indicated very clearly that it’s a way through and not just a hole in the wall. It might just get confusing at that point.

005

[like or dislike?]

So the favourite order – the stop reset was the most preferred. The fading and the me turning around myself after the fading was less disorienting…although it was also disorienting because I had to turn and my mental map of the room was just flipped as well, which was weird.

Second one was vertical. The vertical one flipped the whole room, which made me kind of dizzy.

I really didn’t like the Horizontal because I didn’t have an overview of the room, while I did for the others through the doors and the windows and everything. Also the rotating was really making me dizzy.

The accordion one was a bit better in the sense that the floor remained stable. What I also mentioned while filling out the questionnaires was with the doors laying on the ground – I think I was focused too much on the doors which made me less aware of the environment and probably also explains why I sucked at the memory questions.

[natural walking?]

There was a difference of course. The S&R is of course different from reality because of the fading thing and because you had to rotate, whereas in the usual environment I can just go straight ahead. So there was a difference. Did it really bother me? Maybe there was this learning curve in the beginning when I was standing too close to the door and I turned and I went into the same room again. Probably for a while and getting used to the interaction I would perform better. It is kind of similar to a real door. [Fading in and out not a factor for natural walking?] Nope. It felt natural to walk towards the door. It did influence my movement. I don’t literally stop in front of the door if I want to open it, so I think it did influence my walking behaviour but probably less compared to the other three settings.

[door?]

I would prefer vertical doors. I don’t like turning so that’s why I don’t really like the Vertical rotating thing.

006

[like or dislike?]

Let’s start with the first one, Horizontal. I think you had the feeling of ‘tipping over’, like you came close to the ground, and that induced some nausea. After that experiment I was the most dizzy compared to the rest.

And then S&R, there was no dizziness, but there was a less of a sense that I was ‘present’ in room. It’s like you stop, and then you close your eyes, and then you open your eyes and something has changed. But you have to relocate yourself for sometime just to get to know the places again.

Accordion was better in that sense, but still if you compare Accordion with Vertical (which I put the highest), but I felt like Vertical was more immersive – because in my head, Accordion is kind of the helmet of the previous room that came in front of you and blocked your vision for a tiny bit and then when it came off you could see the room again. So the blocking of the vision made it a little bit less immersive. I had a feeling that it was still necessary because if you didn’t have that blocking then it would be too disorienting because everything happens at once.

Vertical I liked it the most, if you compare it to Accordion, was a little bit more dizzy, because I had the feeling that I was moving more. It was more pleasant because while you were rotating you could look around and still could orient yourself based on the things you see so I still could feel the most as if I was walking through the space.

[door?]

It could be an opening but it would be too confusing. In my opinion, it’s important that it has to be a solid. It’s important that you have the feeling that the room ends there in the real world. So when you approach it, then you change. If it’s not solid, then you start walking through it and walk against a table or something.

007 🡪 mixed up S&R with Vertical

[like or dislike?]

The first one was the one like a normal door and if you go through it, it turns around. [Stop&Reset]. I liked that one the most because I think it makes a lot of sense. The only thing is a usability issue.