

Supplementary Material

1 Supplementary Data

The video **HINT VR- Head Movements .mp4** shows a few trials in the virtual environment (VR2). This video exemplifies the spontaneous use of head movements and illustrates the (very pronounced) level increase in one ear when head movements are exploited.

The video **HINT VR- Unsupervised (Word selection feedback) .mp4** shows three trials in the test condition Noise Right (NR) with the word selection feedback system of the virtual environment (VR3).

2 Supplementary Figures and Tables

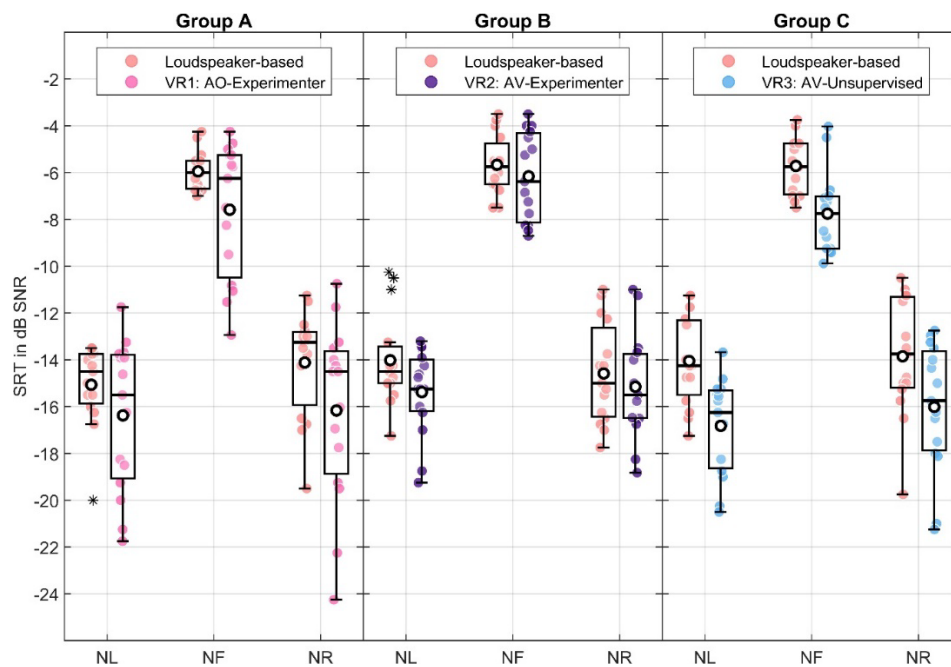


Figure S 1. Speech reception thresholds (SRTs) as a function of noise condition (Noise Left, Noise Front, and Noise Right) per test group and environment. The individual SRTs per participant are shown as points per test condition. The boxes represent the (across participants) interquartile range (IQR), the means are shown as white points, and the medians are shown as solid black lines. The whiskers display $1.5 \times$ IQR below the 25th or above the 75th percentile, and asterisks indicate outliers beyond that range.

3 Code

The Unity project, including all the virtual environments described in the article, is freely available at <https://github.com/AudioGroupCologne/HINT-VR> under a Creative Commons license CC BY-NC-SA 4.0.