

Fidelity-based Presence Scale (FPS)

FPS-1: My sense of being in the virtual world was like being in a real place.

☐ Fully disagree 1

☐ 2

☐ 3

☐ 4

☐ 5

☐ 6

☐ Fully agree 7

FPS-2: During the experience, I felt the virtual world was reality for me.

☐ Fully disagree 1

☐ 2

☐ 3

☐ 4

☐ 5

☐ 6

☐ Fully agree 7

FPS-3: I felt like I was actually there in the virtual world.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-4: I felt present in the virtual world.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-5: I felt I could control my actions within the virtual world.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-6: I felt the virtual world was responsive to my actions.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-7: I felt I could move or manipulate objects easily in the virtual world.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-8: I felt involved in the virtual world experience.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-9: I could concentrate on the virtual activities rather than the controls to perform them.

- ☐ Fully disagree 1
 - ☐ 2
 - ☐ 3
 - ☐ 4
 - ☐ 5
 - ☐ 6
 - ☐ Fully agree 7
-

FPS-10: When something happened to my virtual body, I felt it happened to my real body.

- ☐ Fully disagree 1
- ☐ 2
- ☐ 3
- ☐ 4
- ☐ 5
- ☐ 6
- ☐ Fully agree 7