A TPI QUESTIONNAIRE

The following questions shall be rated on this scale from 1 - 7. The text in the scale does not always fit the question, but it shows the basic idea.

1. Not at all
2. To a very small degree
3. A little
4. To some degree
5. To a larger degree
6. Quite much
7. Very much

A.1 Ball interaction test

This questionnaire only regards the ball throwing game.

1. How real did the Basic Ball (purple) feel regarding size and weight? [ ]
2. How real did the Wood Ball feel regarding weight, size and overall texture? [ ]
3. How real did the Fabric Ball feel regarding weight, size and overall texture? [ ]
4. How real did the Iron Ball feel regarding weight, size and overall texture? [ ]
5. How real did the Steel Ball feel regarding weight, size and overall texture? [ ]
6. How real did the Granite Ball feel regarding weight, size and overall texture? [ ]
7. How real did it feel to throw the balls? [ ]
8. How well was the perceived weight of the balls in accordance with the amount of force you had to apply? [ ]
**A.2 Weapon interaction test**

This questionnaire only regards the weapon swinging game.

1. How real did it feel to swing the hammer? [ ]
2. How real did it feel to swing the sword? [ ]
3. How heavy did the hammer feel in the virtual world compared to the sword? [1. light. 7. heavy.] [ ]
4. How heavy did the hammer look? [1. light. 7. heavy.] [ ]
5. How heavy did the sword look? [1. light. 7. heavy.] [ ]

**A.3 Spatiel Presence**

1. How much did it seem as if the objects you saw was in the same room as you? [ ]
2. How much did it seem like you could reach out and touch the objects? [ ]
3. How much did you experience a sense of being inside the environment? [ ]
4. How often did you want to interact with the objects you saw? [ ]
5. Did the experience seem more like looking at the events on a movie screen or more like looking at the events through a window? [1. = movie screen. 7. window.] [ ]

**A.4 Engagement**

1. To what extent did you feel mentally immersed in the experience? [ ]
2. How completely were your senses engaged? [ ]
3. To what extent did you experience a sensation of reality? [ ]
4. How relaxing[1] or exciting[7] was the experience? [ ]

**A.5 Perceptual Realism**

1. Overall how much did touching the things in the environment you saw feel like it would if you had experienced them directly? [ ]
2. How much did the heat or coolness (temperature) of the environment you saw feel like it would if you had experience it directly? [ ]
3. Overall, how much did the things in the environment you saw look like they would if you had experienced them directly? [ ]
4. Regarding motion sickness, how nauseating was your experience [1 = no nausea, 7 = very nauseating]? [ ]
B  TPI RESULTS

Ball Interaction

Weapon Interaction
C SWING FREQUENCY PLOTS

Swing velocity is measured in Unity Engine units (approx. 1m) per second. Blue graphs represent tests performed before the implementation of *chasing*; orange graphs represent those performed after the implementation.