Name

Degree

: Bachelor's in Graphic Design

· : *** Surname Age : 36

Occupation : Graphic Designer City

Birth Place

: Ankara : CyberX-Tech Company



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?	0	0		0	0	
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0	0		0	
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?		0	0	0	0	
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0	0	0		
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0		0	0	
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0	0	0		0	
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	0	0		0	0	
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	0	0	0		0	
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	0		0	0	
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0		0	0	
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	0	0		0	0	
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0	0		0	
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?		0	0	0	0	
14	What if our e-learning platform lacked accessibility features for users with disabilities?	0	0	0	0		
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?		0	0	0	0	
16	Would you miss gamification elements if our e-learning platform didn't include them?	0	0	0	0		
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	•	0	0	0	0	
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0	0	0		
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	0		0	0	0	
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	0	0	0	0		L



Name : *** Degree : Bachelor's in Computer Science Surname : *** Occupation : IT Systems Administrator

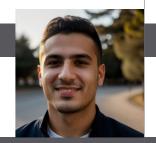
Age : 31 City : Ankara
Birth Place : *** Company : CyberX-Tech



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?	0	0		0	0
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0		0	0
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	0	0	•	0	0
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0		0	0
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0	0		0
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0	0	0		0
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	0	0	0		0
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	0	0	0		0
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	0	0		0
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0	0		0
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	0	0		0	0
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0		0	0
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	•	0	0	0	0
14	What if our e-learning platform lacked accessibility features for users with disabilities?	0	0	0	0	
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	0	0	0		0
16	Would you miss gamification elements if our e-learning platform didn't include them?	0	0	0		0
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	0	0		0	0
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0		0	0
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	0		0	0	0
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	0	0	0	0	

Name : *** Degree : Associate's in Information Technology

Surname : *** Occupation : IT Technician
Age : 29 City : Ankara
Birth Place : *** Company : CyberX-Tech



/VR in E-Learning	Like	Expected	Don't care	Can live with it	Dislike
If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	0	0		0	0
If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0	0		0
How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	0	0		0	0
What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0	0	•	0
If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0	0	•	0
Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0	0	0	•	0
How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?		0	0	0	0
How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	0	0	0	0	
What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	0	0		0
Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0	0		0
If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	0	0		0	0
How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0		0	0
How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	0		0	0	0
What if our e-learning platform lacked accessibility features for users with disabilities?	0	0	0	0	
Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	0	0	0		0
Would you miss gamification elements if our e-learning platform didn't include them?	0	0	0		0
How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	0	0		0	0
Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0		0	0
If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	0	•	0	0	0
Would you find it problematic if our e-learning platform was not compatible with all your devices?	0	0	0	0	
	Would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality? How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? What would you think about the ability to create and customize your own avatar in our VR learning environment? Would it bother you if there was no option to create and customize your own avatar in our VR learning environment? How would you feel if our e-learning platform did not offer real-time into multiple languages, how would you rate this feature? How would you feel if our e-learning platform did not offer real-time translation of educational content? How important would it be for you that our e-learning platform includes accessibility features for users with disabilities? What if our e-learning platform lacked accessibility features for users with disabilities? Would the inclusion of gamification elements to make learning more interactive and fun be something you value? Would you miss gamification elements if our e-learning platform didn't include them? How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces? If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your sati	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality lab simulations? What would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? What would you think about the ability to create and customize your own avatar in our VR learning environment? Would it bother you if there was no option to create and customize your own avatar in our VR learning environment? If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature? How would you feel if our e-learning platform did not offer real-time translation of educational content? How important would it be for you that our e-learning platform includes accessibility features for users with disabilities? What if our e-learning platform lacked accessibility features for users with disabilities? Would the inclusion of gamification elements to make learning more interactive and fun be something you value? Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces? If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this a	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? 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Would the inclusion of gamification elements to make learning more interactive and fun be something you value? Would you miss gamification elements if our e-learning platform didn't include them? Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces? If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction? Would you find it problematic	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? What would participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality? How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? What would you think about the ability to create and customize your own avatar in our VR learning environment? Would it bother you if there was no option to create and customize your own avatar in our VR learning environment? If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature? How would you feel if our e-learning platform did not offer real-time translation of educational content? How important would it be for you that our e-learning platform includes accessibility features for users with disabilities? What if our e-learning platform lacked accessibility features for users with disabilities? Would the inclusion of gamification elements to make learning more interactive and fun be something you value? Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would you feel about the availability of collaborative workspaces (phone, tablet, computer), how would this affect your satisfaction?	MR in E-Learning MR MR MR MR MR MR MR M

Name : *** Degree : Bachelor's in Computer Engineering

Surname : *** Occupation : Chief Technical Officer

Age : 48 City : Ankara
Birth Place : *** Company : CyberX-Tech



/VR in E-Learning	Like	Expected	Don't care	Can live with it	Dislike
If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	0	0	0		0
If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0	0	•	0
How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	0		0	0	0
What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0	0	0	
If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0	0		0
Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0	0	0		0
How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	0	•	0	0	0
How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	0	0	0	0	
What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	0	0		0
Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0	0		0
If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	0		0	0	0
How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0	0	0	
How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?		0	0	0	0
What if our e-learning platform lacked accessibility features for users with disabilities?	0	0	0	0	
Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	0	0	0		0
Would you miss gamification elements if our e-learning platform didn't include them?	0	0	0		0
How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	0	0		0	0
Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0		0	0
If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?		0	0	0	0
Would you find it problematic if our e-learning platform was not compatible with all your devices?	0	0	0	0	
	would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality? How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? What would you think about the ability to create and customize your own avatar in our VR learning environment? 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If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality lab simulations? 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Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects? Would you find it problematic if our e-learning platform was not compatible with all	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel? If our e-learning platform could not be used with VR headsets, how would this affect your experience? How would you feel if our e-learning platform included interactive textbooks with augmented reality features? What would you think if our e-learning platform did not include interactive textbooks with augmented reality features? If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you? Would you be disappointed if our e-learning platform did not offer virtual reality field trips? 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Would you be disappointed if our e-learning platform did not offer virtual reality field trips? How would you feel if our e-learning platform allowed you to perform lab simulations using augmented reality? How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations? What would you think about the ability to create and customize your own avatar in our VR learning environment? Would it bother you if there was no option to create and customize your own avatar in our VR learning environment? If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature? How would you feel if our e-learning platform did not offer real-time translation of educational content? How important would it be for you that our e-learning platform includes accessibility features for users with disabilities? What if our e-learning platform lacked accessibility features for users with disabilities? Would the inclusion of gamification elements to make learning more interactive and fun be something you value? Would you feel about the availability of collaborative workspaces in virtual reality or or group learning and projects? Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces? If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfa	MR in E-Learning MR MR MR MR MR MR MR M

Name : *** Degree : Master's in Computer Engineering

Surname : *** Occupation : CEO
Age : 46 City : Ankara
Birth Place : *** Company : CyberX-Tech

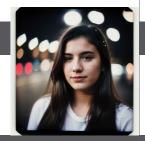


AR	/VR in E-Learning	Like	Expected	Don't care	Can live with it	Dislike
1	If our e-learning platform could be seamlessly used with various VR headsets, how would you feel?	0	0	0		0
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0	0		0
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?	0		0	0	0
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0	0	0	
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0	0		0
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0	0	0		0
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	0	•	0	0	0
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	0	0	0	0	
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	0	0		0
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0	0		0
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?	0	•	0	0	0
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0	0	0	
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	•	0	0	0	0
14	What if our e-learning platform lacked accessibility features for users with disabilities?	0	0	0	0	
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	0	0	0		0
16	Would you miss gamification elements if our e-learning platform didn't include them?	0	0	0		0
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?	0	0		0	0
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0		0	0
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?		0	0	0	0
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?	0	0	0	0	

: Associate's in Office Management Degree

: Office Administrator Occupation

Name : ***
Surname : ***
Age : 25
Birth Place : *** City : Ankara : CyberX-Tech Company



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Name

Degree

: High School Student

. *** . *** Surname Age : 17

Occupation : Student : Ankara City

Company :



Birth Place

Surve	y 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?	0	•	0	0	0
2	If our e-learning platform could not be used with VR headsets, how would this affect your experience?	0	0		0	0
3	How would you feel if our e-learning platform included interactive textbooks with augmented reality features?		0	0	0	0
4	What would you think if our e-learning platform did not include interactive textbooks with augmented reality features?	0	0	0		0
5	If you could participate in virtual reality field trips through our e-learning platform, would this be appealing to you?	0	0		0	0
6	Would you be disappointed if our e-learning platform did not offer virtual reality field trips?	0		0	0	0
7	How would you react if our e-learning platform allowed you to perform lab simulations using augmented reality?	0	0	0		0
8	How would you feel if our e-learning platform did not have the capability for augmented reality lab simulations?	•	0	0	0	0
9	What would you think about the ability to create and customize your own avatar in our VR learning environment?	0	•	0	0	0
10	Would it bother you if there was no option to create and customize your own avatar in our VR learning environment?	0	0		0	0
11	If our e-learning platform could translate educational content in real-time into multiple languages, how would you rate this feature?		0	0	0	0
12	How would you feel if our e-learning platform did not offer real-time translation of educational content?	0	0	0	0	
13	How important would it be for you that our e-learning platform includes accessibility features for users with disabilities?	0	0		0	0
14	What if our e-learning platform lacked accessibility features for users with disabilities?	0	0		0	0
15	Would the inclusion of gamification elements to make learning more interactive and fun be something you value?	0		0	0	0
16	Would you miss gamification elements if our e-learning platform didn't include them?	0		0	0	0
17	How would you feel about the availability of collaborative workspaces in virtual reality for group learning and projects?		0	0	0	0
18	Would it negatively impact your learning experience if our e-learning platform did not offer collaborative VR workspaces?	0	0	0		0
19	If our e-learning platform worked smoothly across all your devices (phone, tablet, computer), how would this affect your satisfaction?	0	0	0		0
20	Would you find it problematic if our e-learning platform was not compatible with all your devices?		0	0	0	0

