

# Vice VRsa post study questionnaire

\* Required

1

Participant ID

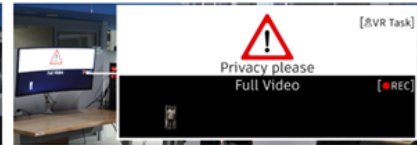
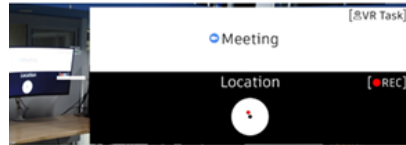
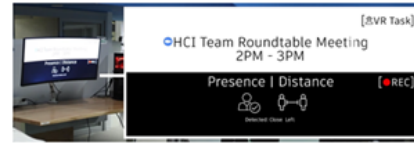
\*

2

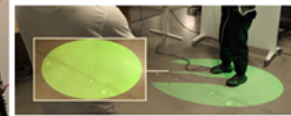
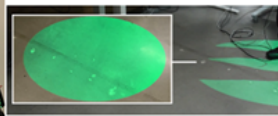
[Outside VR] I  
would find this  
feature useful...

\*

## Outside VR: Public display with 2 views



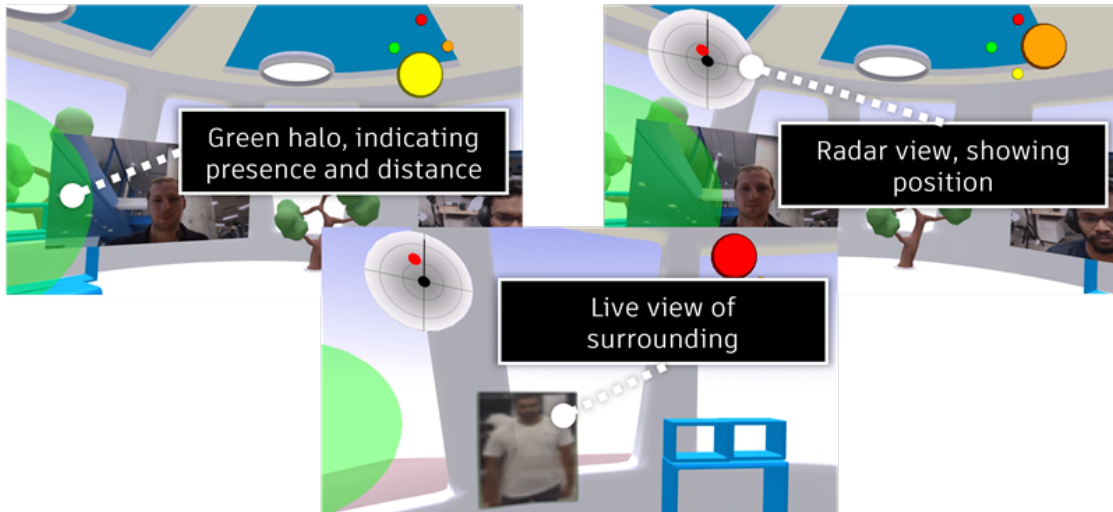
## Outside VR: Color indicator



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