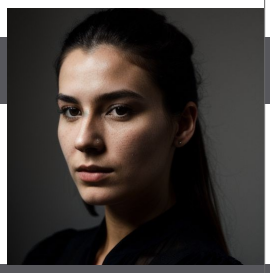
Participant Profile



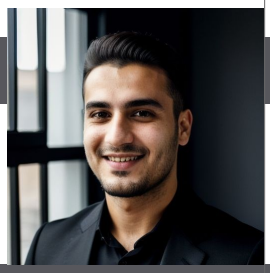
Name	: ***	Degree	: Bachelor's in Graphic Design
Surname	: ***	Occupation	: Graphic Designer
Age	: 36	City	: Ankara
Birth Place	: ***	Company	: CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	●	○	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	○	●	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	●	○	○	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	○	○	●
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	●	○	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	○	●	○	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	●	○
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	●	○	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	●	○	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	○	●	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	○	●	○
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	●	○	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	●	○	○	○	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	○	●
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	●	○	○	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	○	○	●
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	○	●	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



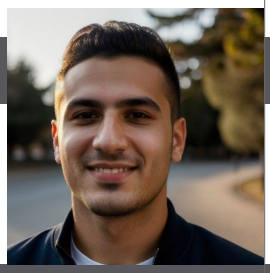
Name	: ***	Degree	: Bachelor's in Computer Science
Surname	: ***	Occupation	: IT Systems Administrator
Age	: 31	City	: Ankara
Birth Place	: ***	Company	: CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	●	○	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	●	○	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	○	○	●	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	●	○	○
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	○	●	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	○	○	●	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	●	○
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	○	●	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	●	○	○
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	●	○	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	○	○	●	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	●	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	○	○	●	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	●	○	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	○	●	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



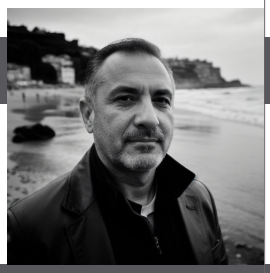
Name	: ***		Degree	:	Associate's in Information Technology
Surname	: ***		Occupation	:	IT Technician
Age	: 29		City	:	Ankara
Birth Place	: ***		Company	:	CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	●	○	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	○	●	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	○	○	●	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	○	●	○
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	○	●	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	●	○	○	○	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	○	●
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	○	●	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	●	○	○
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	○	●	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	○	○	●	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	●	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	○	○	●	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	●	○	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	○	●	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



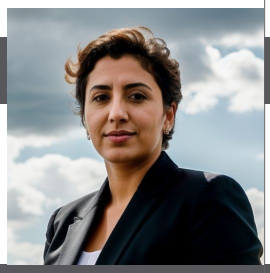
Name	: ***	Degree	: Bachelor's in Computer Engineering
Surname	: ***	Occupation	: Chief Technical Officer
Age	: 48	City	: Ankara
Birth Place	: ***	Company	: CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	○	●	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	○	●	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	○	●	○	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	○	○	●
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	○	●	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	●	○	○	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	○	●
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	●	○	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	○	○	●
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	●	○	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	○	○	●	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	●	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	○	○	●	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	●	○	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	●	○	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



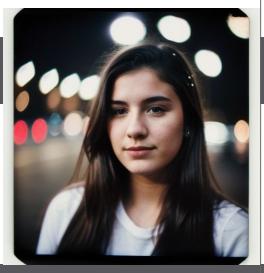
Name	: ***	Degree	: Master's in Computer Engineering
Surname	: ***	Occupation	: CEO
Age	: 46	City	: Ankara
Birth Place	: ***	Company	: CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	○	●	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	○	●	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	○	●	○	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	○	○	●
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	○	●	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	●	○	○	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	○	●
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	●	○	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	○	○	●
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	●	○	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	○	○	●	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	●	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	○	○	●	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	●	○	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	●	○	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



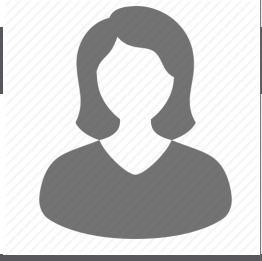
Name	: ***		Degree	:	Associate's in Office Management
Surname	: ***		Occupation	:	Office Administrator
Age	: 25		City	:	Ankara
Birth Place	: ***		Company	:	CyberX-Tech

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	○	○	●	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	○	●	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	○	○	●	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	●	○	○
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	○	●	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	○	○	●	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	○	○	●	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	○	○	○	●	○
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	○	●	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	○	○	●	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	●	○	○
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	○	●	○	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	○	○	●
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	○	●	○	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	○	○	●	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	○	○	●	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	●	○	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	●	○	○	○	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	○	○	○	○	●

Participant Profile



Name	: ***	Degree	: High School Student
Surname	: ***	Occupation	: Student
Age	: 17	City	: Ankara
Birth Place	: ***	Company	:

Survey Questions

AR/VR in E-Learning

		Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	○	●	○	○	○
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	○	○	●	○	○
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	●	○	○	○	○
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	○	○	○	●	○
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	○	○	●	○	○
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	○	●	○	○	○
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	○	○	○	●	○
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	●	○	○	○	○
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	○	●	○	○	○
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	○	○	●	○	○
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	●	○	○	○	○
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	○	○	○	○	●
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	○	○	●	○	○
14	What if our e-learning platform lacked accessibility features for users with disabilities?	○	○	●	○	○
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	○	●	○	○	○
16	Would you miss gamification elements if our e-learning platform didn't include them?	○	●	○	○	○
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	●	○	○	○	○
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	○	○	○	●	○
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	○	○	○	●	○
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	●	○	○	○	○