

Table 1. Perturbation group correlation matrix

	Sex	Age	Height	Eye dominance	Hand preference	Computer familiarity	Video games familiarity	Virtual reality familiarity	Total expertise index	SoPA (F-SOAS)	SoNA (F-SOAS)	Nausea (SSQ-FR)	Oculomotor (SSQ-FR)	Total cybersickness (SSQ-FR)	Angle (a)	Angle (c)	Angle (R²)	Length (a)	Length (c)	Length (R²)
Sex	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Age	-0.085	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Height	<b>0.716***</b>	-0.041	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Eye dominance	0.215	0.294	0.000	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Hand preference	-0.014	0.196	0.061	-0.345	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Computer familiarity	<b>0.482**</b>	<b>0.460*</b>	<b>0.447*</b>	-0.014	0.159	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Video games familiarity	<b>0.799***</b>	0.033	<b>0.744***</b>	0.032	0.156	<b>0.520**</b>	—	.	.	.	.	.	.	.	.	.	.	.	.	.
Virtual reality familiarity	0.210	<b>0.457*</b>	0.300	0.040	0.193	<b>0.452*</b>	<b>0.449*</b>	—	.	.	.	.	.	.	.	.	.	.	.	.
Total expertise index	<b>0.573**</b>	0.360	<b>0.564**</b>	0.018	0.192	<b>0.639***</b>	<b>0.816***</b>	<b>0.861***</b>	—	.	.	.	.	.	.	.	.	.	.	.
SoPA (F-SOAS)	<b>0.546**</b>	-0.081	<b>0.589***</b>	0.084	0.259	0.328	<b>0.533**</b>	0.275	<b>0.422*</b>	—	.	.	.	.	.	.	.	.	.	.
SoNA (F-SOAS)	-0.138	0.236	<b>-0.509**</b>	0.142	0.011	-0.040	-0.159	-0.248	-0.172	<b>-0.621***</b>	—	.	.	.	.	.	.	.	.	.
Nausea (SSQ-FR)	0.009	0.022	-0.098	0.248	-0.211	-0.194	-0.206	-0.096	-0.163	-0.303	0.283	—	.	.	.	.	.	.	.	.
Oculomotor (SSQ-FR)	-0.238	0.139	-0.174	0.156	-0.169	-0.121	-0.161	0.071	-0.043	<b>-0.399*</b>	0.327	<b>0.509**</b>	—	.	.	.	.	.	.	.
Total cybersickness (SSQ-FR)	-0.166	0.174	-0.199	0.264	-0.261	-0.109	-0.243	0.053	-0.083	<b>-0.451*</b>	<b>0.389*</b>	<b>0.759***</b>	<b>0.916***</b>	—	.	.	.	.	.	.
Angle (a)	0.253	0.334	0.206	0.327	0.057	0.274	0.338	<b>0.386*</b>	<b>0.437*</b>	0.112	0.158	0.177	-0.035	0.012	—	.	.	.	.	.
Angle (c)	0.226	0.319	0.166	0.150	0.100	0.243	0.213	0.316	0.324	0.194	0.038	0.128	-0.120	-0.012	0.353	—	.	.	.	.
Angle (R²)	0.120	0.129	0.185	0.274	-0.198	0.123	0.139	0.163	0.163	0.213	-0.208	0.110	-0.190	-0.135	<b>0.697***</b>	0.211	—	.	.	.
Length (a)	0.075	-0.080	0.067	-0.301	0.293	0.086	0.183	0.030	0.125	-0.008	0.089	0.025	0.143	0.067	-0.243	0.263	-0.290	—	.	.
Length (c)	0.013	0.180	-0.013	0.027	<b>0.503**</b>	0.074	0.132	0.169	0.170	-0.001	0.169	0.100	0.150	0.084	0.303	-0.043	0.017	-0.021	—	.
Length (R²)	-0.359	0.273	-0.315	0.168	-0.039	-0.087	<b>-0.483**</b>	-0.286	<b>-0.456*</b>	-0.132	0.030	-0.230	-0.204	-0.182	-0.090	-0.154	0.022	<b>-0.429*</b>	-0.340	—

\* p < 0.5; \*\* p < 0.01; \*\*\* p < 0.001

Table 1. Spearman’s ρ correlation matrix for the perturbation group (n=28), evaluated using a two-tailed hypothesis.

**Table 2.** Washout group correlation matrix

	Sex	Age	Height	Eye dominance	Hand preference	Computer familiarity	Video games familiarity	Virtual reality familiarity	Total expertise index	SoPA (F-SOAS)	SoNA (F-SOAS)	Nausea (SSQ-FR)	Oculomotor (SSQ-FR)	Total cybersickness (SSQ-FR)	Angle (a)	Angle (c)	Angle (R <sup>2</sup> )	Length (a)	Length (c)	Length (R <sup>2</sup> )
Sex	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Age	0.066	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Height	<b>-0.688***</b>	-0.112	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Eye dominance	0.159	-0.352	0.109	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Hand preference	0.074	0.238	0.042	0.214	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Computer familiarity	<b>-0.516**</b>	<b>0.451*</b>	<b>0.400*</b>	0.032	0.087	—	.	.	.	.	.	.	.	.	.	.	.	.	.	.
Video games familiarity	<b>-0.624***</b>	0.130	<b>0.651***</b>	-0.080	0.101	<b>0.376*</b>	—	.	.	.	.	.	.	.	.	.	.	.	.	.
Virtual reality familiarity	-0.187	0.351	0.265	0.099	0.172	<b>0.416*</b>	<b>0.478**</b>	—	.	.	.	.	.	.	.	.	.	.	.	.
Total expertise index	<b>-0.468**</b>	0.338	<b>0.494**</b>	0.047	0.139	<b>0.529**</b>	<b>0.814***</b>	<b>0.878***</b>	—	.	.	.	.	.	.	.	.	.	.	.
SoPA (F-SOAS)	<b>-0.385*</b>	0.046	<b>0.448*</b>	-0.213	0.269	0.183	<b>0.485**</b>	0.177	0.326	—	.	.	.	.	.	.	.	.	.	.
SoNA (F-SOAS)	-0.058	0.257	<b>-0.371*</b>	-0.188	-0.104	0.156	-0.204	-0.129	-0.128	<b>-0.642***</b>	—	.	.	.	.	.	.	.	.	.
Nausea (SSQ-FR)	-0.041	-0.103	-0.078	-0.026	-0.171	-0.166	-0.195	-0.084	-0.131	<b>-0.396*</b>	<b>0.473**</b>	—	.	.	.	.	.	.	.	.
Oculomotor (SSQ-FR)	0.132	0.044	-0.100	-0.146	-0.138	0.002	-0.129	0.130	0.012	-0.310	0.291	<b>0.511**</b>	—	.	.	.	.	.	.	.
Total cybersickness (SSQ-FR)	0.088	0.057	-0.150	-0.187	-0.210	-0.021	-0.188	0.091	-0.026	<b>-0.392*</b>	<b>0.420*</b>	<b>0.727***</b>	<b>0.937***</b>	—	.	.	.	.	.	.
Angle (a)	<b>0.391*</b>	0.087	-0.263	-0.029	-0.277	-0.193	<b>-0.423*</b>	-0.113	-0.278	-0.281	0.026	0.143	-0.086	0.052	—	.	.	.	.	.
Angle (c)	-0.130	-0.052	0.117	0.188	0.308	0.345	-0.124	-0.029	-0.065	0.048	0.129	0.178	0.029	0.065	-0.246	—	.	.	.	.
Angle (R <sup>2</sup> )	-0.087	-0.123	-0.120	-0.079	-0.212	0.016	-0.091	-0.293	-0.224	-0.278	0.260	0.089	-0.243	-0.156	-0.132	0.248	—	.	.	.
Length (a)	-0.080	-0.116	0.188	0.180	0.245	-0.024	0.184	0.142	0.182	0.088	0.038	0.341	0.283	0.305	-0.050	0.161	-0.214	—	.	.
Length (c)	0.109	0.107	-0.057	0.101	0.086	0.009	0.013	-0.210	-0.126	<b>-0.405*</b>	<b>0.366*</b>	-0.048	-0.199	-0.213	-0.041	-0.015	0.258	-0.196	—	.
Length (R <sup>2</sup> )	0.022	0.159	-0.222	0.014	-0.158	0.089	-0.186	0.050	-0.040	-0.190	0.240	0.149	-0.182	-0.033	0.244	0.074	0.187	<b>-0.431*</b>	0.046	—

\* p < 0.5; \*\* p < 0.01; \*\*\* p < 0.001

**Table 2.** Spearman's  $\rho$  correlation matrix for the washout group (n=31), evaluated using a two-tailed hypothesis.