

Date: 20/6/2022

Participant no: 5

1. Please write down your: Age 25 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)

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

2019 at optician, glasses

If yes, how many screenings have you been on in total (approximate with a number)? 10+

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

If no (mark with X)

If yes, please describe when and why

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

Every Day  Weekly  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 type="radio"/>	<input checked="" 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 type="radio"/>	<input type="radio"/>	<input checked="" 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:

MMORPG E.g. World of Warcraft and Runescape

Date: 20/6/2022

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

Participant no:



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?

Good product, easy to use and understand

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

- About calibration?

Easy to understand and quick in use

- About utilizing ET?

Easy to understand, and use

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

Easy to understand and use, ~~fast~~

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? If professionals ~~use~~ were to use it I would assume that it is accurate

4.2. Would you use it by yourself?

Mark with X, if yes



Why or why not? No, ~~but~~ would first have to see the effect

5. Please summarize your opinions

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

Felt responsive, easy to understand.

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

Fine, could maybe be not so "sterile"

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

.....

5.4. Other thoughts: .....



Date: ~~07~~ / 20 6 / 2022

Participant no: 5

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

Please answer (by summarizing your opinions):

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

Easy to use, fast, responsive, some calibration

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

- About calibration?

Some minor issues, problem with glasses

- About utilizing ET?

Fast and easy to use

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

Interesting games

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

Interesting, especially if they can't train vision

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?

I would be assumed through clinical testing

4.2. Would you use it by yourself?

Mark with X, if yes



Why or why not?

Is: they were clinically tested and validated. Would be more fun in VR than with pen and paper or similar.

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:

too close

The basketball:

too close

Reading:

too close

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

It is more fun, and gave more engagement.

9. Please summarize your opinions

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

Responsive troubles with closing a dropdown

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

The design is fine, some navigation/Settings

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

It ~~was~~ <sup>was</sup> size

9.4. Other thoughts:

a bit  
far ~~to~~ to  
the side  
of the FOW

Better to use  
a "menu button" <sup>icon</sup>  
then center a  
menu?

Thank you for your participation!



Date: 26 / 6 / 2022

Participant no: 5

### 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

Might be more efficient and ~~easy~~ varied than traditional tests.

b. VR

More engagement and more fun to use. Might give less "test anxiety"

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

Laptop, much simpler design by nature.

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

More immersion as you are placed in the environment

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

No

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

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

Comments:

More problems with the VR app.

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

VR : 5  
Laptop : 6

Reading																	
Eye tiredness	<table border="1"> <tr> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> </table>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
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*Thank you for your participation!*