3D Modeling in Virtual Reality Course Student Satisfaction Assessment

(O3. Student Opinion and Awareness Survey)

1. What is the previous level of experience and knowledge (readiness) of students with VR?

had information about artists and designers working with VR

I had information about what to do with VR

I knew VR was used in animation.

I was familiar with VR design software.

I've used VR for fun

I used VR for art and design purposes

I've used VR for educational purposes previously virtual museums etc.

I've watched a video about the use of VR in the art field before.

I've read a guide or book beforehand about the use of VR in the field of art.

In general, I have learned from an introductory video-book-guide about VR

■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

2. What are the students' opinions on the information they get as a result of the course they receive?

I learned alternative methods to traditional production methods.

I have learned about VR artists and art works in the world.

I've learned about VR design software and what they do.

I've been able to use at least one VR-based design software

My awareness of the use of VR in the field of art and design has increased.

I had an idea of how to use the things I learned in the industry.

Thanks to what I learned in the course; I can create a cartoon character, object or space in VR environment

I learned what kind of studies can be done with VR (digital painting, sculpture, character, animation, etc.)

0%   100%
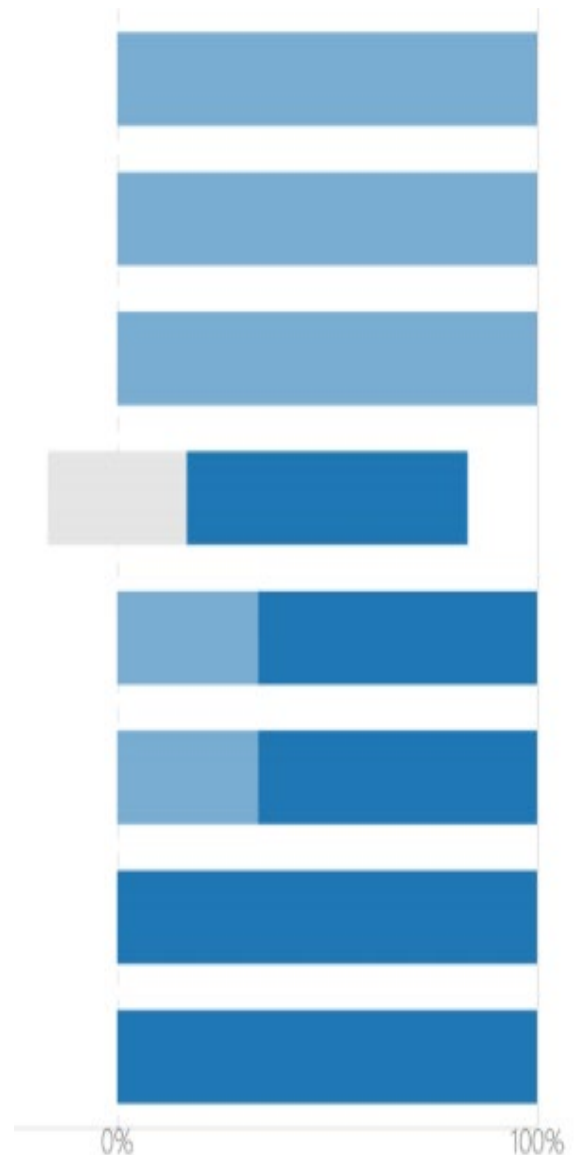
■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

3. What are the attitudes of students about what they learn in lessons and lessons?

I find this lesson useful
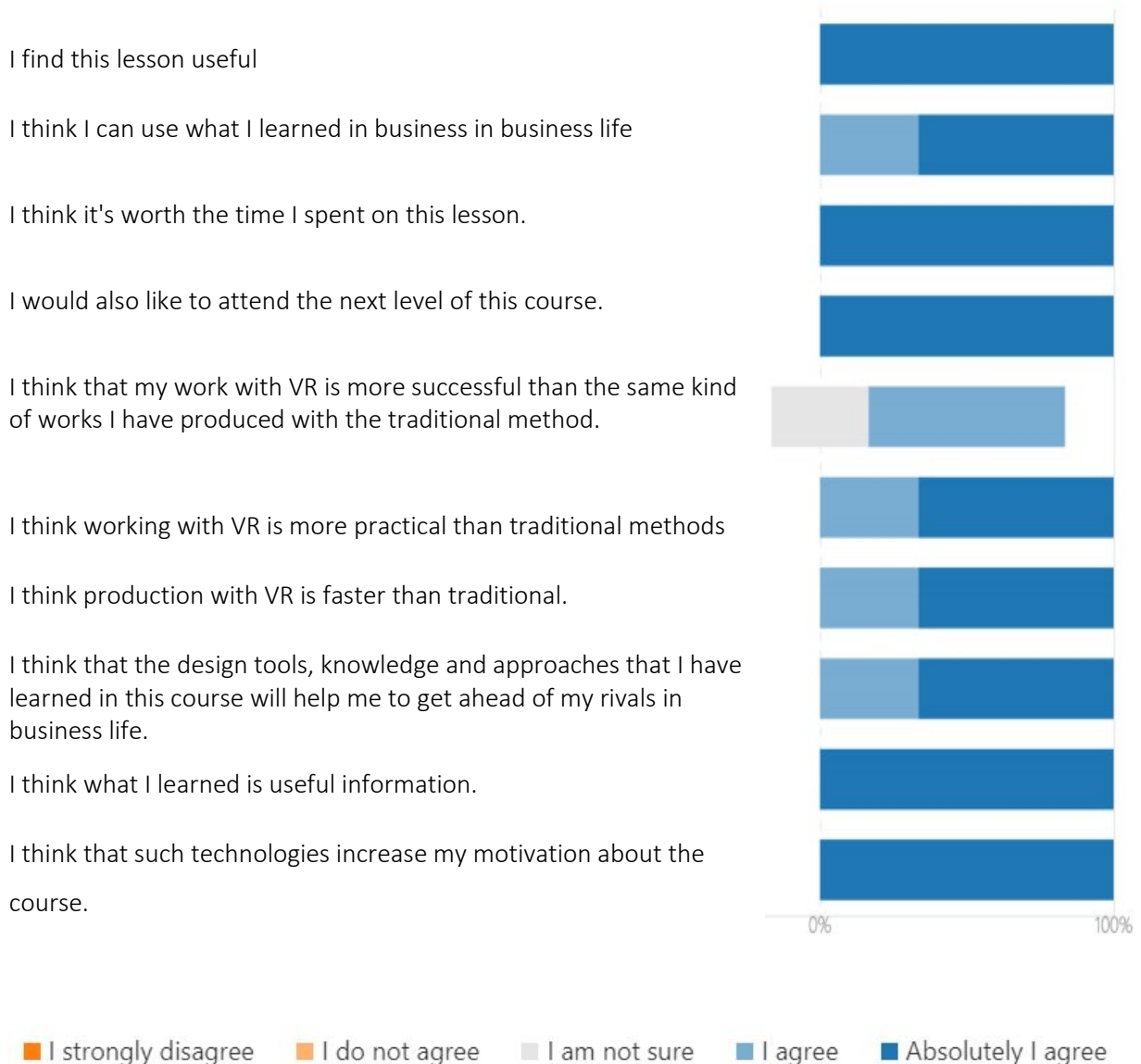
I think I can use what I learned in business in business life

I think it's worth the time I spent on this lesson.

I would also like to attend the next level of this course.

I think that my work with VR is more successful than the same kind of works I have produced with the traditional method.

I think working with VR is more practical than traditional methods

I think production with VR is faster than traditional.

I think that the design tools, knowledge and approaches that I have learned in this course will help me to get ahead of my rivals in business life.

I think what I learned is useful information.

I think that such technologies increase my motivation about the course.

Legend: ■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

4. What are students' views on VR's Physiological Limitations, Ease of Use and Hygiene?

I had no problems using VR

I felt bad after a while using VR (dizziness, abdominal bloating, disorientation, sweating, headache, nausea, etc.)

Common use of VR headset has disturbed me in terms of hygiene.

The weight of the equipment bothered me

I've easily adapted to the system.

I had headaches.

It made me Nausea.

It made me Sweat.

As soon as I started, I had to leave, badly affected

After a while there was discomfort but not enough to leave

■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree