

Vice VRsa post study questionnaire

* Required

1

Participant ID

*

2

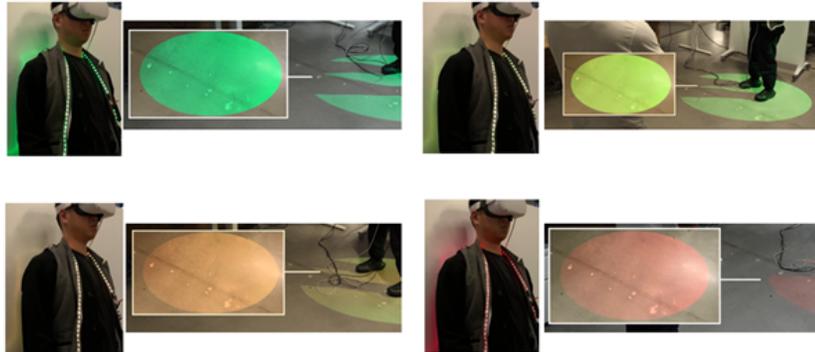
[Outside VR] I would find this feature useful...

*

Outside VR: Public display with 2 views



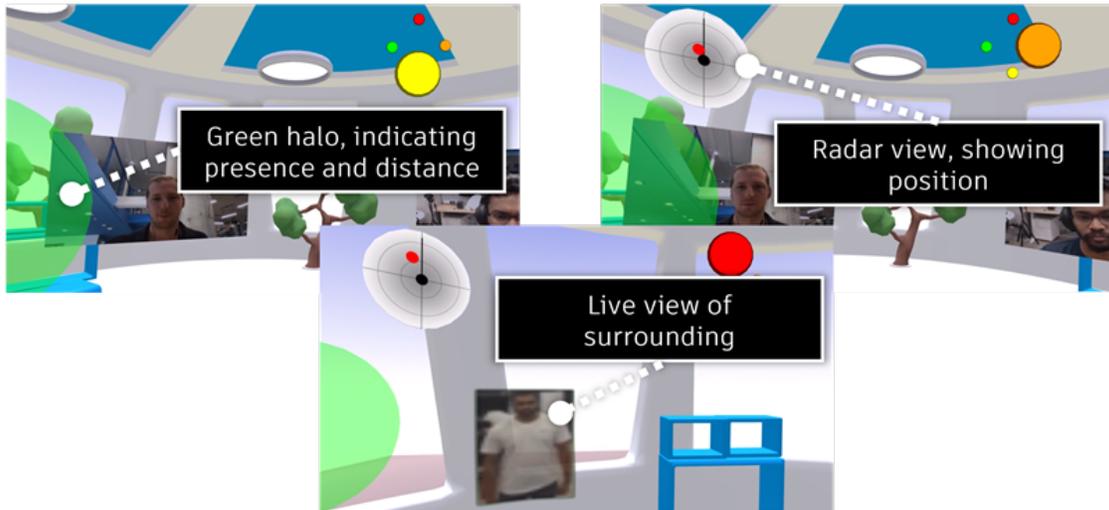
Outside VR: Color indicator



	Strongly disagree	Disagree	Neutral (neither agree nor disagree)	Agree	Strongly agree
Outside VR: Public display showing VR user's activity	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Outside VR: Public display showing what is being recorded	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Outside VR: Color indicators showing privacy mode	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

[Inside VR] I would find this feature useful... *

Inside VR: halo, radar view, live view



	Strongly disagree	Disagree	Neutral (neither agree nor disagree)	Agree	Strongly agree
Inside VR: green halo, indicating a bystander's presence and distance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Inside VR: radar view, showing position of the bystander	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Inside VR: Showing a live view of any bystander in	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

bystander in
the
surroundings

4

Please indicate your level of agreement *

	Strongly disagree	Disagree	Neutral	Agree	Strongly agree
As a VR user I could imagine myself using this system	<input type="radio"/>				
As a VR user I would find this system useful to be aware of my surrounding	<input type="radio"/>				
As a VR user I would find this system distracting.	<input type="radio"/>				
As a VR user I would find this system useful	<input type="radio"/>				
As a bystander I would find this system to be useful.	<input type="radio"/>				
As a bystander I would regulate my behaviour depending on the VR user's ...	<input type="radio"/>				

settings.

As a **bystander** I would find this system to be distracting.

As a **bystander** this system would intrigue me

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