

## Survey

regarding the interactive exhibition "A FUTURE FOR THE PAST"

Project funded by the EEA Grants 2014-2021 under the RO-CULTURE Program

### Part 1

#### 1. The age group you belong to:

- 7 – 10 years old ☐
- 11 – 15 years old ☐
- 16 – 18 years old ☐
- 19 – 25 years old ☐
- 26 – 35 years old ☐
- 36 – 50 years old ☐
- 51 – 65 years old ☐
- over 65 years old ☐

#### 2. Education level:

- Primary school ☐
- Secondary school ☐
- Shighschool graduate ☐
- College graduate ☐
- University graduate ☐
- Postgraduate studies ☐

#### 3. Did you visit the museum before the start of the interactive exhibition project? If yes, how do you rate the changes induced by the project implementation?

- Excellent ☐
- Very good ☐
- Acceptable ☐
- Weak ☐

## Part 2 – Usability questions

At the "Callatis Archaeological Museum in Mangalia, you interacted with a Virtual Reality (VR) application that presents computer-reconstructed images of artifacts in the museum.

Please fill in the answers to the questions below, on a scale of 1 to 5, where 1 = *Strongly disagree* and 5 = *Strongly agree* with the statement.

	Question / item	1	2	3	4	5
1.	How often do you interact with computer systems using natural gestures without touch?					
2.	What is your experience with systems that use Virtual and / or Augmented Reality (VR / AR) technologies?					
3.	Interaction with the application requires a high intellectual effort.					
4.	The amount of information displayed was appropriate.					
5.	The information displayed was difficult to read.					
6.	I think the display responded fairly quickly to information updates.					
7.	I consider that the information displayed was consistent.					
8.	I consider that the interaction with the system does not require too much physical effort.					
9.	I find the application easy to use.					

## Part 2 – Utility and satisfaction questions

At the "Callatis Archaeological Museum in Mangalia, you interacted with a Virtual Reality (VR) application that features computerized 3D reconstructions of artifacts in the museum.

The following questions are intended to evaluate the application in terms of the degree of satisfaction with the use of the software system.

Please fill in the answers to the questions below, on a scale of 1 to 5,

where 1 = Strongly disagree and 5 = Strongly agree with the statement.

	Question / item	1	2	3	4	5
1.	I enjoyed using the app.					
2.	I find the application interesting.					
3.	The application is educationally useful.					
4.	The application is useful for promoting cultural heritage.					
5.	The application is suitable for the development of historical knowledge, being addressed to a wide audience.					
6.	The application is useful in terms of preserving cultural heritage.					
7.	The application increases the attractiveness of the museum.					
8.	3D objects give me a clear picture of the original object.					
9.	I consider that viewing the objects is not comfortable.					
10.	The application allowed me to create a mental image of the visualized objects.					
11.	The application convinced me to use VR / AR applications in the future as well.					

List 3 aspects that you enjoyed the most.

1.....

2.....

3.....

List 3 aspects that you disliked the most.

1.....

2.....

3.....

**Thank you for participating in this survey!**