Question	Answers/Themes	Count	Who said it?	
1 - Augmented Reality	merging 3D graphics with real world	5	I1, I3, I7, I8, I9	
	spatial registration (not just HUD)	5	I1, I3, I4, I8, I9	
	user in control	2	I1, I2	
	human + physical world + digital world	1	I2	
	interaction with real world	1	I3	
	contextual digital overlay	1	I5	
	as soon as you augment your reality in any way	2	I6	
	happens in the physical space you're in	2	I6	
	enhancing human perception	1	I7	
	create a new experience	2	I7, I10	
	augment interactions with the physical world	1	I10	
	not bound to technology	1	I10	
1a - is AR	Terminator	2	I1, I2	
	Pokémon GO	3	I2, I5, I6	
	Google Glass	1	I2	
	path of golf ball in space	1	I4	
	look at a church & show its name	1	I5	
	remote AR inspection	1	I6	
	interactive AR training/maintenance (e.g., Steve	2	I6, I9	
	Pepper's ghost	1	I7	
	Snapchat	1	I7	
	FB AR Studio	1	I7	
	"classical" AR markers (e.g., QR codes)	1	I8	
	books	1	I10	
	Video Place (https://www.youtube.com/watch?v:	1	I10	
1b - isn't AR	Google Glass	2	I1, I9	
	anything that's just HUD or 2D contextual [1]	2	I1, I4	
	original Pokémon GO	3	I1, I3, I8	
	sports augmentations on TV	3	I1, I2, I4	
	Pokémon GO map view	1	I5	
	immsersive VR	1	I7	
	sidewalk painting (static)	1	I10	
2 - Virtual Reality	fully synthetic/virtual view	8	I1, I2, I3, I4, I5, I6, I8, I9	
	immersion	4	I1, I3, I5, I6	
	isolated user	2	I2, I6	
	head-tracking or head-worn display necessary	5	I3, I4, I5, I8, I9	
	far end of the MR spectrum	2	I4, I7	
	visit places without moving / being somewhere e	3	I6, I7, I10	
	completely constructed reality	1	I7	
2a - is VR	360 on a headset	2	I4, I5	
	Tilt Brush	1	I5	
	architectural VR software	1	I2	
	flight simulator	1	I2	

	virtual museum	1	I6
	360 degree movies	1	I7
	The Matrix	1	I8
	Avatar	1	I8
	CAVEs	1	I8
	Sutherland's Ultimate Display	1	I9
2b - isn't VR	desktop 3D	1	I1
	360 on a mobile device	2	I4, I5
	anything happening in the physical space you're	2	I6, I7
3 - Mixed Reality	everything in the MR continuum (incl. VR)	3	I1, I7, I8
	marketing/buzzword	3	I1, I2, I7
	the continuum	1	I2
	AR + full immersion / apps that can do both (AR	2	I3, I5
	hyper-reality / "strong AR" / more capabilities tha	3	I4, I6, I8
	bound to devices like HoloLens	1	I6
	broad definition: the combination of real & virtua	1	I6
	blends real and virtual (rather than just adding o	1	I8
	same as AR	1	I9
	haven't thought about it enough conceptually	1	I10
	might be the same as AR	1	I10
	realities that are mixed in a state of transition	1	I10
3a - is MR	Pokémon GO (incl. map view)	1	I5
	Zombies GO	1	I5
	HoloLens	3	I6, I7, I9
	diminished reality	1	I8
	projective AR	1	I8
	AR training and maintenance	1	I9
	a window in a house	1	I10
3b - isn't MR	Google Glass	2	I1, I9
	anything that's not AR	1	I1
	anything that's not "registered"	1	I1
	RoboRaid [2]	1	I3
	HoloLens	1	I3
	just overlays without understanding of physical s	1	I6
4 - Aspects of Reality in MR	any of your senses / any physical stimulus	3	I1, I6, I9
	digital content in general (3D models, photos, au	1	I2
	interactions	2	I2, I5
	haptics	5	I3, I7, I8, I9, I10
	(spatial) audio	5	I3, I5, I7, I9, I10
	other participants (= "social aspect")	1	I3
	geolocation	1	I5
	anything sensors can track (e.g., understanding	2	I5, I7
	motion/movement	1	I7

	smell	2	I8, I10
	temperature	1	I8
	wind	1	I9
	vibrotactile feedback	1	I9
4a - listening to music	is MR	0	
	isn't MR	7	I1, I2, I3, I5, I7, I8, I9
	undecided	3	I4, I6, I10
	no spatial aspect / does not react to environmen	5	I1, I2, I5, I7, I9
	not immersive enough	1	I3
	"visuals still very important"	1	I4
	something we do all the time [3]	1	I6
	just a medium / replacement for live experience	1	I7
	does not react to environment	1	I7
	is VR (b/c one sense completely replaced)	1	I8
	depends on state of mind / being carried away	1	I10
4b - Tilt Brush	is MR	1	I7
	isn't MR	9	I1-6, I8, I9, I10
	motion is just input to interact with VR	4	I1, I2, I8, I9
	is VR	9	I1-6, I8, I9, I10
	no physical world visible	6	I2, I3, I5, I6, I9, I10
	level of immersion	3	I4, I5, I6
	VR is a type of MR	1	I7
	interaction is visible	1	I7
4c - Super Mario Bros.	is MR	0	
	isn't MR	10	I1-8, I9, I10
	no spatial aspect	3	I1, I3, I6
	just input	4	I1, I2, I3, I8
	"if this is MR, then everything is"	3	I1, I2, I6
	not enough immersion	2	I4, I7
	"too big of an abstraction"	1	I6
	gap between real world and GUI	2	I7, I8
	would be MR if Mario were in the room	3	I6, I8, I9
	might be MR if screen more integrated into envir	1	I10
5 - AR/MR/VR in 5/10 years	might not distinguish anymore / undecided	2	I1, I3
	will not distinguish anymore	4	I2, I4, I6, I9
	will still distinguish	4	I5, I7, I8, I10
	differences are fluent	4	I1, I7, I8, I9
	distinguish more based on applications	2	I1, I9
	people will learn/internalize the differences	1	I2
	hardware/devices will merge	4	I4, I5, I6, I10
	MR could take over meaning of AR	2	I5, I8
	gap in devices will remain	2	I7, I9
	human perception must be deciding factor for di	1	I7
	will distinguish between two binary options	1	I10

6 - one definition for MR	important/useful	6	I1, I2, I4, I6, I7, I10
	not important/useful	3	I3, I8, I9
	undecided	1	I5
	context matters	1	I1
	important to make clear in conversations	2	I1, I2
	definitions are temporary	1	I2
	it's (partly) marketing	2	I3, I5
	never going to happen	1	I4
	coherent frame of reference is important	1	I7
	necessary to think in a more holistic way	1	I8
	too broad of a concept	1	I9
	MR will encompass both AR and VR	1	I10
6a - definition for HCI research	no (specific) definition given	7	I1, I2, I3, I4, I6, I8, I10
	more consistency necessary	1	I2
	important to have a single definition	3	I1, I7, I9
	possibility to *interact* with virtual objects like with	1	I5
	no research background	1	I6
	MR as encompassing everything (continuum)	1	I7
	necessary to fix broken definitions	1	I7
	sharpen tools of researchers	1	I7
	different understandings are an advantage	1	I8
	entensible version of continuum	1	I9
	move away from technology and towards experi	1	I10
7 - XR	X is placeholder	5	I1, I2, I4, I6, I9
	"political" term	1	I1
	interchangeable with MR	5	I1, I2, I3, I5, I8
	marketing term	1	I3
	superset of all R	3	I4, I6, I9
	X = extended	3	I3, I5, I7, I8
	never heard of XR	1	I10

[1] Also I3?

[2] Interviewee said these come closest, but are not 100% MR according to their understanding.

[3] Interviewee admitted that this would be MR according to their earlier definition, but said intuitively it's not.