

Overview

This dataset contains the survey responses for our survey on attitudes towards everyday augmented reality activities.

- .csv contains the raw anonymized survey data from Qualtrics
- .pdf contains a print out of the survey structure. Note that where field variables are referenced, the question was looped across a number of AR activities, see below
- .qsf is the Qualtrics backup of the survey itself that can be restored for recreation
- .Rmd contains the code for analysis and plotting of the dataset

Activities examined (looping questions)

For those questions that looped, these two AR activity types were always looped first:

	Field 1	Field 2	Field 3	Field 4
4	An AR headset using its camera(s) generally	https://survey.eu.qualtrics.com/CP/File.php?F=F_0TGcWvbY6pCMxq6	cameras that can see what the user sees	using the device camera(s) generally
5	An AR headset using its microphones(s) generally	https://survey.eu.qualtrics.com/CP/File.php?F=F_0TGcWvbY6pCMxq6	microphones that can hear what the user hears	using the device microphone(s) generally

This was then followed in random order by the remaining activity types (see video as part of submission).

	Field 1	Field 2	Field 3	Field 4
7	Removing or blocking elements of reality (e.g. ignoring a person, making an environment quieter)	https://survey.eu.qualtrics.com/CP/File.php?F=F_enUDOH5GyJt1s	removing or blocking elements of reality	removing or blocking elements of reality
8	Tracking the physical movements, behaviour and activity of nearby people	https://survey.eu.qualtrics.com/CP/File.php?F=F_eR5NzUgaZzoI02	tracking movement, behaviour and activity	tracking movement, behaviour and activity
9	Understanding the internal state of other people e.g. their emotions, likes, dislikes, and mental processes	https://survey.eu.qualtrics.com/CP/File.php?F=F_1NbwJfrc3R2Vls	understanding internal state (e.g. emotions, mental processes)	understanding internal state (e.g. emotions, mental processes)
12	Identifying who other people are (e.g. through facial ID or other biometric data)	https://survey.eu.qualtrics.com/CP/File.php?F=F_3lUvtnvc9DQ1nKW	identifying people (e.g. using facial ID)	identifying people (e.g. using facial ID)
13	Super hearing e.g. cancelling noise, selectively enhancing speech in a noisy room; and Super sight or other vision enhancements e.g. zooming, magnification, night/thermal vision	https://survey.eu.qualtrics.com/CP/File.php?F=F_0ue1EmphTHvJMO	super hearing / super sight	super hearing / super sight
14	Identifying or inferring personal characteristics of other people such as gender identity, age, race, sexuality etc.	https://survey.eu.qualtrics.com/CP/File.php?F=F_7PnL92WPR2zQM5O	identifying personal characteristics such as gender identity, age, race	identifying personal characteristics such as gender identity, age, race
17	Understanding the physiological state of other people e.g. sensing health-related data such as pulse/heart rate, dilation of pupils etc.	https://survey.eu.qualtrics.com/CP/File.php?F=F_a2YeqyL685Yk3Y2	sensing physiological and health data	sensing physiological and health data
18	Capturing 3D imagery that could later be viewed or repurposed (e.g. a 3D model of your body or home)	https://survey.eu.qualtrics.com/CP/File.php?F=F_0UrvEdAKI16PKS	capturing 3D imagery e.g. your likeness	capturing 3D imagery e.g. your likeness
19	Augmenting or altering others appearance (e.g. applying snapchat or instagram-like filters to your view of others)	https://survey.eu.qualtrics.com/CP/File.php?F=F_8oWJZAK7U7eNtq	augmenting others appearance	augmenting appearance