Interview Questions during tests:

Category	Question	Rating Scale
Vection	Did you feel like you were moving forward while on the test?	1: You didn't feel any movement - 10: It felt perfectly like moving forward in the real world
Gesture	How do you think this gesture?	1: Very easy to use - 10: Very hard to use
Movement Speed	What do you think about the movement speed and your feet' movement? Rate from 1 to 10, where 1 indicates they were not matched at all, and 10 indicates they were perfectly matched.	1: Not matched at all - 10: Perfectly matched

1. What are your thoughts on the gestures used for the interface? If you were the designer, what kind of gestures would you implement? Alternatively, do you think the current design needs improvement, and if so, how? (brief explanation)"

2. Briefly describe the difference between walking scenarios with and without vibration feedback.

3. How many different vibration feedback types during the whole test?

4. How do the different vibrations feedback affect your experience? (example: different terrain feeling, better speed match, no difference, etc.)

5. Which test or tests do you think will have the best walking performance
(you were going along the correct path), give a short order of the test.(1. keyboard 2. keyboard with vibration 2. gesture without vibration 3 gesture with vibration)

6. How would you compare the walking experience in the seated and lying down postures?

7. Would you consider using this walking simulator when you need to move around in VR? if so, with which posture, lying down or seated?

8. What specific purposes do you envision for this simulator?