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

|  |  |  |
| --- | --- | --- |
| ( ) SVR | ( ) SBGames | ( ) SIBGRAPI |

1. How do you rate your profile?

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ( ) Student | ( ) Professor | ( ) Researcher | ( ) Developer | ( ) User | \_\_\_\_\_\_\_\_\_\_\_\_ |

1. How often do you use virtual reality (gaming, graphics) applications?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Daily | ( ) Weekly | ( ) Monthly | ( ) Yearly or less often | ( ) Never |

1. What VR (gaming, graphics) applications do you more?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Gaming | ( ) Media | ( ) Productivity | ( ) Therapeutic | ( ) Simulation |
| ( ) Modelling | Other (please specify):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | | |

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

1. 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”) ?

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| ( ) Visual | ( ) Audio | ( ) Design | ( ) IA | ( ) Physics | ( ) Stability | ( ) Performance | ( ) Networking |

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)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Nausea when using the app

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Fidelity of virtual world (e.g. how real does it look)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Awareness of real world (e.g. who is there when using a head mounted display)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Interacting with real world objects (e.g. picking up a cup)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Interacting with real world peripherals (e.g. via keyboard, mouse, motion controllers..)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

Providing input to the virtual world (e.g. via peripherals, gesture, voice etc.)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ( ) Strongly Disagree | ( ) Disagree | ( ) Neutral | ( ) Agree | ( ) Strongly Agree |

1. Regarding the category of failures listed below, check all options that you judge to be critical.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Visual** | ( ) Clipping | ( ) Z-Fighting | ( ) Screen tearing | ( ) Missing textures | ( ) Vsible artifacts |
| **Audio** | ( ) Audio drops | ( ) Skiping | ( ) Distorcion | ( ) Missing sound fx | ( ) Volume too high/low |
| **Level Design** | ( ) Stuck spot | ( ) Stick Spot | ( ) Scene hole | ( ) Invisible obstacles | ( ) Missing geometry (you can see but can't interact) |
| **IA** | ( ) Stuck (unable to move correcly through path) | ( ) Don't Move | - | - | - |
| **Physics** | ( ) Objects floats when it's not supposed to | ( ) Object don't break | ( ) problems interacting with objects | ( ) Unrealistic gravity | ( ) Impossible to pile objects on top of anothers |
| **Stability** | ( ) Freeze | ( ) Crash | ( ) can't load the app | ( ) unresponsive | - |
| **Performance** | ( ) Low frame rate | ( ) Higer loading time | ( ) High minimum requirements |  | - |
| **Networking** | ( ) Can't connect / Drop connection | ( ) Lag | ( ) invisible players | ( ) Scoring erros | - |

1. 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:

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_