

Interaction with virtual conversational agents debrief questionnaire

Remember that there is no right or wrong answer for any of the questions, therefore we invite you to answer truthfully while filling in this form.

Abbreviations:

VR = Virtual Reality

VE = Virtual Environment

* Required

1. Write your participant ID here. *

2. If you would like to receive updates on the results of this study, enter your email address here.

3. I have read and I agree with the terms stated above. *

Mark only one oval.

☐ Yes

☐ No

Part 1

4. In the computer generated world I had a sense of "being there". *

Mark only one oval.

1 2 3 4 5 6 7

Not at all ☐ ☐ ☐ ☐ ☐ ☐ ☐ Very much

5. Somehow I felt that the virtual world surrounded me. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

6. I felt like I was just perceiving pictures. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

7. I did not feel present in the virtual space. *

Mark only one oval.

	1	2	3	4	5	6	7	
Did not feel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Felt present

8. I had a sense of acting in the virtual space, rather than operating something from outside. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

9. I felt present in the virtual space. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

10. How aware were you of the real world surrounding while navigating in the virtual world? (i.e. sounds, room temperature, other people, etc.)? *

Mark only one oval.

	1	2	3	4	5	6	7	
Extremely aware	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not aware at all

11. I was not aware of my real environment. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

12. I still paid attention to the real environment. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

13. I was completely captivated by the virtual world. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

14. How real did the virtual world seem to you? *

Mark only one oval.

	1	2	3	4	5	6	7	
Completely real	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not real at all

15. How much did your experience in the virtual environment seem consistent with your real world experience? *

Mark only one oval.

	1	2	3	4	5	6	7	
Not consistent	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very consistent

16. How real did the virtual world seem to you? *

Mark only one oval.

	1	2	3	4	5	6	7	
About as real as an imagined world	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Indistinguishable from the real world

17. The virtual world seemed more realistic than the real world. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

18. You can write your comments about the content of this section here.

Part 2

19. I felt frustration when interacting with elements in the VE. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

20. I felt frustration when interacting with the user interfaces (forms and questionnaires), when the VR helmet was on and I was within the VE. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

21. I felt frustration when joining the conversational group of virtual agents, when the VR helmet was on and I was within the VE. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

22. Walking in the VE felt natural. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

23. Walking in the VE felt intuitive. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

24. The interaction through the controllers felt natural. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

25. The interaction through the controllers felt intuitive. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

26. I consistently got feedback to my interactions with the VE during the experiment. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

27. I immediately got feedback to my interactions with the VE during the experiment. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

28. I was able to tell what the progress of the experiment was at all times. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

29. At times I felt disoriented when moving in the VE. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

30. At times I felt disoriented when interacting with the user interfaces (forms and questionnaires). *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

31. I felt that the size of the physical room limited my movements in the VE. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

32. I felt that the size of the physical room influenced my trajectory when joining the conversational group of virtual agents in VR. *

Mark only one oval.

	1	2	3	4	5	6	7	
Fully disagree	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fully agree

33. You can write your comments about the content of this section here.

Part 3

34. How observed by the experimenter did you feel during the entire study? *

Mark only one oval.

	1	2	3	4	5	6	7	
Not observed at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Constantly observed

35. How observed by the experimenter did you feel when the VR helmet was on and you were within the VE? *

Mark only one oval.

	1	2	3	4	5	6	7	
Not observed at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Constantly observed

36. Do you think that the experimenter wanted you to follow the agent's suggestions? *

Mark only one oval.

- ☐ Yes
☐ No

37. What do you think it means to "follow the agent's suggestions", as stated in the question above? *

38. You can write your comments about the content of this section here.

Part
4

Before filling in this part, please wear the VR headset again and follow the researcher's instructions.

39. Did you take part in the final demo in VR before filling in this part of the questionnaire? *

Mark only one oval.

- ☐ Yes
☐ No

40. How much much effort did it take you to join the group at the nearest position? *

Mark only one oval.

	1	2	3	4	5	6	7	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much

41. How much much effort did it take you to join the group at the furthest position? *

Mark only one oval.

	1	2	3	4	5	6	7	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much

42. You can write your comments about the content of this section here.
