**Appendix A: Questionnaire regarding the VR experience in Mozilla Hubs**

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| **PART I: General questions** | |
| 1. Which gender do you feel you belong to? |  |
| 1. What age group do you belong to? |  |
| **PART II: General questions regarding VR experience** | |
| 1. Have you heard of VR before? |  |
| 1. Have you experienced VR before? |  |
| * 1. If yes, what experiences? |  |
| 1. How high would you describe the immersion level of this technology for use as a teaching tool? |  |
| 1. How useful do you consider the use of VR technology in the classroom? |  |
| **PART III: Questions regarding the experience with Mozilla Hubs** | |
| 1. The entry into the VR chat room was … |  |
| 1. Did you need any technical assistance to get started in the VR chat room? |  |
| 1. Would your students need any technical assistance to get started in the VR chat room? |  |
| 1. How did you find your way in the VR chat room? |  |
| 1. How easy is it for you to use the VR chat room? |  |
| 1. How well did you manage the movement within the VR chat room? |  |
| 1. How well did you manage the controls in the VR chat room? |  |
| 1. How good did you find the communication options within the VR chat room? |  |
| 1. Have you created your own VR chat room and invited visitors? |  |
| 1. Can you imagine using a VR chat room as a teaching medium? |  |
| 1. How long could you imagine using the VR chat room for your lessons? |  |
| 17a. How long could you imagine using the VR chat room for your lessons? |  |
| 1. Would you recommend using a VR chat room to other lecturers? |  |