**SAMPLE DRAFT**

**Research goals:**

1. To study the profile of early adopters (page 2).
2. to examine the current state of VR as an educational technology, determining its degree of implementation (Page 2 and 3)
3. to assess the acceptance of VR as a learning tool among early adopters (Page 3, 4 and 5).

**PAGE 1- ACCEPT A WRITTEN INFORMED CONSENT OBLIGATORILY**

We inform you that the personal data collected in this document, as well as those that you provide in the future, either derive from the development of the service in charge or are generated as a result of the data processing, all of them necessary to be able to provide our services, will be incorporated into a Mixed file, owned by the Nebrija University, Calle de Sta. Cruz de Marcenado, 27, 28015 Madrid, authorizing it to process them automatically or not, as well as the transfer in favor of persons dedicated to the analogue purpose, for its use in relation to the development of its activity consisting of research and dissemination of its results, including the sending of information about our services or activities.

The Nebrija University guarantees the confidentiality of your data assuming the obligation to comply with all those legal and internally established obligations. We inform you that you can exercise the rights of access, rectification, opposition or cancellation of your data, in accordance with LO 15/1999 of December 13 and regarding the possible opposition to the processing of your data for promotional purposes provided in the Law 34/2002, of July 11, of services of the information society and electronic commerce, rights that may be exercised by email addressed to informa@nebrija.es or by writing to the address indicated above, accompanying a photocopy of your DNI

\*1. After reading the above, I DECLARE that I have been adequately informed of the details of the study in which I will participate voluntarily, and that I have had the possibility to answer any questions regarding the study.

I agree (\*COMPULSORY)

**PAGE 2- DEMOGRAPHIC AND SOCIAL DATA OF PARTICIPANTS**

Describe your personal information (anonymous information) in the following sections.

2. Age

Choose one (18-80)

3. Gender

Male

Female

4. Nationality

Spanish

Other

5. Place of residence

6. Education level

7. Profession

Student

Teacher

Other

8. Current occupation

Student

Unemployed

Self-employed

Hired hand

Businessperson

Civil servant

9. Virtual reality platform

Oculus Rift

HTC Vive

PSVR

WMR

Mobile platforms

10. Which kind of virtual reality platforms have you try?

Oculus Rift

HTC Vive

PSVR

WMR

Mobile platforms

11. Which kind of virtual reality platform do you have?

Oculus Rift

HTC Vive

PSVR

WMR

Mobile platforms

12. Which is your favourite virtual reality platform?

Oculus Rift

HTC Vive

PSVR

WMR

Mobile platforms

**PAGE 3. DESCRIPTIVE INFORMATION OF PREVIOUS VR EXPERIENCE AS WELL AS FREQUENCY OF USAGE**

Now you have to describe how and when do you make use of virtual reality.

13. How long have you been using virtual reality?

Less than a year

More than a year

1 to 2 years

2 to 3 years

More than 3 years

14. How often do you use virtual reality?

Once or twice a day

Several times a week

Once a week

Occasionally

15. In which of the following areas do you tend to use virtual reality more?

Videogames

Video

Experiences

Professional training / education

Therapeutic purposes

Sports training

Work purposes

16. Which of the following leisure genres are of your interest regarding virtual reality?

Films and documentaries

Experiences

Education purposes

Sightseeing

Speed simulators

Flight simulators

Escape rooms

Role games

Shooters

Adventure games

Horror games

Sports training

Games for kids

Graphic design games

Other, please specify

**4- SUBJECTIVE OPINIONS AND ATTITUDES REGARDING VR**

Reflect and give your opinion about the way you will use virtual reality in the future and its degree of social acceptance.

17. For which of the following purposes would you like to use virtual reality in the future?

Workplace

Professional training / education

Entertainment

Online social relations

Alternative therapies

Sports training

Sightseeing

Other, please specify

18. In which areas do you forecast the future of virtual reality?

Information technology

Teaching resource

Entertainment

Communication

Psychology

Science

Advertising

Tourism

Sports training

Other, please specify

19. Which sort of restrictions may prevent the spread of virtual reality from happening in today’s society?

Price

Technology gap

Lack of awareness of its potential

Bias against technology

Home storage

Lack of proper computer equipment

Other, please specify

**PAGE 5- BELIEFS ABOUT THE FUTURE OF VR IN EDUCATION**

Think and give your particular opinion on virtual reality.

20. According to your opinion, which kind of shortcomings does virtual reality have at present?

21. In your view, how important is virtual reality in the realm of new information technologies?

22. According to your opinion, how important is virtual reality in society?

23. Which kind of educational value can virtual reality have in the future?

24. Which kind of professional value can virtual reality have in the future?

25. What does the future hold for virtual reality?

26. Which kind of impact can virtual reality have on emotional or psychological aspects?

27. Do you consider it possible the use of virtual reality in therapeutic interventions? If so, what type(s)?