

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

This questionnaire explores how users perceive immersive technologies in historical storytelling. Your feedback is appreciated.

* 表示必填問題

Basic Information

1. 1.What is your age group? *

單選。

- ☐ 18-24
- ☐ 25-34
- ☐ 35-44
- ☐ 45-54
- ☐ 55 or older
- ☐ Prefer not to say

2. 2.What is your experience level with VR technology? *

單選。

- ☐ No experience
- ☐ Once or so per year
- ☐ Monthly
- ☐ Weekly

- 3 ° 3. Have you ever visited historical sites in London (e.g., Pudding Lane, Tower Hill, the Globe)? *

單選 °

- ☐ Yes
- ☐ No
- ☐ Not Sure

- 4 ° 4. How familiar are you with historical storytelling experiences in digital formats (e.g., videos, interactive media, VR)? *

單選 °

- ☐ Not familiar at all
- ☐ Somewhat familiar
- ☐ Fairly familiar
- ☐ Very familiar

Historical Knowledge & Interest

- 5 ° 5. Before today, how familiar are you with the Great Fire of London (1666)? *

單選 °

- ☐ A. I've never heard of it
- ☐ B. I've heard of it, but don't know details
- ☐ C. I know a little about it
- ☐ D. I know quite a lot
- ☐ E. I've studied it in depth

6 ◦ 6.How interested are you in learning about historical events? *

單選 ◦

- ☐ A. Not interested
- ☐ B. Slightly interested
- ☐ C. Moderately interested
- ☐ D. Very interested
- ☐ E. Extremely interested

7 ◦ 7.Have you ever learned about history through immersive media before (e.g., VR, AR, 360 video)? *

單選 ◦

- ☐ Yes
- ☐ No
- ☐ Not sure

8 ◦ 8.Do you think being immersed in a historical event will help you remember it better than reading or watching a documentary? *

單選 ◦

- ☐ Yes
- ☐ No
- ☐ Not sure

Expectations for Learning

9. Do you expect this experience to teach you something new about the Great Fire of London? *

單選。

- ☐ Yes
- ☐ No
- ☐ Not sure

10. Do you think experiencing a historical event in immersive video will help you remember it better? *

單選。

- ☐ Yes
- ☐ No
- ☐ Not sure

Experience with Immersive Media / Technology

11. Have you used a VR headset before? *

單選。

- ☐ Yes
- ☐ No
- ☐ Only once or twice

12. 12.How comfortable are you using immersive technology (VR, 360 video, etc.)? *

單選。

- ☐ A. Not comfortable at all
- ☐ B. Slightly comfortable
- ☐ C. Moderately comfortable
- ☐ D. Very comfortable
- ☐ E. Expert-level comfortable

13. 13.What kind of experience are you expecting? (Choose all that apply) *

(可複選)

- ☐ A. Visually artistic
- ☐ B. Historically accurate
- ☐ C. Emotionally powerful
- ☐ D. Educational/informative
- ☐ E. Light and entertaining
- ☐ F. I'm not sure

Emotional & Engagement Expectations

14. 14.Do you expect to feel emotionally connected to the people or events in the experience? *

單選。

- ☐ Yes
- ☐ No
- ☐ Not sure

15 ° 15.What kind of experience are you expecting? (Choose one) *

單選 °

- ☐ A. Educational and informative
- ☐ B. Dramatic and emotional
- ☐ C. Visually artistic
- ☐ D. Interactive and game-like
- ☐ E. Not sure

16 ° 16.Do you prefer to observe a story or be part of it when engaging with media? *

單選 °

- ☐ A. I prefer to just watch
- ☐ B. I like to be involved and immersed
- ☐ C. Depends on the content
- ☐ D. I'm not sure

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.

17 ° 17.What are your initial thoughts on using 360° video for storytelling? *

(可複選)

- ☐ A. Realism
- ☐ B. Accessibility
- ☐ C. Immersion
- ☐ D. Easy to follow
- ☐ 其他： _____

- 18 ° 18.What are your initial thoughts on using VR for storytelling? Potetial drawbascks? *

(可複選)

- ☐ A. Low image quality
☐ B. Limited interaction
☐ C. Difficult to focus
☐ D. Motion sickness
☐ 其他： _____

- 19 ° 19.Have you ever experienced a historical story presented in an interactive or immersive format? *

* If yes, please describe your experience.

單選 °

- ☐ No
☐ 其他： _____

- 20 ° 20.How do you expect transitioning from a 360° video to VR might affect engagement with a historical story?

* Please explain your reasoning.

- 21 ° 21.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.

- 22 ° 22.What concerns or challenges do you think might arise when using VR for historical storytelling?

* Please describe any potential issues you foresee.

23. 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!

Thank you for taking the time to complete this questionnaire.

Your responses will help us better understand how immersive technologies like VR and 360° video can enhance historical storytelling.

* If you're interested in the results or would like to participate in future studies, feel free to leave your email at the end.

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