

Attachment D

**Evaluation of an Immersive “VRMine” Rescue Team Simulation Exercise
Team Trainer Interview Questions**

Team ID _____

[This Evaluation Interview Guide will be used with the mine rescue team trainer. This interview will take place while team members complete their post-simulation evaluation].

Interviewer will allow for and/or prompt interviewee for elaboration on Y/N questions, as appropriate, if time permits.

Age: _____ Gender: Male Female

How many years of experience do you have...

As a miner? _____

On a mine rescue team (MRT)? _____

As a MRT trainer _____

In approximately how many mine rescue competitions have you participated, overall? _____

Before today, have you ever used VR simulations to train mine rescue teams? No Yes

If yes, please describe _____

Are VR simulations a regular component of the mine rescue training you conduct? No Yes

What value do you think VR simulations bring to mine rescue training?

If you haven't already, would you like to use a VR simulation like the one you saw today in future training?
 No Yes Explain.

If you have not ever used VR simulations in your training, why not (e.g., lack of opportunity, interest, resources)?

Would you like to use VR simulations like the one you saw today in future training? No Yes Explain.

What do you see as the biggest barriers to using training like this?

In your opinion, does your organization have the resources to conduct this type of training? No Yes

In your opinion, would your organization support the use of training exercises like this for mine rescue team training? No Yes Why or why not?

Given unlimited resources, do you think your organization would support using VR simulations like the one you saw today for mine rescue team training? No Yes

Given the opportunity, would you be interested in participating in virtual mine rescue contests *in addition to* traveling to a physical location to participate in existing mine rescue competitions? No Yes Explain.

Given the opportunity, would you be interested in participating in virtual mine rescue contests *instead of* traveling to a physical location to participate? No Yes Explain.

Do you have any suggestions to improve this technology (including the spectator/trainer view) in terms of realism and/or usability?