|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | Presence | Engagement | Immersion | Flow | Usability | Emotion | Skill | Judgement | Experience | Technology |
|  | Consequence | Adoption |
|  |  |  |  |  |  |  |  |  |
| Valid | 58 | 58 | 58 | 58 | 58 | 58 | 58 | 58 | 58 | 58 |
| Mean | 2.3 | 1.8 | 2.4 | 2.7 | 3.2 | 3.1 | 2.3 | 1.8 | 3.6 | 2.6 |
| Median | 2.7 | 1.7 | 2.4 | 2.7 | 3.0 | 3.1 | 2.3 | 1.8 | 3.7 | 2.6 |
| Std. Deviation | 0.4 | 0.7 | 0.7 | 0.6 | 0.6 | 0.4 | 0.9 | 0.2 | 1.0 | 0.6 |
| Range | 1.92 | 3.00 | 2.86 | 2.45 | 2.33 | 1.87 | 3.50 | 0.83 | 3.56 | 3.00 |
| Minimum | 1.50 | 1.00 | 1.29 | 1.64 | 2.00 | 2.13 | 1.00 | 1.08 | 1.44 | 1.00 |
| Maximum | 3.42 | 4.00 | 4.14 | 4.09 | 4.33 | 4.00 | 4.50 | 1.92 | 5.00 | 4.00 |