General Questionnaire for Community Input on VRLP Development

We are seeking your valuable insights to help shape and improve the Virtual Reality Landscapes Platform (VRLP). Your feedback will guide future developments and ensure the platform represents and serves the Malahat Nation community effectively. Please take a few moments to answer the questions below.

Participation and Vision (circle the following that best fits your experience).

- 1. Would you like to participate in the development of the VRLP?
 - Yes
 - o No
 - Maybe
- 2. If yes, which of the following interests you the most as a form of participation?
 - o Interviews (share cultural knowledge that will be used in the platform)
 - Script writing/ audio recording (dialogue with VRLP team to develop the audio walk throughs of the platform)
 - Demo feedback (in each development phase share what works, what doesn't, and what you'd like to see; scope based)
- 3. What would you like to see included in the VRLP to reflect your community's culture, values, practices, or stories? Give as many examples as possible.

Activities and Content

4. Are there specific activities you would like to see incorporated into the VRLP in future updates?

(e.g., camas cultivation, clam harvesting practices, fishing techniques)

5.		ere other cultural or educational aspects you believe should be prioritized in developments?
/irtua	l Reali	ty Experience (circle the following that best fits your experience)
6.	What	is your experience or exposure with Virtual Reality technology?
	0	None
	0	Minimal (e.g., tried a headset once or twice)
	0	Moderate (e.g., occasional VR use)
	0	Extensive (e.g., regular VR use or ownership)
7.	Have	you tried the VR headset for the VRLP platform?
	0	Yes
	0	No
8.	If yes,	how was the adjustment period to wearing the headset?
	0	Not disorienting at all
	0	Mildly disorienting
	0	Moderately disorienting
	0	Very disorienting
9.	Howe	easy was it to use the VR controllers?
	0	Very easy
	0	Somewhat easy
	0	Neutral
	0	Somewhat difficult
	0	Very difficult

Accessibility and Usability

。 。 。 12. What	ne VR platform resemble the physical site it was meant to represent? Yes, very closely Somewhat closely Not closely Not at all improvements or additions would you recommend for the platform to better
repre	sent the site?
Additional F	eedback re anything else you would like to share about your experience or suggestions
Additional F	eedback