

Survey preview. Responses are not stored. Please visit "Survey links".



Virtual Reality User Profile and interest in the use of virtual reality as a learning tool

1.- RELEVANT INFORMATION AND INFORMED CONSENT

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.**

Choose one
▼

Choose one

I agree

Encuesta lanzada gracias al "[Programa de colaboración de Encuestafacil.com y Universia](#)".

Para uso exclusivo con fines educativos.


THE LEADING ONLINE SURVEY IN EUROPE AND LATIN AMERICA

encuestafacil.com | easygoingsurvey.com | enquetefacile.com | enqueterapida.com | inqueritofacil.com | sondaggiofacile.com | einfacheumfrage.de |

2.- PERSONAL DEMOGRAPHIC INFORMATION

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

*2. Age

*3. Gender

- Male Female

*4. Nationality

- Española Other

5. Place of residence

0/4000

*6. Education level

- Elementary Secondary Universitary Postgrade

*7. Profession

- Student Teacher Other

*8. Current occupation

- Student Hired hand
 Unemployed Businessperson
 Self-employed Civil servant

*9. Virtual reality access platform

- Oculus Rift HTC Vive PSVR WMR Mobile platforms (smartphone, Oculus Go, Oculus Quest)

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

- Oculus Rift HTC Vive PSVR WMR Mobile platforms (smartphone, Oculus Go, Oculus Quest)

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

- Oculus Rift HTC Vive PSVR WMR Mobile platforms (smartphone, Oculus Go, Oculus Quest)

12. Which is your favourite virtual reality platform?

- Oculus Rift HTC Vive PSVR WMR Mobile platforms (smartphone, Oculus Go, Oculus Quest)

3.- REGULAR USE OF VIRTUAL REALITY

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

***13. How long have you been using virtual reality?**

 <

***14. How often do you use virtual reality?**

 <

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

- | | |
|--|---|
| <input type="checkbox"/> Videogames | <input type="checkbox"/> Therapeutic purposes |
| <input type="checkbox"/> Vídeo | <input type="checkbox"/> Sports training |
| <input type="checkbox"/> Experiences | <input type="checkbox"/> Work purposes |
| <input type="checkbox"/> Professional training / education | |

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

- | | | |
|--|---|--|
| <input type="checkbox"/> Films and documentaries | <input type="checkbox"/> Flight simulators | <input type="checkbox"/> Horror games |
| <input type="checkbox"/> Experiences | <input type="checkbox"/> Escape rooms | <input type="checkbox"/> Sports training |
| <input type="checkbox"/> Education purposes | <input type="checkbox"/> Role Playing games | <input type="checkbox"/> Games for kids |
| <input type="checkbox"/> Sightseeing | <input type="checkbox"/> Shooters | <input type="checkbox"/> Graphic design |
| <input type="checkbox"/> Speed simulators | <input type="checkbox"/> Aventure games | <input type="checkbox"/> Other, please specify |

4.- INTERESTS AND FUTURE OF VIRTUAL REALITY

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?

- | | |
|--|--|
| <input type="checkbox"/> Work tasks | <input type="checkbox"/> Alternative therapies |
| <input type="checkbox"/> Professional training / education | <input type="checkbox"/> Sports training |
| <input type="checkbox"/> Entertainment | <input type="checkbox"/> Sightseeing |
| <input type="checkbox"/> Online social relations | <input type="checkbox"/> Other, please specify |

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

- | | |
|---|--|
| <input type="checkbox"/> Information technology | <input type="checkbox"/> Science |
| <input type="checkbox"/> Teaching resource | <input type="checkbox"/> Advertising |
| <input type="checkbox"/> Entertainment | <input type="checkbox"/> Tourism |
| <input type="checkbox"/> Communication | <input type="checkbox"/> Sports training |
| <input type="checkbox"/> Psychology | <input type="checkbox"/> Other, please specify |

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

- | | |
|---|--|
| <input type="checkbox"/> Price | <input type="checkbox"/> Empty enough space at home |
| <input type="checkbox"/> Technology gap | <input type="checkbox"/> Lack of proper computer equipment |
| <input type="checkbox"/> Lack of awareness of its potential | <input type="checkbox"/> Other, please specify |
| <input type="checkbox"/> Bias against technology | |

5.- PERSONAL VIEWS AND THOUGHTS

Think and give your particular opinion on virtual reality.

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

0/4000

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

0/4000

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

0/4000

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

0/4000

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

0/4000

25. What does the future hold for virtual reality?

0/4000

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

0/4000

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

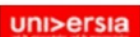
0/4000

Encuesta lanzada gracias al "[Programa de colaboración de Encuestafacil.com y Universia](#)".

Para uso exclusivo con fines educativos.

THE LEADING ONLINE SURVEY IN EUROPE AND LATIN AMERICA

[encuestafacil.com](#) | [easygoingsurvey.com](#) | [enquetefacile.com](#) | [enquestafacil.com](#) | [inqueritofacil.com](#) | [sondaggiofacile.com](#) | [einfacheumfrage.de](#) |



Con la tecnología de:
[encuestafacil.com](#)