Data Collection Guidelines - VR Testing

Welcome and Instructions for Participating in the VR Usability Study

Thank you for participating in our study! This short session is designed to help us understand how users interact with therapeutic VR applications.

Please read the following instructions carefully before starting.

Before You Begin

- You will be asked to interact with two VR games: **Phantom Limb** and **Piano Tiles**. These are therapeutic applications where your goal is to move and interact with floating or moving objects to increase your score.

- You will start the experience **seated** at a distance of **approximately 195 to 245 cm** from the VR camera. This helps ensure your whole body is visible to the system.

- Please indicate if your body is not visible in the VR scene before using the VR apps. Your avatar should be complete and fully displayed before you start your interaction.

Your Experience Level

- Before starting, we ask whether you have **used VR before** or completed the **Meta Quest built-in tutorials**.

- Based on this, you may be categorized as:

    - **Intermediate**: If you have little or no prior experience with VR applications.

    - **Advanced**: if you've completed the tutorials or used similar VR apps before.

During the Session

- You will first be shown how each game works.

- Once you understand the mechanics, you are free to **move naturally** and interact with the VR environment however you prefer. This time will be used to gain more confidence or to answer any questions you might have.

- Once you start, your objective is to **increase your score**, which happens when you successfully interact with the dynamic virtual objects (e.g., floating bubbles, appearing tiles).

There are **no strict rules** on how you move or reach—please behave as you normally would while trying to play the game well.

Important Notes

- This is **not a performance test**—we're interested in how different users move and interact.

- Your gameplay will be recorded, but **no personal identifiers** will be saved (no identifiable image of your face nor identifiers for your name will be saved at any time).

- The data we collect helps us study and improve usability in VR environments. Your participation is anonymous and greatly appreciated!