

VSim and Digital Karnak Feedback Form

The following questions are broken into four categories: (1) demographic information, (2) the project concept, (3) the VSim software itself, and (4) the Digital Karnak package as a new form of scholarly publication and peer-review platform. Please answer those most relevant to your use of the software and/or model.

SECTION 1: DEMOGRAPHIC INFORMATION

A. Overall, rate your familiarity with 3D environments prior to this experience novice -----> expert
1 2 3 4 5 6 7

B. Are you personally involved in research projects that involve 3D content? No Yes

If yes, please describe

C. Computer platform used during testing PC Mac

D. List models used during testing

E. Which most closely describes your role at your University?

- Undergraduate Grad Student Ass't Prof Assoc. Prof Professor Staff Technologist
 Other:

SECTION 2: THE PROJECT CONCEPT

The VSim software was developed as a generalizable real-time interface for scholars working with 3D content and for in-service educators interested in using 3D content in their classrooms. Beyond the navigation options that enable real-time interaction with the content, the software has two key components: the **narrative** function, which allows for the construction of linear presentations within the virtual environment (intended for use in lectures or conference settings); and the **embedded resources** function, which allows users or content creators to spatially link supplementary multi-media files, websites, and annotations to the 3D content (intended to support free-from exploration and peer review of 3D content). Questions in this section are focused on these two key components of the software and the general project premise that pedagogical and research applications 3D are desirable. (Add question on the repository/archive?)

1. What do you think are the best use(s) for these types of interactive computer models? (check all that apply)

- Shouldn't use at all In class lectures Student use in class Student assignments
 Research Secondary Scholarship Personal use at home
 Other:

2. Considering VSim as a pedagogical tool, how important is the narrative feature for working with 3D content?

not at all -----> extremely
1 2 3 4 5 6 7

Why?

3. Considering VSim as a pedagogical tool, how important is the embedded resource feature for working with 3D content?

not at all -----> extremely
1 2 3 4 5 6 7

Why?

4. Presuming access to appropriate 3D content, how likely are you to use VSim in your own classroom?

not at all -----> extremely
1 2 3 4 5 6 7

Why?

5. Presuming access to appropriate 3D content, how likely are you to use VSim as the basis for an assignment?

not at all -----> extremely
1 2 3 4 5 6 7

Why?

6. What aspects of interactive computer models do you think are most important for creating a satisfying user experience? (Check all that apply)

- | | |
|---|--|
| <input type="checkbox"/> Responsiveness of the model (frame rate) | <input type="checkbox"/> Photo-realism |
| <input type="checkbox"/> Intuitive navigation | <input type="checkbox"/> Sound |
| <input type="checkbox"/> Amount of detail in model | <input type="checkbox"/> Technical support/access to help menu |
| <input type="checkbox"/> Model based on factual evidence | <input type="checkbox"/> Inclusion of avatars |
| <input type="checkbox"/> Interactive options within the model | <input type="checkbox"/> Interpretative information within the model |
| <input type="checkbox"/> Inclusion of social media | <input type="checkbox"/> Clarity of connections to source material |
| <input type="checkbox"/> Other: | |

7. The sample Digital Karnak packaged included a suite of narratives and embedded resources to explain the model ... what's the minimum you would need in a model package to feel comfortable using it in a lecture or for secondary scholarship?

8. What concerns do you have about using this type of 3D content in the classroom?

SECTION 3: THE SOFTWARE

The VSim prototype was developed with the needs of educators in mind. The features support classroom interactions with 3D content within a simple and flexible framework that can be used with both academically generated models and student projects. Questions in this section are focused on the software, its ease of use, and suggestions for improvement.

9. How challenging was it to understand the basic software features? super easy -----> very difficult
1 2 3 4 5 6 7

10. How much time did you spend reading the documentation? didn't read -----> two hours
1 2 3 4 5 6 7

11. How challenging was it to learn to navigate? super easy -----> very difficult
1 2 3 4 5 6 7

12. Which navigation mode did you favor? Check all you liked

- | | | |
|---|--|---|
| <input type="checkbox"/> WASD ('1') | <input type="checkbox"/> Flight Simulation ('2') | <input type="checkbox"/> Object Rotation ('3') |
| <input type="checkbox"/> Narratives (playing/pausing) | <input type="checkbox"/> Narratives (as jump points) | <input type="checkbox"/> Via Embedded Resources |

13. What did you particularly *like* about the software and/or its main features?

14. What did you particularly *dislike* about the software and/or its main features?

15. What other features do you think should be added to make the software more useful in formal or informal educational settings?

16. If you are involved in research that includes 3D content, what other features should be added to make the software more useful for research?

17. What general suggestions do you have to improve the software?

18. Please describe any reproducible software errors/crashes you encountered.

If you used the software with your own content, please answer questions 19-22.

19. Please describe the workflow/process you used and any challenges you encountered.

20. What's your preferred modeling software?

21. If we added additional loaders, what file formats would be most useful?

.3ds .obj .dxf .shp Other:

22. The VSim design includes intellectual property protections. Exporting a model into the .vsim format creates a read-only binary file so that you're not sharing your raw files. The software also allows you to 'lock' narratives and embedded resources for distribution, create a 'package' that combines a read-only model with locked narratives and embedded resources, set an expiration date for the model, and restrict the end user's interaction with the model.

Given those protections, how willing would you be to share your own content through the planned project repository and archive? not at all -----> extremely
1 2 3 4 5 6 7

Why?

SECTION 4: THE DIGITAL KARNAK PACKAGE

If you interacted with the Digital Karnak package, please complete the following questions.

One of the challenges of working with 3D content is accommodating the peer-review process. VSim enables peer review through a combination of the narrative and embedded resource functions. Depending on their needs, content creators can build narratives to lead colleagues and reviewers through the computer model, they can develop a suite of embedded resources to reference source material and describe interpretive decisions, or some combination of the two. Once completed, VSim can export the package into a single file for distribution. The questions in this section are focused on the peer review package developed by the Digital Karnak team. Their strategy involved packaging eight different phases of the interactive Karnak model with a series of narratives to explain the reconstruction and a suite of embedded resources that enabled both free-form exploration and sequential review of categorized annotations and weblinks.

23. Overall, rate the Digital Karnak package

poor -----> excellent
1 2 3 4 5 6 7

Why?

24. The package included multiple ways to interact with the content. Which did you find most useful? (Check all that apply)

- Narratives (playing/pausing) Feature Index Free-form exploration
 Links to Digital Karnak website Sequential review of Embedded Resources

Why?

25. As a peer reviewer, how comfortable would you feel rating 3D content if it were packaged like this?

not at all -----> very
1 2 3 4 5 6 7

Why?

26. When acting as a reviewer, journals will often provide a list of factors to consider in the review. What factors should appear in this list for the review of 3D modeling content? (Question from CAST survey)

27. Presuming you were asked to review the Digital Karnak package and were returning it with a 'revise and resubmit' ruling, what suggestions would you make to the authors?

28. Please share any thoughts or concerns you have about subjecting 3D content to the peer-review process.

29. Please share any other thoughts or concerns you have about 3D content that were not incorporated into previous answers.

When you've finished with the feedback form, press the SUBMIT button below to e-mail it to the project team. If you have any questions, comments or concerns about the research, please contact:

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