**Background**

1. **Choose 1 option below that applies to you.** 
   1. I have used commodity VR devices (Oculus series, HTC Vive, Valve Index, PSVR, etc).
   2. I have experienced 3D vision products (e.g. 3D movies) but not using VR techniques.
   3. I am not/hardly exposed to 3D vision techniques.
2. **Choose options below that applies to you. (multiple choice)**
   1. I have experienced more than 30 games in total.
   2. I have spent significant time (>200 hours) on a single game.
   3. I ever had (and have used) hardware/devices specifically for gaming (gaming GPU, gaming consoles, game controller, dance mat, etc.).
3. **Which of the following game genres/tags/elements have you ever experienced? (multiple choice)**
   1. Shooting
   2. First-person perspective (including VR)
   3. Puzzle solving
   4. Space
   5. Science fiction
   6. Flying / air combat
   7. Story-based
   8. Sandbox
4. **Choose 1 option below that applies to you.** 
   1. I have experience using real-life flight control sticks (for piloting real aircrafts / as gaming HOTAS device).
   2. I am familiar with mechanisms of flight control sticks.
   3. I am not/hardly familiar with flight control sticks.
5. **Choose options below that applies to you. (multiple choice)**
   1. I have complete, basic knowledge of optics.
   2. I have been exposed to following real-life optical devices: red dot sights, holographic projectors, head-up displays.
   3. I have seen realistic HUDs in games and developed basic understanding of them.
6. **Choose options below that applies to you. (multiple choice)**
   1. I have complete, basic knowledge of kinetics.
   2. I understand the difference between earth environment and space.
   3. I am interested in, or have been exposed to astronomy (e.g. visited museums or amusement parks).
   4. Except for games, I have read or watched sci-fi works (e.g. novels, documentaries, movies).

**Testing experience**

1. **Choose options below that applies to you. (multiple choice)**
   1. I understand what astronaut jetpack is, and how it works, in this game.
   2. I felt I have descent control over my motion using jetpack.
   3. I felt comfortable while maneuvering with jetpack.
2. **Choose options below that applies to you. (multiple choice)**
   1. I understand what grappling hook refers to, and how it works, in this game.
   2. I found it easy to hit everything accurately using grappling hook.
   3. I found it comfortable while maneuvering with grappling hook.
3. **Choose options below that applies to you. (multiple choice)**
   1. I understand what HUD refers to, and what it does, in this game.
   2. I found HUD comfortable to look at (e.g. not any prickly to eyes, not blocking normal vision, not adding to dizziness, not affecting eye focus).
   3. I found HUD contents easy to understand (i.e. it is self-explanatory).
   4. I found all information delivered by HUD important/useful.
   5. I am satisfied with all HUD text font sizes. (They should be neither too large that blocks normal vision, nor too small to read.)
4. **Which approach do you prefer to use for moving yourself in this game, jetpack or grappling hook?**
5. **Rate from 1 to 10, how do you like interaction in this game in general?**
6. **Are there any additional comments you would like to make?**