# Low-fatigue interactions for travelling in immersive virtual environments

HIVE: Human Interaction in Virtual Environments Laboratory Computer Science Department, Worcester Polytechnic Institute {gogo, zyan, adey}@wpi.edu

Participant #: \_\_\_\_ Condition #: \_\_\_\_

1.	How close did	l the virtual world re	esemble <i>the real wo</i>	rld?			
	Very Far	Far	Somewhat Far	Somewhat Close	Close	Very Close	
	1	2	3	4	5	6	
2.		nt were there times of	• .	ce when the virtual w	orld became the "re	eality" for you, and	
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	
3.	In the comput	er generated world,	I had a sense of "be	there while you wer	f being a spectator		
<u> </u>	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	
4.	To what exten	nt did you feel you w	vere actually walkin	g during the walking	g trials?		
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
<u> </u>	1	2	3	4	5	6	
5.	To what exten	nt did you feel you w	vere actually riding	a Segway during the	Segway trials?		
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	
6.	To what exten	nt did you feel you w	vere actually riding	a surfboard during t	he surfing trials?		
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	
7.	How <b>easy</b> was	s it <b>to use</b> the system	n?				
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	
8.							
	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely	
	1	2	3	4	5	6	

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#### 9. How easy was it to control the Segway?

Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
1	2	3	4	5	6

## 10. How **easy** was it to control your **surfing**?

Extremely Hard	Hard	Somewhat Hard	Somewhat Easy	Easy	Extremely Easy
1	2	3	4	5	6

#### 11. How much did you **enjoy** interacting with the system?

Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
1	2	3	4	5	6

#### 12. How much did you **enjoy walking**?

Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
1	2	3	4	5	6

#### 13. How much did you **enjoy the Segway**?

ĺ	Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
Ī	1	2	3	4	5	6

### 14. How much did you **enjoy surfing**?

Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
1	2	3	4	5	6

#### 15. How well could you remember which gestures/buttons to use to switch between walking, Segway, and surfing?

Not at all	Very little	Somewhat	Quite a bit	Very much	Extremely
1	2	3	4	5	6

#### 16. What did you *like* and *dislike* about the controls and control device?

<u>Like</u>	<u>Dislike</u>