

Date: ___/___/___

Background in vision screening, vision training and technology use

Participant no:

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

B. If you have developed computer games before, please indicate the aim(s) or intended use:

.....

C. If you used XR-ET technologies earlier: Please indicate your experiences (e.g., developed, tested, seen before, recreational use)

Virtual Reality *recreational*

Simulations and Serious Games..... *seen before, learning-based games*

Eye Tracking *none*

6. Have you ever used XR-ET for screening something?

If no, mark with X:

If yes, please indicate the most used ones:

Name (approximately) or the aim of the application (e.g., evaluating measuring some capacity)	Technology (e.g., with a work application)	Approximate how many times you used it? (e.g., 2)

7. Have you ever used XR-ET for personal training (e.g., a health application)?

If no, mark with X:

If yes, please indicate the most used ones:

Name (approximately) or the aim of the application (e.g., serious games for fitness)	Technology (e.g., on mobiles)	Approximate how many times you used it (e.g., 5)

8. Do you think XR-ET can be used to screen vision? Please answer and motivate

Yes, seems like a good use case for VR

9. Do you think XR-ET can be used to train eyes? Please answer and motivate

Yes,

10. Do you see any risks with XR-ET training:

Uncure, maybe screen related damage to eyes?

6.4 How did you experience *depth*?

It felt natural, at least not unnatural

6.5 How did you feel about the *design* of the task when you reading? (text font, text size, text color, background)

It was fine.

6.6 Were you satisfied with the performance of the different games?(Responsiveness, image quality, etc)

1. The soccerball

Yes

2. The basketball

Yes

3. Reading

Yes

6.7 Was the information presented before a game started sufficient to understand what you were supposed to do during the game?

Yes, especially with the external tips from developer

7 About navigation and menus

7.1 How could you get to where you wanted (*navigate*) in the application?

(using button names, interaction in menus, use of controllers)

Used the buttons by pointing with the controller.

7.2 How could you **orient** the application? (Login, main menu, specific task)

Using the menus

7.3 How was your experience with logging in to the application? (Type in name, select correct group)

Simple and easy

9. Please summarize your opinions

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

Responsive functionality for controller inputs

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

Clear design, not too much distractions

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

Intrusive interaction

9.4. Other thoughts:

Thank you for your participation!

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	○	⊗	○	○	○	○	○	○	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.

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

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

Thank you for your participation!

7 stands for evaluations corresponding to situations at a place for checking your eyes, being tested by experts and 1 for the opposite, a completely unrealistic situation.

	Laptop								VR						
	Low						High		Low						High
	1	2	3	4	5	6	7		1	2	3	4	5	6	7
experiences	<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 type="checkbox"/>	<input checked="" type="checkbox"/>
engagement	<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 type="checkbox"/>	<input checked="" type="checkbox"/>
involvement	<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"/>
focus of attention	<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"/>
experiencing time	<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"/>	<input type="checkbox"/>
Compared to real memories	<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"/>	<input type="checkbox"/>

7. Rate your performance for each task for Laptop and VR on a scale of 1 to 7.
 7 stands for your evaluations corresponding to a performance at a place for checking your eyes, when being tested by experts. 1 stands for the opposite, a very low performance.

	Laptop								VR						
	Low						High		Low						High
	1	2	3	4	5	6	7		1	2	3	4	5	6	7
<i>Lika OK, bekvämt, görda Som för en "verklig" test</i>															
Soccerball															
Eye tiredness	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Move your eyes	<input checked="" 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"/>
Interact with environment	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
Follow instructions	<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"/>
Basketball															
Eye tiredness	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Move your eyes	<input checked="" 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"/>
Interact with environment	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
Follow instructions	<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"/>
	Laptop								VR						

