Hand Embodiment in Virtual Reality Questionnaire

Circle how much each statement below is related to you **right now**

|  |  |  |
| --- | --- | --- |
| Q1 I have used a virtual reality (VR) headset before the experiment | | |
| Yes |  | No |
| Q2 During the experiment, I found the virtual reality environment very immersive | | |
| Strongly Disagree | Neutral | Strongly Agree |
| Q3 During the experiment, sometimes I felt as if the virtual hand/arrow was my real hand/arm | | |
| Strongly Disagree | Neutral | Strongly Agree |
| Q4 During the experiment, it sometimes felt like I was holding the virtual objects in my real hand | | |
| Strongly Disagree | Neutral | Strongly Agree |
| Q5 During the experiment, it felt like my real hand/arm was hit by the falling lamp | | |
| Strongly Disagree | Neutral | Strongly Agree |
| Q6 During the experiment, sometimes the virtual hand/arm looked like my own hand/arm in some aspects | | |
| Strongly Disagree | Neutral | Strongly Agree |
| Q7 During the experiment, sometimes I had the sensation of having more than one right arm | | |
| Strongly Disagree | Neutral | Strongly Agree |

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**TO BE COMPLETED BY THE INVESTIGATOR**

Participant ID\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The questionnaire used is a modified version of the 9-question survey introduced in Botvinick, M. and Cohen, J. Rubber hands 'feel' touch that eyes see. Nature 391, 6669 (1998), 756-756, and later adapted for use with VR experiences in Slater, M. Towards a digital body: The virtual arm illusion. Frontiers in Human Neuroscience 2, (2008), and Yuan, Y., & Steed, A. (2010). Is the rubber hand illusion induced by immersive virtual reality? Virtual Reality Conference (VR), 2010 IEEE, 95-102.