

Survey Questions (AR/VR in E-Learning)

Basic VR Headset Compatibility

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| 1 | Functional | If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? |
| 2 | Dysfunctional | If our e-learning platform could not be used with VR headsets, how would this affect your experience? |

AR Interactive Textbooks

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| 3 | Functional | How would you feel if our e-learning platform included interactive textbooks with augmented reality features? |
| 4 | Dysfunctional | What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? |

VR Field Trips

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| 5 | Functional | If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? |
| 6 | Dysfunctional | Would you be disappointed if our e-learning platform did not offer virtual reality field trips? |

AR Lab Simulations

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| 7 | Functional | How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality? |
| 8 | Dysfunctional | How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? |

Customizable VR Avatars

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| 9 | Functional | What would you think about the ability to create and customize your own avatar in our VR learning environment? |
| 10 | Dysfunctional | Would it bother you if there was no option to create and customize your own avatar in our VR learning environment? |

Language Translation

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| 11 | Functional | If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature? |
| 12 | Dysfunctional | How would you feel if our e-learning platform did not offer real-time translation of educational content? |

Accessibility Features

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| 13 | Functional | How important would it be for you that our e-learning platform includes accessibility features for users with disabilities? |
| 14 | Dysfunctional | What if our e-learning platform lacked accessibility features for users with disabilities? |

Gamification Elements

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| 15 | Functional | Would the inclusion of gamification elements to make learning more interactive and fun be something you value? |
| 16 | Dysfunctional | Would you miss gamification elements if our e-learning platform didn't include them? |

Collaborative VR Workspaces

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| 17 | Functional | How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? |
| 18 | Dysfunctional | Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces? |

Cross-Platform Compatibility

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| 19 | Functional | If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction? |
| 20 | Dysfunctional | Would you find it problematic if our e-learning platform was not compatible with all your devices? |