

User Research Questionnaire: Exploring Perceptions of 360° Video and VR for Storytelling

Basic Information

1. What is your age group?
 - ☐ 18-24
 - ☐ 25-34
 - ☐ 35-44
 - ☐ 45-54
 - ☐ 55 or older
2. What is your experience level with VR technology?
 - ☐ No experience
 - ☐ Once or so per year
 - ☐ Monthly
 - ☐ Weekly
3. How familiar are you with historical storytelling experiences in digital formats (e.g., videos, interactive media, VR)?
 - ☐ Not familiar at all
 - ☐ Somewhat familiar
 - ☐ Fairly familiar
 - ☐ Very familiar

Exploring Perceptions of 360° Video and VR

We aim to understand initial perceptions of using 360° video and VR for historical storytelling before any specific material is introduced. Please answer the following questions based on your expectations and prior knowledge.

4. What are your initial thoughts on using 360° video for storytelling?
 - ☐ What advantages do you see?
 - ☐ What potential drawbacks do you anticipate?
5. What are your initial thoughts on using VR for storytelling?

- What advantages do you see?
 - What potential drawbacks do you anticipate?
6. Have you ever experienced a historical story presented in an interactive or immersive format?
- Yes
 - No
 - If yes, please describe your experience.
7. How do you expect transitioning from a 360° video to VR might affect engagement with a historical story?
- Please explain your reasoning.
8. In your opinion, what elements are important for making a historical storytelling experience engaging and memorable?
- Examples: visuals, interactivity, narrative structure, ease of use, etc.
9. What concerns or challenges do you think might arise when using VR for historical storytelling?
- Please describe any potential issues you foresee.
10. Do you have any additional thoughts or feedback regarding the idea of using VR and 360° video for storytelling?
- Feel free to share any ideas or concerns!