User Research Questionnaire: The Impact of Transitioning from 360° Video to VR on Storytelling and Understanding

Basic Information

- 1. What is your age group?
 - o **18-24**
 - o **25-34**
 - o **35-44**
 - o **45-54**
 - o 55 or older
- 2. What is your experience level with VR technology?
 - o No experience
 - o Once or so per year
 - Monthly
 - Weekly
- 3. Prior to this experience, how familiar were you with the Great Fire of London?
 - Not familiar at all
 - Somewhat familiar
 - o Fairly familiar
 - Expert level knowledge

Research Focus

We aim to understand how transitioning from a 360° video to a fully immersive VR environment affects storytelling flow and learning comprehension. Please answer the following questions based on your experience.

Transition Experience & Storytelling Impact

- 4. On a scale of 1 (very disjointed) to 5 (very seamless), how would you rate the smoothness of the transition from 360° video to VR?
 - 1 (Very disjointed)
 - o **2**

	0	Yes
	0	No
	0	If yes, what aspects contributed to it? (e.g., visual effects, motio sickness, headset fit, etc.)
7.	Did you notice any significant changes in your sense of engagement or immersion after transitioning into VR?	
	0	Yes
	0	No
	0	If yes, please describe your experience.
8.	How did this transition impact your understanding and memory of the Great Fire of London's storyline or historical events?	
	0	Was the effect positive or negative?
	0	Was the effect positive or negative? Please provide examples based on your experience.
9.	o Did th	
9.	o Did th	Please provide examples based on your experience. ne transition from 360° video to VR enhance the storytelling
9.	o Did th	Please provide examples based on your experience. ne transition from 360° video to VR enhance the storytelling ience, or did it feel disruptive or repetitive?
9.	Did the experience	Please provide examples based on your experience. The transition from 360° video to VR enhance the storytelling ience, or did it feel disruptive or repetitive? Enhanced the experience
9.	Did the experience	Please provide examples based on your experience. The transition from 360° video to VR enhance the storytelling ience, or did it feel disruptive or repetitive? Enhanced the experience Felt disruptive
	Did the experience of the control of	Please provide examples based on your experience. The transition from 360° video to VR enhance the storytelling lience, or did it feel disruptive or repetitive? Enhanced the experience Felt disruptive Felt repetitive

o **3**

o **4**

o Yes

o No

5 (Very seamless)

o Please briefly explain your reasoning.

storyline connection, etc.)

5. Did you experience any confusion during the transition?

6. Did you experience any discomfort during the transition?

o If yes, what aspects contributed to it? (e.g., visual effects, controls,

- 11. Do you have any additional thoughts or feedback regarding this experience?
- Feel free to share any ideas or suggestions!