



"CDICAE - Collaboration to Design an Innovative Curriculum for Animation Education - 2017-1-TR01-KA203-046117 " project carried out by Republic of Turkey Ministry of EU Affairs, Education and Youth Programs Center Presidency and Erciyes University Faculty of Fine Arts, Visual Communication Design Department within the scope of the Collaboration for Innovation and Exchange of Good Practices within the framework of Strategic Partnerships for ERASMUS+ Program KA2 Higher Education Programs.



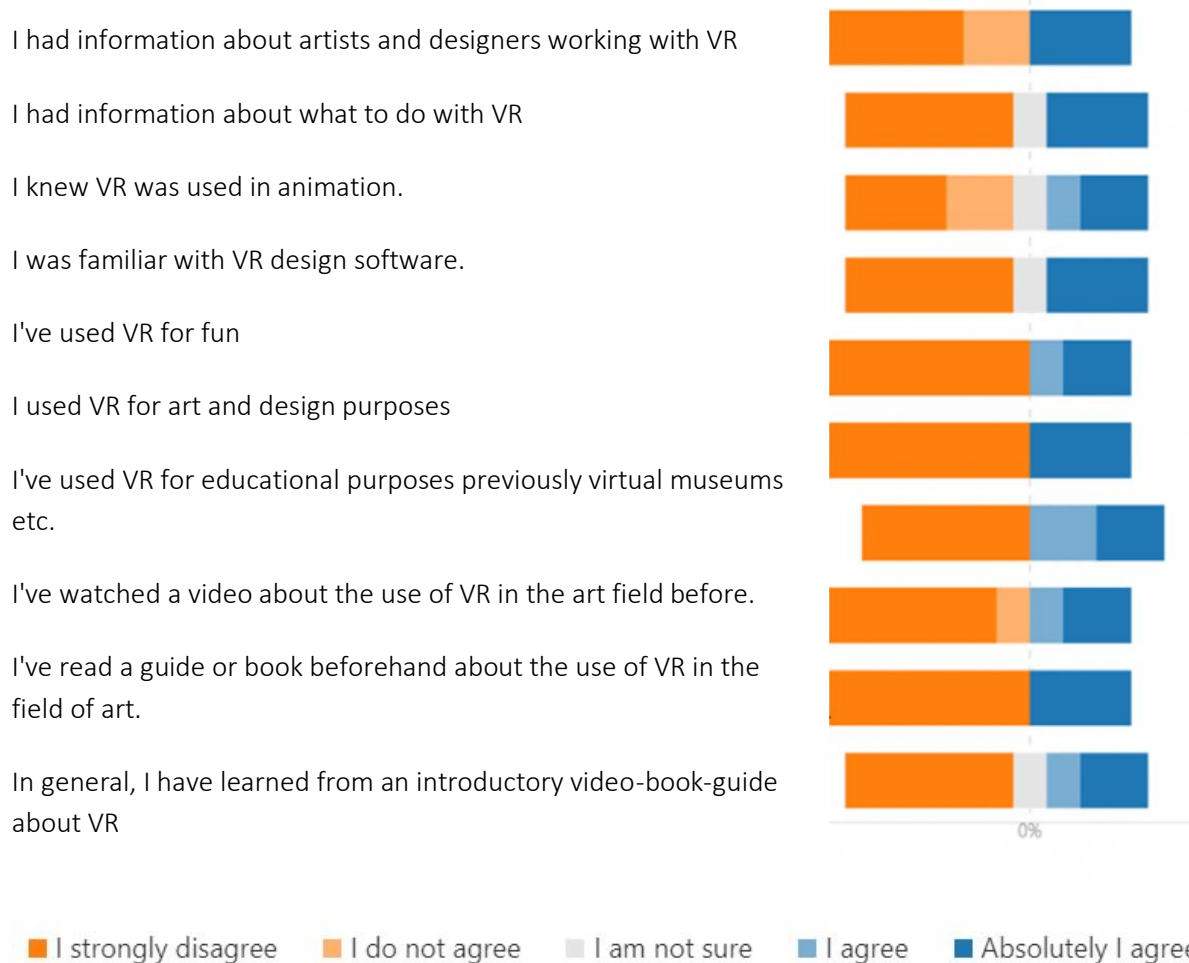
# Virtual Art Application Course Student Satisfaction Assessment

(03. Student Opinion and Awareness Survey)

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"Erasmus+ Programı kapsamında Avrupa Komisyonu tarafından desteklenmektedir. Ancak burada yer alan görüşlerden Avrupa Komisyonu ve Türkiye Ulusal Ajansı sorumlu tutulamaz."

**1. What are the previous experiences and information levels (readiness) of students about VR?**



## 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.

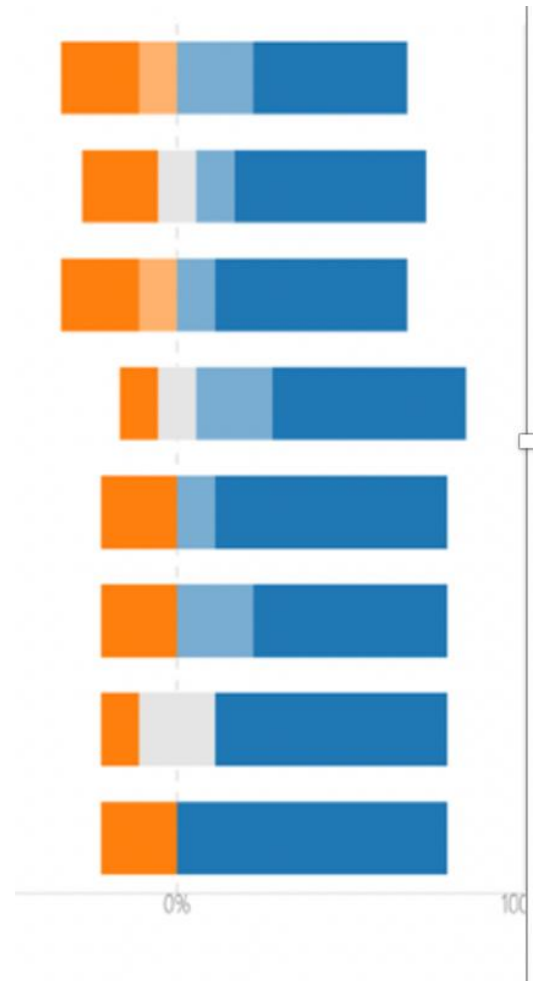
I've been able to use at least one VR-based design software.

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.)



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

### 3. What are the attitudes of students about the subjects 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.



■ 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.

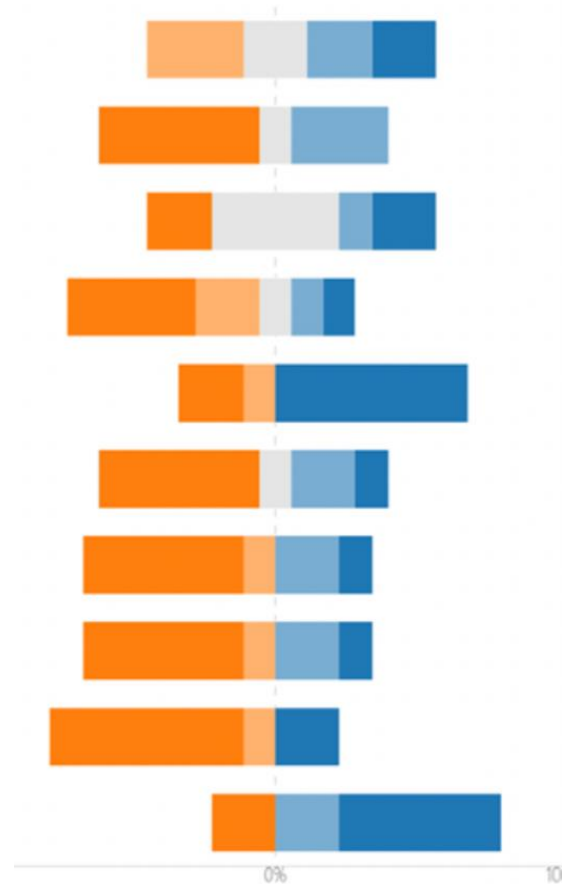
I had headaches.

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