Evaluating Immersive Experiences - Slido

Developing Immersive Applications

Created by: Chek Tien TAN

Which of the following describes immersion from a systems perspective?

- Wide FOV
- Higher spatial presence
- Higher place illusion
- 8K Resolution display
- Lower cybersickness
- 6-DOF inside-out tracking

Which of the following describes immersion from an experiential perspective?

- Wide FOV
- Higher spatial presence
- Higher place illusion
- 8K Resolution display
- Lower cybersickness
- 6-DOF inside-out tracking

What experiential constructs were analysed in the user study in the paper on "Exploring Gameplay Experiences on the Oculus Rift"?

- Flow
- Presence
- Place illusion
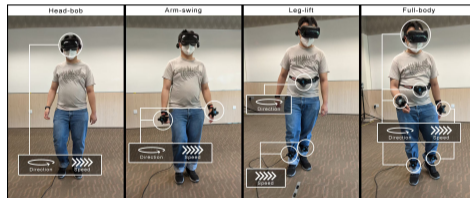- Plausibility illusion
- Cybersickness

What quantitative data was analysed in the user study in the paper on "Exploring Gameplay Experiences on the Oculus Rift"?

- Flow
- Presence
- Cybersickness
- Physiological measures
- User behaviors

What quantitative data was analysed in the user study in the paper on "Understanding User Experiences Across VR Walking-in-place Locomotion Methods"?

- Flow
- Presence
- Cybersickness
- Physiological measures
- User behaviors

What qualitative data was analysed in the user study in the paper on "Understanding User Experiences Across VR Walking-in-place Locomotion Methods"?

- Flow
- Presence
- Cybersickness
- Physiological measures
- User behaviors

What are appropriate types of data to answer this research question?

- Observations
- Think-aloud during the experience
- Validated Questionnaires
- Post-experience interviews
- Physiological sensing
- Telemetry

What user experiences does the VR classroom intervention afford during the class?

What is the best type of data to answer this research question?

- Observations
- Think-aloud during the experience
- Validated Questionnaires
- Post-experience interviews

Is the VR version more immersive than the desktop version of myApp?

Which of the following is NOT a symptom of cybersickness?

- Blurred vision
- Eyestrain
- Giddiness
- Loss of self-consciousness
- Vertigo

"This one feels dizzier than the previous one."
What dimension of cybersickness is this?

- Disorientation
- Nausea
- Oculomotor
- Involvement
- Realness

"I find it very straining on my eyes to look at stuff in the scene after a short while." What dimension of cybersickness is this?

- Disorientation
- Nausea
- Oculomotor
- Involvement
- Realness

Which cybersickness questionnaire is best when I need to use the results to inform v2.0 development of my VR application?
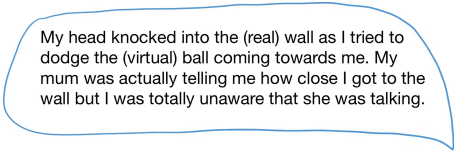
- SSQ
- VRSQ/CSQ

Which cybersickness questionnaire should I use when I need to compare my results with a pool of prior research studies from others?

- SSQ
- CSQ
- VRSQ

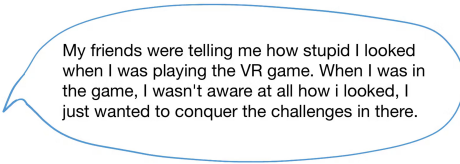# What is the type of experience being described here?

- Presence

- Flow

- Cybersickness

My head knocked into the (real) wall as I tried to dodge the (virtual) ball coming towards me. My mum was actually telling me how close I got to the wall but I was totally unaware that she was talking.

What is the type of experience being described here?

- Presence

- Flow

- Cybersickness

My friends were telling me how stupid I looked when I was playing the VR game. When I was in the game, I wasn't aware at all how i looked, I just wanted to conquer the challenges in there.

"I immediately duck as it really felt like I was in danger when the zombie attacked me, even though I knew it was just a game. I mean the graphics aren't even realistic." This response is referring to...

- Place illusion
- Plausibility illusion

"The objects in the (virtual) room feels like they are really here. I even bumped into the wall in my real room as I tried to look over the (virtual) ledge." This response is referring to...

- Place illusion
- Plausibility illusion

What is the main affordance on a haptic glove for an experienced VR user?

- Reach out to touch things in the virtual environment
- Pick up the VR controller to interact with the virtual environment
- Wave hand in the air
- Hug another character in the virtual environment

Which design provides the right affordance for a door that is meant to be pushed?

- Door with a large handle
- Door with a small handle
- Door with no handle and a flat metal plate
- Door with a twist knob
- Door with a large sign that says "PUSH"