**What was favorite?**

I like the arm. But I felt it was like doing the blind walking, I was like naw. Because you had to be fine grained. It was the fastest.

**Describe any problems with any of the locomotion methods.**

With the arm, it was fast, but I didn’t have a good intuition with it. With wip, I felt I could keep good track of how far I was going. With wakling, there was a dissonance between real and virtual worlds. It wasn’t bad, but you have to have some trust that you won’t run into anything.

**Did you have any strategies?**

Counting. I tried to build a spatial model in my head where I knew the relative distances of things.

**1-5 (5 most) comfortable/natural, how comfortable/natural was each locomotion method?**

Wip: 4

PPT: 3

Arm swing: 3

**Did you feel nauseous at any point?**

no

**Did the movement seem realistic?**

**Ish. It met expectation. I didn’t think I was in the holodeck of star trek.**

WIP:

PPT:

ARM SWING:

**NOTES on participant:**

“Im moving fast! I fee like Link.” In wip.

“aww sweet” in arm swing

“I can move really fast here”

“the arm was not the most realistic. But I liked it because eyou could move around real quick, but it was also the least natural”