|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |
|  |  |
| **Subdomains** | **Description** | **Cronbach’s**  **Alpha** |
| Presence | The user’s \sense of being there" in the VE. | 0.755 |
| Engagement | The energy in action, the connection between a person and its | 0.759 |
| activity consisting of a behavioral, emotional and cognitive form. |
|  |  |
| Immersion | The illusion that the virtual environment technology replaces the | 0.767 |
| user’s sensory stimuli by the virtual sensory stimuli. |
|  |  |
| Flow | A pleasant psychological state of sense of control, fun | 0.826 |
| and joy that the user feels when interacting with the VE. |
|  |  |
| Usability | The ease of learning (learnability and memorizing) and the | 0.465 |
| ease of using (e ciency, e ectiveness and satisfaction) the VE. |
|  |  |
| Emotion | The feelings including joy, pleasure, satisfaction, frustration, | 0.718 |
| disappointment andanxiety of the user in the VE. |
|  |  |
| Skill | The knowledge the user gain in mastering his activity in the | 0.820 |
| virtual environment. |
|  |  |
| Judgement | Identi es the user’s attraction in a pragmatic and hedonic | 0.804 |
| way towards the system. |
|  |  |
| Experience | The symptoms (such as the "simulator sickness", stress, |  |
| dizziness, headache, amongst others) that the user can | 0.908 |
| Consequence |
| experience in the VE. |  |
|  |  |
| Technology | The actions and decisions taken by the user for a future | 0.781 |
| Adoption | use or intention to use of the VE. |
|  |