

Date: 20/6/2022

Participant no: 1

1. Please write down your: Age 26 Gender M Occupation: Student  
F-Female, M-Male

2. Have you participated in vision screening earlier (except for the obligatory screening at the age of 4-5)?

If no (mark with X) X

If yes, please describe when and how (e.g., 2020 at an optician because you wear glasses/lenses)

.....  
.....

If yes, how many screenings have you been on in total (approximate with a number)?

3. Have you participated in vision training (training of your eyes) earlier?

If no (mark with X) X

If yes, please describe when and why

.....  
.....

4. How often do you play computer games? Please mark the correct on

Every Day Weekly X Monthly/Infrequently Never

5. How often do you use any of the following?

Please select one option in each row

	Never	Some time in a year	Few times for month	Sometime weekly	Several times weekly
Games on mobile	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Games on computer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
XR-ET	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

XR-ET = Virtual Reality, Simulations, Serious Games and Eye Tracking technologies

A. If you play computer games, please describe your favorite games:

Shooters, platformers, Role Playing Games

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After C&Look on Laptops: Vision screening, vision training and technology use

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Virtual Reality, Simulations, Serious Games and Eye-Tracking (XR-ET)

### Usefulness and UX after screening with C&Look on a Laptop

Please answer (by summarizing your opinions):

1. What is your first impression of the used product?

Pretty good. Seems to be working fairly well

2. What is your first impression of using eye-tracking (ET) technologies?

- About calibration?

It followed my eyes well

- About utilizing ET?

Needs to sit a specific distance, but it works fine

3. What is your first impression of the used games?

Very solid tests, shows the potential of the product

4. About the usage in context

4.1. Would you use it to screen your eyes by professionals? Mark with X, if yes

Why or why not? .....

4.2. Would you use it by yourself?

Mark with X, if yes

Why or why not? .....

5. Please summarize your opinions

5.1. Regarding the *functionality* of the technology (input, output, responsiveness)

Everything seemed to be very accurate (90% ish)

5.2. Regarding *design* (colors, sizes, icons used, available information)

Good contrast between colors, icons and info had

5.3. *Interaction* (possibilities to orient, navigate in the application or manipulate objects)

Quite intuitive

proper size and understandable for one with solid eye-sight

5.4. Other thoughts:

Product has a solid foundation, Maybe add some more types of games. Technology follows the eyes really well.

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### Presence and performance for C&Look in VR

Please answer (by summarizing your opinions):

1. What is your first impression of the used product?

Fun, seems a little less reliable than the other program, though

2. What is your first impression of using eye-tracking (ET) technologies?

- About calibration?

Worked, but a little buggy and delayed

- About utilizing ET?

3. What is your first impression of the used games?

VR-headset gave a little distortion around the edges of the screen, but was fine when moving my head  
Was more fun than other test

4. What is your first impression of the used VR?

More interactive and fun, but less reliable

5. About the usage in context

4.1. Would you use it to screen your eyes by professionals? Mark with X, if yes

Why or why not?

Could do it, but wouldn't be my first option

4.2. Would you use it by yourself?

Mark with X, if yes

Why or why not?

6. About the different games

6.1 Was the visibility for each game sufficient? If not, what was the issue? (e.g., too close, too far, too low, too high, the field of view, other)?

The Soccerball:

A little too close

The basketball:

— 11 —

Reading:

— 11 —

6.2 Did being in a virtual 3D environment affect your enjoyment while playing the games?

How?

More interactive and fun

The following questionnaire consists of pairs of contrasting attributes that may apply to the product (technology and application).

The circles between the attributes represent gradations between the opposites. You can express your agreement with the attributes by ticking the circle (making a "x") that most closely reflects your impression.

Example:

Attractive	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unattractive
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This response would mean that you rate the application as more attractive than unattractive.

Please decide spontaneously.

Don't think too long about your decision to make sure that you convey your original impression. It is your personal opinion that counts. Please remember: there is no wrong or right answer!

**Observe! The comments are not ordered from bad to good or vice versa.**

8. Please assess your overall experience of the product by ticking one circle per line:

	1	2	3	4	5	6	7		
annoying	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Enjoyable	1
not understandable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Understandable	2
creative	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dull	3
easy to learn	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	difficult to learn	4
valuable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inferior	5
boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Exciting	6
not interesting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Interesting	7
unpredictable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Predictable	8
fast	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Slow	9
inventive	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Conventional	10
obstructive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Supportive	11
good	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Bad	12
complicated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy	13
unlikable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pleasing	14
usual	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	leading edge	15
unpleasant	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pleasant	16
secure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	not secure	17
motivating	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Demotivating	18
meets expectations	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	does not meet expectations	19
inefficient	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Efficient	20
clear	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confusing	21
impractical	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Practical	22
organized	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cluttered	23
attractive	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unattractive	24
friendly	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Unfriendly	25
conservative	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Innovative	26

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### Presence and performance for comparing C&Look on Laptop and in VR

Please think back to performing the tasks on the Laptop and VR.

1. Comparing with experiences while checking your eyes at a physical place, e.g., at an optician or a doctor's office, can you argue why (or why not) you would like to use a similar application on

a. Laptop

*Seems more reliable and practical to use*

b. VR

*More fun, but demands bigger setup and seems less reliable*

2. In which application did you find it easier to navigate? Laptop or VR? Why?

*VR had a better interface, but both were easy to navigate*

3. Compared to performing the tasks on a laptop, did the addition of depth in VR change your enjoyment/immersion? Why or why not?

*VR gave more enjoyment, but performing the tasks seemed easier to do correct on the laptop*

4. Were there any features from either application you felt were lacking from the other? If so, what?

*More games, maybe a full summary of the results on one screen.*

5. Please rate your overall experiences on calibration in each environment.

	Laptop								VR						
	Difficult 1	2	3	4	5	6	Very Easy 7		Difficult 1	2	3	4	5	6	Very Easy 7
Calibration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Comments:

6. Rate your experiences of using Laptop and VR on a scale of 1 to 7

Reading														
Eye tiredness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Move your eyes	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interact with environment	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Follow instructions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

*Thank you for your participation!*