

# **How Much of What We Learn in Virtual Reality Transfers to Real-World Navigation?**

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## **Supplementary Material**

**Table S1.**

General linear model for normalized distance and visitation errors estimates.

Effect	Estimate	Error	DF	<i>t</i> value	<i>p</i> value
Intercept (visitation errors)	11.3781	0.4652	101	24.46	<0.0001
Intercept (normalized path)	0.7563	0.07077	101	10.69	<0.0001
Slope (visitation errors)	−2.1701	0.09433	3565	−23.01	<0.0001
Slope (normalized path)	−0.2003	0.01614	3069	−12.41	<0.0001