

## Questionnaire: Virtually No Exit

### Things you liked:

- Going to different places; seeing different landscapes  
(but a bit too fleeting)
- Personalisation; interaction; having a line

(sorry!)

### Things you didn't like:

- No time to explore a little more
  - like the idea of exploring a text or perspective in a ~~lit~~ literary work / play like!)

### Suggestions on how we might develop/improve for the next performance

- Focus on specific scenes and create pathways based on decisions / choices
- More time in one place, to explore, even if it means silence and being left alone a while
- More texture/<sup>detail</sup> in the landscape / scene renderings
- More play with directional sound/images
- Tease other senses; more stimuli

### Any other observations and ideas please continue on the back if needed

Technical:

- I felt I was observing from a height + not standing on ground with affordances
- I couldn't see the 'live' actors too well; images were pixelised (?); couldn't see myself too well
- I could see the actors come in/out in VR + also there's a gap below the goggles ~~not~~ through which I could see parts of the live actors in room.

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### Things you liked:

I loved the humour! Great Job guys !  
the surreal feeling  
the personalise ~~experience~~ - its not a pre-recorded Video but that the actors are actually performing & interacting with me. The first time of this was when the actors kept repeating my name and i realised it's ~~not~~ live ! I liked the repetition of

### Things you didn't like:

- the piece ~~ended~~ & transitions moved rather quickly so it felt a bit disorienting to my brain to process. I can imagine a longer piece needs longer sections that will help remedy this.

### Suggestions on how we might develop/improve for the next performance

The audio needs to be clearer - it sometimes was muffled and I couldn't hear.

physical cues like the raising of hands to cover eyes, it helps one get comfortable to what's going to happen next / safer.

I liked how the actors utilized 360° VR Surround perspective by sometimes calling out to me to turn around or being lower than me so I had to look down.

I loved that the actors came out at the end - it was a great surprise .

**Any other observations and ideas** please continue on the back if needed

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### Things you liked:

- experience, how immersive it was.
- the ability to change background at a snap.

### Things you didn't like:

- unenviable, different heights & depth perception was disorienting.
- being put in a small room - it would be quite triggering for claustrophobics.
- Quality of images, not sharp. But understandable so.

### Suggestions on how we might develop/improve for the next performance

- perhaps a segment to orientate the user to the experience, b/c it's disorienting.
- instead of real photos of places, perhaps a virtual environment might be more believable?

**Any other observations and ideas** please continue on the back if needed

## Questionnaire: *Virtually No Exit*

### Things you liked:

Everything. The space becomes one with others.

### Things you didn't like:

The sound seems ~~too~~ loud. One couldn't hear at times.

### Suggestions on how we might develop/improve for the next performance

The cube restricts the interaction of the body. (One / other)

### Any other observations and ideas please continue on the back if needed

The dialogue / or the touch used with others for communicating ~~seems lacks~~ seems lacks in-depth engagement with the body,

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### Things you liked:

It is a truly amazing and out of the world virtual experience.  
Real + yet seemingly unreal.

### Things you didn't like:

None - really enjoyed the experience.

### Suggestions on how we might develop/improve for the next performance

When you take the participant from one scene to the next, - to make it more 'seamless'.

Otherwise, it's very high quality experience.

### Any other observations and ideas please continue on the back if needed

The scenes used are very well done especially where "one of the 'deep valley' + you have the feeling that you are standing on a high cliff + sensation of sensations of falling down if you look down.

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### Things you liked:

infusing effects of virtual reality.

### Things you didn't like:

Some sound a little muddy, especially woman's voice. Felt a lot of vertigo after a while.

### Suggestions on how we might develop/improve for the next performance

Somehow clearer cues of when / how much the participant should respond and interact.

Any other observations and ideas please continue on the back if needed

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### Things you liked:

- Great technology to be able to connect with people.
- Participate together as part of the act.

### Things you didn't like:

- ~~Not free~~ <sup>Restricted</sup> movement due to the wires.
- Keep having to look down as the characters were too low beneath my eye level.

### Suggestions on how we might develop/improve for the next performance

- Wireless VR gear will be good.
- Characters could <sup>appear</sup> ~~stand~~ at the same height.

**Any other observations and ideas** please continue on the back if needed

## **Questionnaire: Virtually No Exit**

### **Things you liked:**

Noved the virtual reality and the 3 characters.  
They were loud and clear.

### **Things you didn't like:**

It was too short.

### **Suggestions on how we might develop/improve for the next performance**

The scenes change slowly.

### **Any other observations and ideas** please continue on the back if needed

Another round of this, perhaps 10 mins  
in length.

Well done, thank you for the opportunity.

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### Things you liked:

The One-on-One experience - the audience as the centre of the event.  
The technology and its magical effects. The novelty. The fun.  
The disappearing

### Things you didn't like:

The confusing woman

Unclear given circumstances

### Suggestions on how we might develop/improve for the next performance

clarify my role

Perhaps more mystery.

Please keep going with this!

### Any other observations and ideas please continue on the back if needed

clearly all depends on the set-up  
and expectations and how you fulfil  
them or thwart them.

The material lends itself to more  
atmosphere and time warps.

## Questionnaire: *Virtually No Exit*

### Things you liked:

The scenes.

The juxtaposition between virtual and real  
~~found design?~~

the Idea

- Opening scene in the office and the 'here' in the VR glasses.
- Being in Lasalle in the play.

### Things you didn't like:

Can't see my own hand.

People were very close and very large. [but it had a visual effect]

Having to do actions when it didn't make sense  
but made me uncomfortable

### Suggestions on how we might develop/improve for the next performance

- I saw myself in the ~~VR~~ glasses and it obstructed my view sometimes.
- maybe the helmet wire should be suspended from above.
- Are we supposed to feel like we are floating.
- Could not hear properly at first. / sound quality.
- ~~Very~~ Hard to know how loud I should be. Maybe the first person could establish it more?

Any other observations and ideas please continue on the back if needed

It is fun although it makes me feel uncomfortable at first.

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### Things you liked:

It's an unusual experience to be the 'focus' of such a performance. The sets transported me somewhere I know not where but the strangeness was enjoyable - a bubble.  
The experimentation. 3 actors was a good number / ratio.

### Things you didn't like:

Disconcerting to be the focus. A little claustrophobic.  
Found the technological imagery a bit confused.

### Suggestions on how we might develop/improve for the next performance

Not sure of the 'purpose' ~~or~~ → perhaps the mystery could be 'amplified' & the narrative clarified.

### Any other observations and ideas please continue on the back if needed

I enjoyed the experience.

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### **Things you liked:**

It was really interesting and fun.  
I liked the jail ~~& environment~~ and  
the forest environment.

### **Things you didn't like:**

I liked where it is going, it was clear  
what the artists are trying to  
achieve.

### **Suggestions on how we might develop/improve for the next performance**

I guess the different environments will be  
more ~~defined~~ defined as the technology  
gets developed.

### **Any other observations and ideas** please continue on the back if needed

I liked its awkwardness. The void  
effect was also nice.

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### Things you liked:

- THE EXPERIENCE OF BEING A  
FULLY IMMERSED IN THE VIRTUAL  
ENVIRONMENT
- THE IMMEDIATE, UNDECAYED INTERACTION  
WITH VIRTUAL CHARACTERS
- THE INTERACTION WITH THE MOVEMENT  
IN THE PLAY THAT UNFOLDED

### Things you didn't like:

- USUAL DIZZY NESS THAT COMES WITH  
3D GLASSES
- LOW RESOLUTION
- CABLE OF HEADSET ~~ROUND~~ DANGLING  
~~REAL~~
- NO ORIENTATION WHEN IN SPACE WHEN  
MOVING ~~TO SPACES~~

### Suggestions on how we might develop/improve for the next performance

- HIGHER RESOLUTION
- TRY TO PUT SOME FEET TO THE  
BODY WHEN LOOKING DOWN ..
- BETTER, MORE SOPHISTICATED  
VIRTUAL SPACES, RESPECTING IN IT  
SCENOGRAFIC APPROACH TO VIRTUAL  
SPACES

Any other observations and ideas please continue on the back if needed

THE EXPERIENCE AS INTER ACTOR  
IS PARTICULARLY SPECTACULAR IN THE  
PARTS WITH ~~THE~~ LIFE - REAL - TIME  
ACTORS / FACTORS. ALSO, IT MIGHT  
BE INTERESTING TO USE ~~some~~  
SOUNDSCARES CORRESPONDING TO  
THE SPACES, AND PLAY WITH  
HAIR EFFECTS LETS ...

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### Things you liked:

The Wild unpredictability a la Ken Campbell.

### Things you didn't like:

The Technology was very crude at artificial downgrading the performance. A lot of ghosting and blurring of images

### Suggestions on how we might develop/improve for the next performance

Bring Technology more in line with the wonderful performance.

### Any other observations and ideas please continue on the back if needed

The mix of places were quite random and too generic. Not interesting enough. I think more abstract and surreal images would suit the genre better.

## Questionnaire: *Virtually No Exit*

### Things you liked:

Interactive

Impressive

Never experience before

### Things you didn't like:

None!

### Suggestions on how we might develop/improve for the next performance

Improve the pixel in the image that was cut off.  
<sup>'broken'</sup>

### Any other observations and ideas please continue on the back if needed

Some parts of the image are cut off when being projected eg. when my image is being projected, some ~~the~~ parts <sup>are</sup> cut off

## Questionnaire: *Virtually No Exit*

### Things you liked:

- interesting take towards interactive media art
- The POV of being part of the scene kept me on edge.

### Things you didn't like:

- More definition to the quality of the backdrop/background.

### Suggestions on how we might develop/improve for the next performance

- Quality of the backdrop (pixels)

### Any other observations and ideas please continue on the back if needed

- To have a variety in reference to the types of play adopted.  
for general public to relate to -

## Questionnaire: *Virtually No Exit*

### Things you liked:

- The immersiveness - the environments were so complete and incredibly detailed
- The experience feels truly interactive
- A very thought-provoking piece about space, places we make, virtually and physically

### Things you didn't like:

- Technology's still a work in progress - it felt odd seeing myself in the scene at times!

### Suggestions on how we might develop/improve for the next performance

- Prepare a selection of different scenes for the point where you ask the participant where they'd like to go next - it would really add to the immersiveness (and the question of how much of this is real / in your head)

### Any other observations and ideas please continue on the back if needed

I really enjoyed it!! Thank you ☺

## Questionnaire: Virtually No Exit

### Things you liked:

Original experience - the intimacy - the directness and immersion. The possibilities and expectation aroused. Being thrust into the centre of the action - the fluidity of the environment. Overall concept, locations and environment.

### Things you didn't like:

Some of the tracking was a little slow. Twice the image froze. Some definition with the image.

### Suggestions on how we might develop/improve for the next performance

Clarity of images - higher definition. Content - there are many possibilities to explore regarding narrative, role taking, tasks, obstacles, reward systems - rather like gaming.

### Any other observations and ideas please continue on the back if needed

To include greater numbers. This is a very 'high-maintenance' performance - requiring more actors than participants. How to reach more people? Or should it stay solitary.

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### Things you liked:

- Participatory elements
- Concept
- Performances !

### Things you didn't like:

- Nothing I didn't like - just suggestions for development



### Suggestions on how we might develop/improve for the next performance

- more physical / human interaction ?
- a little longer maybe
- More story - a clear goal / objective perhaps?  
(more about 'The organisation')
- More weirdness / fear (not too much though)

**Any other observations and ideas** please continue on the back if needed

## Questionnaire: *Virtually No Exit*

### Things you liked:

- 1) The movement from VR to real with the hand holding.
- 2) The different visual environments.
- 3) The performances (emphasized).

### Things you didn't like:

- 1) Sometimes will see where to look
- 2) Tech eye pain strained up - hard to see take on

### Suggestions on how we might develop/improve for the next performance

The set shock of the real was amazing. Speed up segments of verbal engagement with viewers - push them

**Any other observations and ideas** please continue on the back if needed

## Questionnaire: *Virtually No Exit*

### Things you liked:

- z Immersive
- Interactive, experience
- Interesting "plot"

### Things you didn't like:

RPA

### Suggestions on how we might develop/improve for the next performance

- more instances for the participant to interact / speak to the characters - to see the participant within the setting?
- sharper images, if possible?

Any other observations and ideas please continue on the back if needed

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### Things you liked:

This is like nothing I've ever done!  
Very innovative & I never knew what  
was going to happen next.

### Things you didn't like:

That I couldn't be even more  
immersed - cable holding me back,  
camera mounted on stand, perhaps if the  
~~the~~ camera was ~~be~~ suspended from the  
ceiling ~~so~~ so one could walk about a bit  
more.

### Suggestions on how we might develop/improve for the next performance

### Any other observations and ideas please continue on the back if needed

It would be totally amazing as a murder /  
horror play!

## Questionnaire: *Virtually No Exit*

### Things you liked:

HELL IS OTHER PEOPLE  
CHOOSING WHERE TO GO

### Things you didn't like:

CHARACTERS TOO CLOSE TO THE VR GOGGLES  
RECOGNISABLE IN SAME SPACES (TAKE US TO SOMEWHERE NEW!)

### Suggestions on how we might develop/improve for the next performance

I WONDER WHAT HAPPENS IF YOU ENCOUNTER  
1 CHARACTER AT A TIME AND THEN THEY  
JOIN TOGETHER

Any other observations and ideas please continue on the back if needed

## **Questionnaire: Virtually No Exit**

### **Things you liked:**

Interactivity of the experience.

Participating in the performance e.g. having a  
line to say.

'Surprise' at the end of the performance.

### **Things you didn't like:**

Not completely understanding what's  
going on.

### **Suggestions on how we might develop/improve for the next performance**

**Any other observations and ideas** please continue on the back if needed

## Questionnaire: Virtually No Exit

### Things you liked:

- looking around
- video to movement was smooth
- (last part, physical interaction, although felt weird since I couldn't see the other person(s))
- "friendly" interactions, I wasn't forced to do / say things I would feel uncomfortable.

### Things you didn't like:

- pixelation of characters, pixelated edges
- characters sometimes disappeared in "dead angles" where the camera wouldn't see them.

### Suggestions on how we might develop/improve for the next performance

- role of the girl in red was not very clear
- higher resolution of characters
- more liveliness for the background scenarios (audio, animated)
- 

### Any other observations and ideas please continue on the back if needed

- characters were often not aligned to (my) eye level
  - sometimes seemed like "giants"
  - sometimes I felt like floating not standing
- audience interaction, can I interact with the scenario? not much, just a little bit?

## **Questionnaire: Virtually No Exit**

### **Things you liked:**

feeling like I'm in actual environment

### **Things you didn't like:**

people coming too close to us ,  
or walking "through" me

### **Suggestions on how we might develop/improve for the next performance**

perhaps have more participation  
from audience - more lines)

### **Any other observations and ideas** please continue on the back if needed

Great work!

## **Questionnaire: Virtually No Exit**

### **Things you liked:**

embedding the audience as a character.

### **Things you didn't like:**

an image of myself was in the scenes. made me question if there is a glitch.

### **Suggestions on how we might develop/improve for the next performance**

to give the audience participant some stake into the work.

**Any other observations and ideas** please continue on the back if needed

## Questionnaire: Virtually No Exit

### Things you liked:

Sound, spatial, immersive qualities, the story line, and the flow of sequence.

### Things you didn't like:

- Need a little more context to the Satre story,
- The stitching of the video can be rectified, understandably it is a live-feed.

### Suggestions on how we might develop/improve for the next performance

- Maybe software update or ways to work on the live stitching.
- For people who wear prescription glasses, the oculus head set does not have a very fine focus. Would be good if additional focusing methods can be implemented.

### Any other observations and ideas please continue on the back if needed

- The camera could be suspended, rather than mounted on a tripod, which could hinder the audience's movements.

## Questionnaire: Virtually No Exit

### Things you liked:

- People popping in & out of the space/virtual set.
- The Sets
- The Music
- The transformation of the space so quickly.
- The size of the people, the size of me in relation to the people.
- That I can see myself "like a ~~fake~~<sup>virtual</sup> me but with them, the two guys."

### Things you didn't like: mostly technical ...

- I wear glasses, so without my glasses, everything looks VERY BLUR.
- The headset did not really fit, I kept seeing the green room ~~bed~~ due to the gap <sup>between</sup> ~~at~~ my nose & headset.
- The set sometimes not "sticked" / "glued" well. I can see the 2 men ~~being~~ cut off., it upsets me, I want them to be "whole".

### Suggestions on how we might develop/improve for the next performance

- a microphone to pick out the participant's voice level.
- I WANT TO MOVE! A BIGGER SPACE!
- Longer please. 7 mins is toooooo short. Just when I was starting to enjoy the characters & space, I had to leave.
- Can something/anything happen on the top? So that I can lie down & look up?

**Any other observations and ideas** please continue on the back if needed

- I want to experience the deadlock. ~~Being stuck with the other 2.~~ They don't seem to pose much problems for me. I want to "feel" like they might just harm me.
- I enjoyed being the "OTHER", the person who is the lab rat. But I want to be & feel like a lab rat. (From the 1st scene)
- What is virtual hell? Can we explore this further? As a primary

Care-giver to my grandma who has severe Alzheimers, ~~is~~ is she stuck with her own "virtual Hell"? She cannot have an Exit??

- A strong link using (VR, & the choice of play) with mental wholeness.
- How can I trust my senses? Can we push that part further? I want to have my senses "fail" me. (in a safe environment, like V.No.Exit)
- Can you help me push the edge safely? I know it is an oxymoron but...
- The real environment lets me down. It is so delicate, with expensive equipment, wires, and stands. The Virtual environment ~~is much~~ offers me so much more freedom.

\* It would be lovely, a genuine moment of surprise if the 1st ~~a~~ lab rat in the office were not ~~the~~ any of the existing actors (in my case, it was the guy in the blue shirt aka Steve Dixon. BUT, the actual audience member just before me! Like she/he is still stuck somewhere in Sartre's Hell.

\* You could lead the members through separate entrance & exits ~~for~~ to raise the stakes...

\* The character of the virtual me sometimes confuses the real me. Am I with them? Or am I not with them but me?

\* ~~Butterfly~~ Soon I awaked, and there I was, veritably myself again. Now I do not know whether I was Zhuangzi dreaming I was a butterfly, or whether I was a butterfly dreaming I am Zhuangzi."

## Questionnaire: Virtually No Exit

**Things you liked:**

The sound, voices, transporting to different spaces - even of real actors. (surprise of escape)

**Things you didn't like:**

Wow, I cannot see the floor, or should I say, my visuals / ocular lenses does not match my body & sensation. I don't dare to move cos, I don't (see) my floor / ground but I felt

**Suggestions on how we might develop/improve for the next performance**

~~liveness of real actors~~

Floor material changes to something more tactile. Instead of ~~a~~ <sup>maybe spongey with</sup> ~~concrete~~ <sup>provided</sup> flat surface. The felt provides a sense of grounding hence orientation of the body in space. Having a graded floor will encourage user to move.

**Any other observations and ideas** please continue on the back if needed

Pwps / set for audience / user to sit or rest. that matches the ~~seen~~ scene projected -

Prefer live video to the 3D rendered scenes. The more ~~trans~~ realism [seems] more immersive.

P.T.O

Volume of voices /actors could change or b/c louder / softer depending on position of actor in relation to 'user' to create more believability.

Can we go wireless?  
the cable actually brings the 'user' back to reality. It is a reminder that this is a virtual projection on the headset rather than a immersive experience.

My headset projection is a little blurry cos I'm myopic (without glasses) during the experience.