

P3	Task 1	A	The game is good just the device is heavy that cause my neck painful
P4	Task 1	A	slower movement made the cursor more precise but it felt a bit slower
P6	Task 1	A	Cursor sensitivity much better adjusted for this technique
P7	Task 1	A	Its good and enjoyed it
P9	Task 1	A	Honestly got a tiny bit lightheaded from moving my head around so much so fast
P15	Task 1	A	maybe sometimes i missed some bubbles because they were out of my central vision but once i looked down more i saw it
P16	Task 1	A	techniqie 1 is much slower paced than 2
P4	Task 1	B	surprisingly easy to get used to
P9	Task 1	B	Would have been much more comfy on the neck if I didn't have to look so high up
P11	Task 1	B	There was a strain in the eyes when trying to work with the top most bit
P3	Task 2	A	this one is really harmful to my neck.
P4	Task 2	A	cursor felt a bit more precise
P6	Task 2	A	Object underneath me were harder to grab. Cursor sensitivity was a bit better than in the other technique
P9	Task 2	A	As before, small levels of lightheadedness from swift movements of the head up and down
P11	Task 2	A	It felt very weird having to move my head that far down to be able to see and select the objects directly below me
P4	Task 2	B	surprisingly accurate cursor method
P6	Task 2	B	Difficult to see some of the smaller objects
P9	Task 2	B	Felt like I had to bend my neck way more, which hurt
P11	Task 2	B	It was a lot more complicated placing things precisely in this condition than in version A. Looking up to do things was more complicated
P14	Task 2	B	stuff was too low to pick up , neck was being pulled
P4	Task 3	A	the cursor felt quicker but much less accurate
P6	Task 3	A	Hard to match the furniture into the allocated space, which results in more neck movement
P9	Task 3	A	Feels like eye tracking controls don't work as well when you need to consider depth
P11	Task 3	A	It was a bit difficult placing objects properly because head movement affected both scaling and position
P3	Task 3	B	Mainly trouble with the neck pain and fatigue
P4	Task 3	B	it was kinda hard to place them exactly in the borders
P9	Task 3	B	Outside of having to look up a bit too much to select the furniture, was honestly the most comfortable and least frustrating ones out of the six
P11	Task 3	B	Placing things felt a lot easier than in version A