

Attachment C3b - Mine Escape participants: Post-Simulation Questionnaire (Field Test Version)

3. Answer the following questions about the simulation by placing an "X" in the appropriate box.

a) How natural did moving through the virtual mine seem?

Not Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very Natural
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b) How much did your experience in the virtual simulation seem consistent with your real-world experiences in an actual mine?

Not Consistent	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very Consistent
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c) How natural were your interactions with the environment (e.g., opening doors, taking gas readings)?

Not Natural	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very Natural
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d) Were you involved in the exercise to the extent that you lost track of time?

No - I did not lose track of time at all	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Yes - I completely lost track of time
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e) How engaged were you in the virtual reality experience?

Not at all engaged	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very engaged
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f) How immersed did you feel in the virtual environment?

Not at all immersed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very immersed
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4. Rate how much you agree or disagree that the words and phrases below describe the simulation you just completed.

	Strongly Disagree	Disagree	Neither	Agree	Strongly Agree
a) Engaging	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b) Chilling/eerie	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c) High replay value (i.e., you'd be interested in trying it again sometime)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
d) Interesting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e) Flexible (i.e., your team could accomplish the goals the way it wanted to)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. Did you enjoy participating in this VR simulation? Yes No