

1. which event do you are attending? (check all that apply)

<input type="checkbox"/> SVR	<input type="checkbox"/> SBGames	<input type="checkbox"/> SIBGRAPI
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2. How do you rate your profile?

<input type="checkbox"/> Student	<input type="checkbox"/> Professor	<input type="checkbox"/> Researcher	<input type="checkbox"/> Developer	<input type="checkbox"/> User	_____
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3. How often do you use virtual reality (gaming, graphics) applications?

<input type="checkbox"/> Daily	<input type="checkbox"/> Weekly	<input type="checkbox"/> Monthly	<input type="checkbox"/> Yearly or less often	<input type="checkbox"/> Never
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- 2 What VR (gaming, graphics) applications do you more?

<input type="checkbox"/> Gaming	<input type="checkbox"/> Media	<input type="checkbox"/> Productivity	<input type="checkbox"/> Therapeutic	<input type="checkbox"/> Simulation
<input type="checkbox"/> Modelling	Other (please specify): _____			

- 3 Do you believe that malfunction, or bugs, contributes to a negative experience using VR (gaming, graphics) applications?

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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- 4 When using VR (gaming, graphics) apps, which of these aspects of their usage or usability that annoy or frustrate you (fill with 1 "lower" up to 5 "higher") ?

<input type="checkbox"/> Visual	<input type="checkbox"/> Audio	<input type="checkbox"/> Design	<input type="checkbox"/> IA	<input type="checkbox"/> Physics	<input type="checkbox"/> Stability	<input type="checkbox"/> Performance	<input type="checkbox"/> Networking
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- 6 To what extent do you agree that the following IMPEDE your ability to use and enjoy VR (gaming graphics) applications?

Technical capabilities of the application (e.g. head tracking, resolution, latency)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Nausea when using the app

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Fidelity of virtual world (e.g. how real does it look)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Awareness of real world (e.g. who is there when using a head mounted display)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Interacting with real world objects (e.g. picking up a cup)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Interacting with real world peripherals (e.g. via keyboard, mouse, motion controllers..)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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Providing input to the virtual world (e.g. via peripherals, gesture, voice etc.)

<input type="checkbox"/> Strongly Disagree	<input type="checkbox"/> Disagree	<input type="checkbox"/> Neutral	<input type="checkbox"/> Agree	<input type="checkbox"/> Strongly Agree
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7 Regarding the category of failures listed below, check all options that you judge to be critical.

<b>Visual</b>	<input type="checkbox"/> Clipping	<input type="checkbox"/> Z-Fighting	<input type="checkbox"/> Screen tearing	<input type="checkbox"/> Missing textures	<input type="checkbox"/> Visible artifacts
<b>Audio</b>	<input type="checkbox"/> Audio drops	<input type="checkbox"/> Skipping	<input type="checkbox"/> Distortion	<input type="checkbox"/> Missing sound fx	<input type="checkbox"/> Volume too high/low
<b>Level Design</b>	<input type="checkbox"/> Stuck spot	<input type="checkbox"/> Stick Spot	<input type="checkbox"/> Scene hole	<input type="checkbox"/> Invisible obstacles	<input type="checkbox"/> Missing geometry (you can see but can't interact)
<b>IA</b>	<input type="checkbox"/> Stuck (unable to move correctly through path)	<input type="checkbox"/> Don't Move	-	-	-
<b>Physics</b>	<input type="checkbox"/> Objects floats when it's not supposed to	<input type="checkbox"/> Object don't break	<input type="checkbox"/> problems interacting with objects	<input type="checkbox"/> Unrealistic gravity	<input type="checkbox"/> Impossible to pile objects on top of others
<b>Stability</b>	<input type="checkbox"/> Freeze	<input type="checkbox"/> Crash	<input type="checkbox"/> can't load the app	<input type="checkbox"/> unresponsive	-
<b>Performance</b>	<input type="checkbox"/> Low frame rate	<input type="checkbox"/> Higher loading time	<input type="checkbox"/> High minimum requirements		-
<b>Networking</b>	<input type="checkbox"/> Can't connect / Drop connection	<input type="checkbox"/> Lag	<input type="checkbox"/> invisible players	<input type="checkbox"/> Scoring errors	-

8 Would you like to list a possible flaw, faults or bugs that was not described in this form and you judge as critical?

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9 Enter your email address if you would like to receive compiled search results:

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