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| **Participant** |  | **Please state clearly the reasons for your choice.** | **Final Comments** |
| P1 | A | Easy to navigate, not much movement required, physical strain is very less, control over cursor is present |  |
| P5 | A | When using B, it felt like it was speeding up a lot, it was difficult to control the curser |  |
| P6 | A | For tasks 1 and 2 I found the cursor sensitivity and speed much more to my liking and my pace. It required less neck strain and overall I felt more confident using the headset and the cursor and accomplishing the task. The opposite can be said for task 3, I found it more easy to navigate using technique B, with technique A I had issues fitting the furniture inside the allocated space (getting into the green outline), therefore there was more neck strain involved and overall more effort. | I wanted to say that the sound effects are really good for when you manage to do one of the mini-tasks in the games (matching the bubbles or matching the tool in the right place). In task 3 if I didn't hear the sound effect I knew that I did not manage to get the furniture into the right position and made me look again to check. That is a nice touch to these tasks! Overall I really enjoyed doing this study |
| P8 | A | The use of the curser was more direct and more centred. |  |
| P10 | A | It was easier in terms of accuracy and pace. |  |
| P16 | A | the cursor in A sensetivity was much less in it in B, and more controlable and need less consentration |  |
| P2 | B | At first I found it interesting but later it was boring and felt like lengthy | Process is really good but experiment length is too lengthy . |
| P3 | B | I didnt feel special different between two of these techs. task 1 for tech A/B is totally same for me, task 2 tech B is easier for controlling the anchor. task 3 for tech A/B is also same. | the visual point for me is quite low. i have to low my head when i played these games. |
| P4 | B | task 3 on technique A felt more difficult to complete because of the sensitivity of the cursor, but task 1 and 2 on technique A and B felt very similar |  |
| P7 | B | Felt easier with the control of cursor, positioning was easier too. | Enjoyed the tasks |
| P9 | B | Felt more in control over the cursor overall, and was less disorientating to control (as technique A often left me a tiny bit lightheaded with how fast I was moving my head around). Also felt like with this technique that the pacing of the games was better - as the fast sensitivity of technique A often left the game feeling like it was going too fast | Would increase the sensitivity of the controls a tiny bit on Technique B so that the player isn't having to bend their neck completely to look super far up/down |
| P11 | B | It was easier to see the objects I was picking up etc. and felt able to work more precisely for Task 1 and 3. However, high up things felt more out of reach/uncomfortable so placing stuff in Task 2 was more difficult. But actually the objects to be placed in Task 2 things was a lot easier in version B | Version B made it a lot easier to recognise the objects so it was easier to decide if they needed to be rotated or not. |
| P12 | B | TechB's cursor is easier to adjust, although the accuracy is also not perfect. TechA's cursor is difficult to control and adjust. | About enhancing the physical strain, perhaps have another reason which is I previously did a set of tasks. So not only the technique reason. |
| P13 | B | the response is more faster, eg: when u move ur head, seems tech B will response better, but basically I will say these 2 tech give me the same sense, not much different actually. |  |
| P14 | B | the last two tasks caused a bit of controlling issues with A | B felt quicker which caused more neck pain but it also felt smoother |
| P15 | B | THE CURSOR MOVES AS FAST AS MY EYES IN TECHNIQUE B, WHEREAS WITH TECHNIQUE A THE CURSOS MOVES SLOWER |  |