

6. How compelling was your sense of objects moving through space?

_____	_____	_____	_____	_____	_____	_____
NOT AT ALL		MODERATELY COMPELLING			VERY COMPELLING	

7. How much did your experiences in the virtual environment seem consistent with your real world experiences?

_____	_____	_____	_____	_____	_____	_____
NOT CONSISTENT		MODERATELY CONSISTENT			VERY CONSISTENT	

8. Were you able to anticipate what would happen next in response to the actions that you performed?

_____	_____	_____	_____	_____	_____	_____
NOT AT ALL		SOMEWHAT			COMPLETELY	

9. How completely were you able to actively survey or search the environment using vision?

_____	_____	_____	_____	_____	_____	_____
NOT AT ALL		SOMEWHAT			COMPLETELY	

10. How compelling was your sense of moving around inside the virtual environment?

_____	_____	_____	_____	_____	_____	_____
NOT COMPELLING		MODERATELY COMPELLING			VERY COMPELLING	

11. How closely were you able to examine objects?

_____	_____	_____	_____	_____	_____	_____
NOT AT ALL		PRETTY CLOSELY			VERY CLOSELY	

12. How well could you examine objects from multiple viewpoints?

_____	_____	_____	_____	_____	_____	_____
NOT AT ALL		SOMEWHAT			EXTENSIVELY	

Questionnaire sur l'État de Présence (QÉP)

Laboratoire de Cyberpsychologie de l'UQO

Validation of the French-Canadian version developed by the UQO Cyberpsychology Lab:

- 101 participants completed the questionnaire following an immersion in a virtual environment;
- Cronbach's Alpha = .84
- Now 19 items (for VEs without sound/touch) et 24 items (for VEs with sounds/touch)

Scoring :

Total : Items 1 to 19 (reverse items 14, 17, 18)

- « Realism » : Items 3 + 4 + 5 + 6 + 7 + 10 + 13
- « Possibility to act » : Items 1 + 2 + 8 + 9
- « Quality of interface » : Items (all reversed) 14 + 17 + 18
- « Possibility to examine » : Items 11 + 12 + 19
- « Self-evaluation of performance » : Items 15 + 16
- « Sounds* » : Items 20 + 21 + 22
- « Haptic* » : Items 23 + 24

* NOTE : Scoring of « *sounds* » and « *haptic* » are not part of the factor analysis of the French version.

Norms (French version) :

	Moyenne	Écart type
Total	104.39	18.99
« Realism »	29.45	12.04
« Possibility to act »	20.76	6.01
« Quality of interface »	15.37	5.15
« Possibility to examine»	15.38	4.90
« Auto-évaluation de la performance »	11.00	2.87

Last version : March 2013

*Original version : Witmer, B.G. & Singer, M.J. (1998). Measuring presence in virtual environments: A presence questionnaire. *Presence : Teleoperators and Virtual Environments*, 7(3), 225-240. The factor structure of the Presence Questionnaire. *Presence*, 14(3) 298-312. Revised factor structure: Witmer, B.J., Jerome, C.J., & Singer, M.J. (2005). The factor structure of the Presence Questionnaire. *Presence*, 14(3) 298-312.