Questionnaire: *Virtually No Exit*

**Things you liked:**
- Going to different places; seeing different landscapes (last 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 literary, poetic, play-like mode)

**Suggestions on how we might develop/improve for the next performance**
- Focus on specific scenes and create pathways based on decision/choices
- More time in one place to explore, even if it means silence and being left alone a while
- More texture in the landscape (scene soundings)
- More play with directional sound/images
- Tease other senses; more stimuli

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

Team reactions:
- I felt I was observing from a height & not standing on ground with actors, strange
- I couldn’t see the line (scene too wide, images more pixelated (?)), couldn’t see myself too well
- I could see the actors come in part in VR, but also there’s a gap below the goggles through which I could see parts of the true actors in room.
Questionnaire: *Virtually No Exit*

Things you liked:

- I loved the humour! Great job guys!
- The surreal feeling
- The personalisation - it's 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 live! I liked the repetition of physical cues like the raising of hands to cover eyes, it helps one get comfortable to what's going to happen next! Safer.

Things you didn't like:

- The piece & 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.
- 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.
Questionnaire: *Virtually No Exit*

**Things you liked:**
- Experience, how *immersive* it was.
- The ability to change backgrounds at a snap.

**Things you didn’t like:**
- Unevening, different heights & depth perception was disorienting.
- Being put in a small room — it could be quite *nerving* for claustrophobics.
- Quality of images, not sharp. But understandable.

**Suggestions on how we might develop/improve for the next performance**
- Perhaps a segment to orientate the user to the experience, be it 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 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 with other.

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

The dialogue for the fungus lacks a way of communicating. Seems lacks certain lacks in-depth engagement with the body.
Questionnaire: *Virtually No Exit*

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, try to make it more seamless.
Otherwise, it's a very high quality experience.

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

The scenes used are very well done especially when it is one of the 'deep valley' — you have the feeling that you are standing on a high cliff with sensations of falling down if you look down.
Questionnaire: *Virtually No Exit*

**Things you liked:**
- Interplay effects of virtual reality.

**Things you didn’t like:**
- Some of sound a little muddier, especially woman’s voice. Felt a bit 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.
Questionnaire: *Virtually No Exit*

**Things you liked:**
- Concept technology to be able to connect with people.
- Participate together as part of the act.

**Things you didn’t like:**
- Restricted freedom of 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 stand at the same height.

**Any other observations and ideas** please continue on the back if needed
Questionnaire: *Virtually No Exit*

Things you liked:

Loved 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 minutes in length.
Well done, thank you for the opportunity.
Questionnaire: *Virtually No Exit*

**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.

**Things you didn’t like:**

The confusing women.

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 fulfill 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.
- Sound design.
- The idea.
- Opening scene in the office and the 'Here' in the VR glasses.
- Being in Lasuma 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 visceral 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 obscured 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.
- 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.
Questionnaire: *Virtually No Exit*

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 strangeress was enjoyable - a little.

The experimentation. 3 acts was a good number I ratio.

Things you didn't like:

Distracting to be the focus. A little claustrophobic. Found the technological images a bit confused.

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

Not sure if the 'purpose' perhaps the mystery could be simplified or the narrative clarified.

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

I enjoyed the experience.
Questionnaire: *Virtually No Exit*

Things you liked:

It was really interesting and funny.
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 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.
Questionnaire: *Virtually No Exit*

Things you liked:

- The experience of being fully immersed in the virtual environment
- The immediate, undelayed interaction with virtual characters
- The interaction with the environment in the story that unfolded

Things you didn’t like:

- Usual dirty mess that comes with 3D googles
- Low resolution
- Cable of controller)
- No orientation when in space when moving

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, resulting in a scenographic approach to virtual spaces

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

The experience as interactor is particularly spectacular in the parts with life - real-time acting/factors. Also it might be interesting to use soundscapes corresponding to the spaces, and play with light effects lets...
Questionnaire: *Virtually No Exit*

**Things you liked:**

The Wild unpredictability a la Ken Campbell.

**Things you didn’t like:**

The technology was very crude and artificial, downgrading the performance. A lot of glitching and blurry 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 visuals 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

- \textit{broken}'
- Improve the pixel in the image that was cut off.

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

- Some parts of the image are cut off when being projected, e.g., when my image is being projected, some parts cut off
Questionnaire: *Virtually No Exit*

Things you liked:
- Intensity take forward interactive mode in
- The Pov of every part of the scene kept me involved

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 (Pixel)

Any other observations and ideas please continue on the back if needed
- To have a variety in reference to the type of play adapted 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 participants 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 difficulty 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.
Questionnaire: *Virtually No Exit*

**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 clearer / good / objective perhaps?
- 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:

- The movement from VR to real with no hand holding.
- The different visual environments.
- The performance (excited).

Things you didn’t like:

- Sometimes not sure where to look.
- Their eyes got streamed up — hard to see base on.

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

- The shell of the real was amazing. Speed up sequence 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:**
- Immersive
- Interactive experience
- Interesting "plot"

**Things you didn’t like:**

**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
Questionnaire: *Virtually No Exit*

Things you liked:

*This is like nothing I’ve ever done! It’s innovative and I never knew what was going to happen next.*

Things you didn’t like:

*That I couldn’t see even more immersed - cable holding me back. Perhaps the camera was suspended from the ceiling 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 the 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
- a 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.
Participants 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
- (lost part, physical interaction, although felt weird since I couldn't see the other persons)
- "friendly" interaction, 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 "glass 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 (carnac, 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 an actual environment

**Things you didn’t like:**

people coming too close to me, 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 point.

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

To give the audience a part for them to participate 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 storyline, and the flow of sequence.

Things you didn’t like:

- Need a little more context to the same 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 me but with them, the two guys.

**Things you didn’t like:** mostly technical...
- I wear glasses, so without my glasses, everything looks VERY BLUE. due to the gap in my nose & headset.
- The headset did not really fit, I kept seeing the green room 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 participants voice level.
- I WANT TO MOVE! A BIGGER SPACE!
- Longer please. Story 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 Alzheimer’s. 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 point further? I want to have my senses "fail" me (in a safe environment, like a 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 offers me so much more freedom.

* It would be lovely, a genuine moment of surprise if the 1st lab rat in the office were not 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?

# Foo Foo

Soon I awakened, 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:**

(surprise of)

The sound, voices, transporting to
different spaces—livened by real
actors.

**Things you didn't like:**

I feel taller.

Wow, I cannot see the floor, or
and I say my visual/ocular senses
does not match my body sensation
where I dun dare to move cos I
don't (see) floor/ground but I felt

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

Liveliness of real actors

Floor material changes to smthg
more tactile. Instead of even concrete
flat surface the feet

a sense of grounding hence orientation
of the body in space. Having a grounded
feet will encourage user to move.

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

Props/ set for audience/user to
sit or rest that matches the
scene projected.

Prefer live video to the 3D
rendered scenes. The more realism [seems] more immersive.
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 '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 glasser) during S experience.