

Time Compression in Virtual Reality

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Supplementary material

Table S1a. Likert scales used to measure feelings of immersion during each version of the labyrinth game. Participants were asked to choose a number between 1 and 5 corresponding to their level of agreement with each statement (1 = Strongly Disagree, 5 = Strongly Agree). Statements marked with an asterisk (*) were reverse-coded, so their responses were inverted before analysis so that higher scores reflect more immersion. The second column includes data only from 18 participants who completed the virtual reality (VR) condition first, and the third column includes data only from 20 participants who completed the conventional monitor (CM) condition first. No statement showed a difference between conditions that was significant at the Bonferroni-corrected alpha of 0.0026.

Statement	VR mean	CM mean	<i>p</i> (sig. of difference)
*I still felt as if I was in the real world while playing.	2.667	2.1	0.184
*I was interested to know what might be happening around me.	3.444	3.75	0.44
I felt detached from the outside world.	2.778	2.45	0.388
*Everyday thoughts and concerns were still very much on my mind.	3.111	3.45	0.485
I did not feel like I was in the real world but the game world.	3.111	2.25	0.033
At the time the game was my only concern.	3.778	3.55	0.488
*I still felt attached to the real world.	2.611	2.25	0.361
*I was aware of my surroundings.	3.222	2.55	0.141
*The controls were not easy to pick up.	4.667	4.2	0.107
I was unaware of what was happening around me.	2.889	2.8	0.849
There were not any particularly frustrating aspects of the controls to get the hang of.	4.167	3.65	0.237
*I did not like the graphics and imagery of the game.	3.778	3.55	0.511
I became unaware that I was even using any controls.	1.833	1.85	0.964

*Playing the game was not fun.	4.056	3.7	0.365
*Interacting with the world of the game did not feel as real to me as it would be in the real world.	2.389	2.35	0.909
I did not feel the urge at any point to stop playing and see what was going on around me.	4.056	3.55	0.243
I enjoyed playing the game.	3.944	3.7	0.451
I enjoyed the graphics and imagery of the game.	3.333	3.25	0.843
I sometimes found myself to become so involved with the game that I wanted to speak to the game directly.	2.111	2.35	0.602
Mean	3.260	3.016	0.231

Table S1b. Results of survey questions that were not part of the 19-item immersion scale.

Question	VR mean	CM mean	<i>p</i> (sig. of difference)
How familiar are you with VR? (1 = Not at all familiar, 5 = Very familiar)	2.06	2.2	0.327
How often do you play video games? (1 = Not at all often, 5 = Very often)	2.67	3.1	0.161
How difficult was the [VR or CM] game you played? (1 = Very easy, 5 = Very difficult)	2.3333	2.3	0.595
How difficult was it to keep track of time during the [VR or CM] game? (1 = Very easy, 5 = Very difficult)	3.722	3.6	0.428
How confident were you that your perception of time during the [VR or CM] game was accurate? (1 = Not at all confident, 5 = Very confident)	2.722	2.65	0.651