

PROJECT REVIEW QUESTIONNAIRE

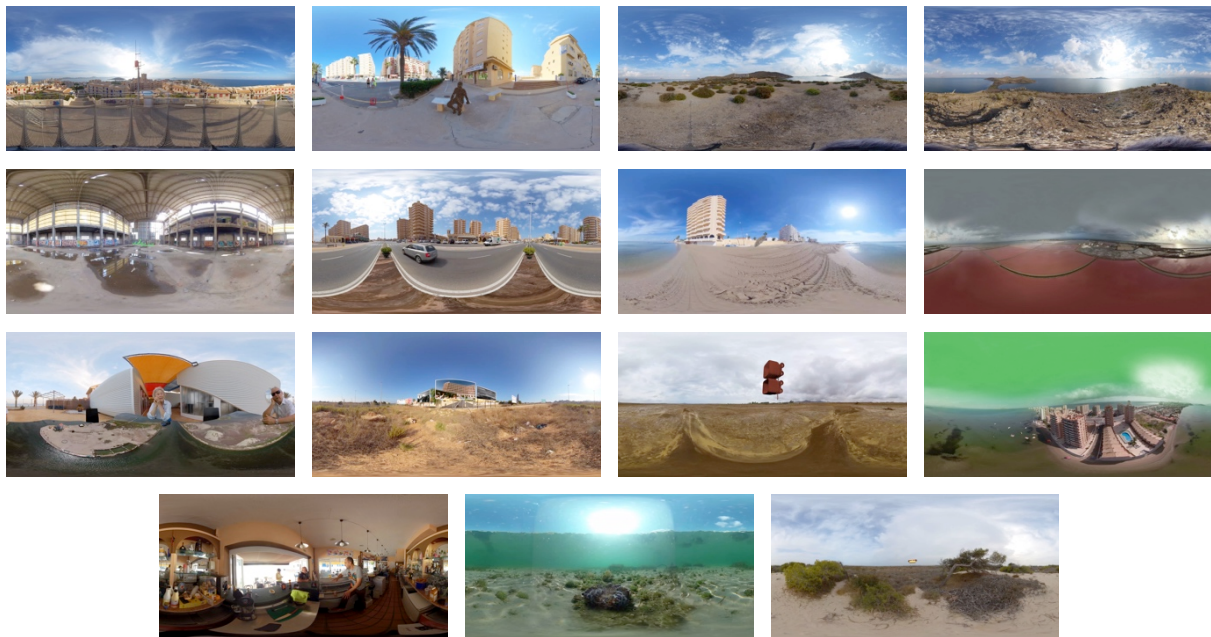
Out of sight, out of mind

An immersive 360° video experience of the Mar Menor, incorporating augmented and live realities in obscure and profound guises

University of Brighton, Grand Parade Gallery, 12 to 14 March 2019

1. Have you used a Head Mounted Display (HMD) before?	YES / NO
2. Have you experiences 360° video environments before?	YES / NO

3. Which 360° scenes intrigued you most about the Mar Menor environment (please circle them)



4. What was it that intrigued you about these scenes?

5. What would you add or change to make the experience more compelling or thought provoking?

6. What would make your sense of presence in the 360° environment more felt? (please circle them)

TALKING TO PEOPLE	INTERACTING	SEEING YOURSELF	MOVING AROUND
PLAYING	BEING LOOKED AT	INFO MENUS	NARRATION
NAVIGATION	SUBTITLES	SITING DOWN	OTHER

What are your other suggestion:

7. What have you learnt about the Mar Menor environment from this experience?

8. Age:	16 - 25	26 - 35	36 - 45	46 - 55	56 - 65	66 +
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9. Date:

10. Time:

11. May we contact you to discuss the development of the project further?

YES / NO

12. If YES please provide your email address:

PROJECT REVIEW QUESTIONNAIRE - Answers

Out of sight, out of mind

27 Respondents

What would you add or change to make the experience more compelling or thought provoking?

Most useful selected comments (grouped for similarity):

Adding maybe fake feet.

Adding human figures or animals.

Looking at my own body parts (arms feet) but not entirely.

Seeing my hands/ feet/ body in the experience, reflection in the mirror.

More obvious links from scene to scene.

I would have liked to have a snorkel in the water.

To be able to move.

Move around the space.

Time lapses of the change in land use, as if I've been standing there 100 years.

I wanted to see the underwater scene.

Perhaps untethered.

Perhaps some description/ narration or text about each scene.

I liked that there wasn't a map.

Could bring a bit of text into the scene to label/ show what you're seeing - maybe not straight away but after a while of looking at each scene.

More information about why it is like it is.

Read something before.

Printout with info on each scene.

More augmentation – no-recognizable augmentation.

Stand in a dark room so no light can travel into the HMD.

Smell of those waters.

Samples of waters and mud.

Ground samples/ sea samples maybe.

More sound.

Sound.

What would make your sense of presence in the 360° environment more felt?

TALKING TO PEOPLE 5	INTERACTING 16	SEEING YOURSELF 6	MOVING AROUND 15
PLAYING 4	BEING LOOKED AT 6	INFO MENUS 1	NARRATION 7
NAVIGATION 5	SUBTITLES 2	SITING DOWN	OTHER

Which 360° scenes intrigued you most about the Mar Menor environment (please circle them)
(caveat: this also reflects the most intuitive routes – some scenes not found so often)



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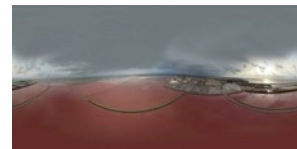
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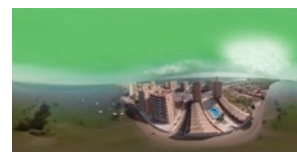
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