Supplementary Materials S1: The complete set of experimental stimuli, including additional scenes not presented in Figure 5.



(**a**) Start/Login



(**b**) Map Navigation



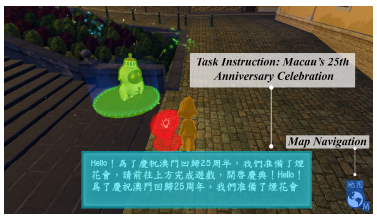
(**c**) Spatial Navigation



(**d**) Free Roaming and Viewing Historic Building



(**e**) Encounter NPC (Trigger Task)



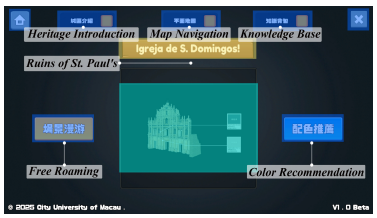
(**f**) Dialogue Box (Voice/Reading)



(**g**) Mini-Game Task (Puzzle)



(**h**) Introduction Animation



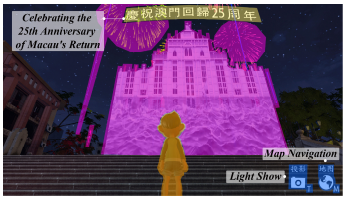
(**i**) View 3D Model



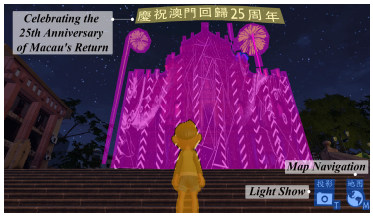
(**j**) Free Roaming and Viewing Historic Building



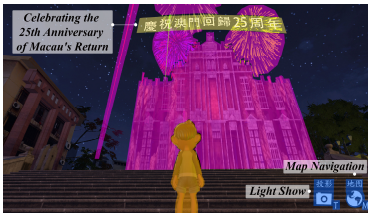
(**k**) Viewing Historic Building



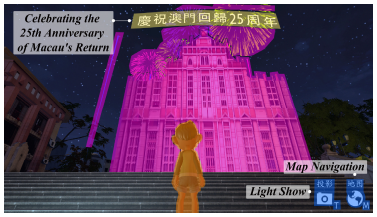
(**l**) Architectural Light and Shadow Show (scene 1)



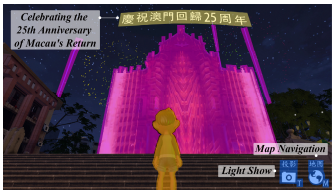
(**m**) Architectural Light and Shadow Show (scene 2)



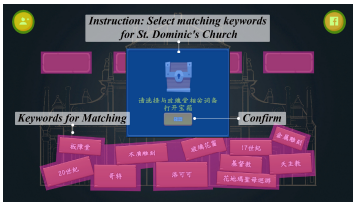
(**n**) Architectural Light and Shadow Show (scene 3)



(**o**) Architectural Light and Shadow Show (scene 4)



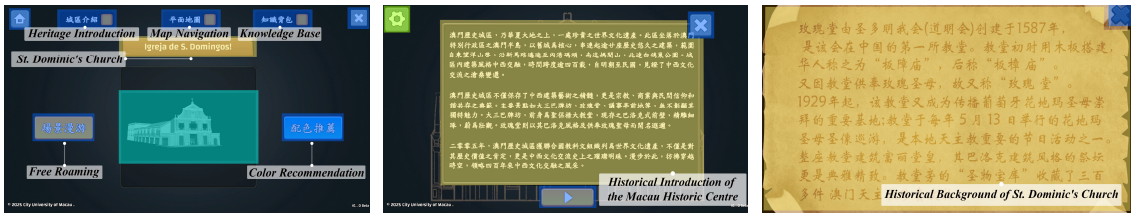




(**p**) Architectural Light and Shadow Show (scene 5)

(**q**) Architectural Light and Shadow Show (scene 6)

(**r**) Mini-Game Task (Matching)



(**s**) View 3D Model

(**t**) View Introduction

(**u**) View Introduction



S1. AOI of elements. All AOIs were manually drawn within the Tobii Pro Lab software based on the pixel boundaries of visual elements.