

**Table 6.** General characteristics of the participants in the study according two groups (1<sup>st</sup> VR and 1<sup>st</sup> Video) by two countries (Spain and Canada)

	Spain			Canada		
	Total (n=22)	1 <sup>st</sup> VR (n=10)	1 <sup>st</sup> Video (n=12)	Total (n=22)	1 <sup>st</sup> VR (n=9)	1 <sup>st</sup> Video (n=13)
Age						
≤25y	100% (22)	100% (10)	100% (12)			
>25y				100% (22)	100% (9)	100% (13)
Degree						
Audiovisual Communication	63.6% (14)	70.0% (7)	58.3% (7)	4.5% (1)	11.1% (1)	
Journalist	13.6% (3)		16.7% (2)			
Journalism and Audiovisual Communications	22.7% (5)	30.0% (3)	25.0% (12)			
Non-studies				27.3% (6)	27.2% (2)	30.8% (4)
Others				68.2% (15)	66.7% (6)	69.2% (9)
Do you have experience with virtual reality audiovisual content?						
Yes	54.5% (12)	70.0% (7)	41.7% (5)	81.8% (18)	77.8% (7)	84.6% (11)
No	45.5% (10)	30.0% (3)	58.3% (7)	18.2% (4)	22.2% (2)	15.4% (2)
Do you consider yourself a regular user of VR googles?						
Yes	4.5% (1)		8.3% (1)	9.1% (2)	11.1% (1)	7.7% (1)
No	95.5% (21)	100% (10)	91.7% (11)	90.9% (20)	88.9% (8)	92.3% (12)
Do you play video games on a regular basis?						
Yes	59.1% (13)	60.0% (6)	58.3% (7)	68.2% (15)	77.8% (7)	61.5% (8)
No	40.9% (9)	40.0% (4)	41.7% (5)	31.8% (7)	22.2% (2)	38.5% (5)
How often do you regularly consume audiovisual content such as movies or series?						
Every day	54.5% (12)	50.0% (5)	58.3% (7)	72.7% (16)	88.9% (8)	61.5% (8)
Every 4 days	36.4% (8)	40.0% (4)	33.3% (4)	4.5% (1)		7.7% (1)
≥ Once a week	9.1% (2)	10.0% (1)	8.3% (1)	22.7% (5)	11.1% (1)	30.8% (4)

Continued table 6

	Spain			Canada		
	Total (n=22)	1 <sup>st</sup> VR (n=10)	1 <sup>st</sup> Video (n=12)	Total (n=22)	1 <sup>st</sup> VR (n=9)	1 <sup>st</sup> Video (n=13)
What type of audiovisual content do you prefer?						
Fiction	72.7% (16)	60.0% (6)	83.3% (10)	68.2% (15)	77.7% (7)	61.5% (8)
Non-Fiction	27.3% (6)	40.0% (4)	16.7% (2)	31.8% (7)	22.2% (2)	38.5% (5)
Interest in drama genres						
Yes	40.9% (9)	30.0% (3)	50.0% (6)	50.0% (11)	55.6% (5)	46.2% (6)
No	59.1% (13)	70.0% (7)	50.0% (6)	50.0% (11)	44.4% (4)	53.8% (7)
Interest in humor and comedy genres						
Yes	86.4% (19)	80.0% (8)	91.7% (11)	54.5% (12)	33.3% (3)	69.2% (9)
No	13.6% (3)	20.0% (2)	8.3% (1)	45.5% (10)	66.7% (6)	30.8% (4)
Interest in horror and terror genres						
Yes	40.9% (9)	30.0% (3)	50.0% (6)	31.8% (7)	22.2% (2)	38.5% (5)
No	59.1% (13)	70.0% (7)	50.0% (6)	68.2% (15)	77.8% (7)	61.5% (8)
Interest in thriller genres						
Yes	54.5% (12)	70.0% (7)	41.7% (5)	45.5% (10)	55.6% (5)	38.5% (5)
No	45.5% (10)	30.0% (3)	58.3% (7)	54.5% (12)	44.4% (4)	61.5% (8)
Interest in romance genres						
Yes	45.5% (10)	30.0% (3)	58.3% (7)	40.9% (9)	44.4% (4)	38.5% (5)
No	54.5% (12)	70.0% (7)	41.7% (5)	59.1% (13)	55.6% (5)	61.5% (8)
Interest in action genres						
Yes	40.9% (9)	40.0% (4)	41.7% (5)	54.5% (12)	55.6% (5)	53.8% (7)
No	59.1% (13)	60.0% (6)	58.3% (7)	45.5% (10)	45.4% (4)	46.2% (6)
Interest in fantasy genres						
Yes	50.0% (11)	40.0% (4)	58.3% (7)	45.5% (10)	55.6% (5)	38.5% (5)
No	50.0% (11)	60.0% (6)	41.7% (5)	54.5% (12)	44.4% (4)	61.5% (8)
Interest in mystery genres						
Yes	68.2% (15)	50.0% (5)	83.3% (10)	36.4% (8)	33.3% (3)	38.5% (5)
No	31.8% (7)	50.0% (5)	16.7% (2)	63.6% (14)	66.7% (6)	61.5% (8)

Continued table 6

	Spain			Canada		
	Total (n=22)	1 <sup>st</sup> VR (n=10)	1 <sup>st</sup> Video (n=12)	Total (n=22)	1 <sup>st</sup> VR (n=9)	1 <sup>st</sup> Video (n=13)
Interest in western genres						
Yes	9.1% (2)	10.0% (1)	8.3% (1)	18.2% (4)	11.1% (1)	23.1% (3)
No	90.9% (20)	90.0% (9)	91.7% (11)	81.8% (18)	88.9% (8)	76.9% (10)
Interest in science fiction genres						
Yes	54.5% (12)	50.0% (5)	58.3% (7)	54.5% (12)	66.7% (6)	46.2% (6)
No	45.5% (10)	50.0% (5)	41.7% (5)	45.5% (10)	33.3% (3)	53.8% (7)
Are you a volunteer for a pro-social NGO or Charity?						
Yes	22.7% (5)	30.0% (3)	16.7% (2)	4.5% (1)	11.1% (1)	
No	77.3% (17)	70.0% (7)	83.3% (10)	95.5% (21)	88.9% (8)	100.0% (13)
How often do you volunteer?						
Annually	20.0% (1)		50.0% (1)			
Monthly	20.0% (1)	33.3% (1)				
Weekly	60.0% (3)	66.7% (3)	50.0% (1)	100% (1)	100% (1)	
Do you consider yourself an active participant in improving your community?						
Yes	54.5% (12)	50.0% (5)	58.3% (7)	31.8% (7)	33.3% (3)	30.8% (4)
No	45.5% (10)	50.0% (5)	41.7% (5)	68.2% (15)	66.7% (6)	69.2% (9)

**Table 7.** Description of Interpersonal Reactivity Index, Basic Empathy Scale, EEG in Virtual Reality and EEG in Video between basal and post intervention according two groups of the study (1<sup>st</sup> VR and 1<sup>st</sup> Video) by total and country

	1 <sup>st</sup> VR			1 <sup>st</sup> Video		
	Basal	Post	p-value	Basal	Post	p-value
Interpersonal Reactivity Index, Median (IR)						
Perspective taking	19.0 (16.0; 23.5)	19.0 (17.0; 22.5)	0.334	20.0 (18.0; 22.0)	20.0 (17.0; 22.0)	0.633
Spain	22.0 (17.3; 25.0)	20.5 (17.5; 26.0)	0.903	20.5 (18.0; 21.3)	20.5 (18.5; 21.0)	1.000
Canada	17.0 (14.0; 19.0)	18.0 (17.0; 21.0)	0.222	20.0 (15.0; 24.0)	19.0 (16.0; 22.0)	0.608
Fantasy	18.0 (16.5; 20.0)	19.0 (16.5; 21.0)	0.061	22.0 (19.0; 23.0)	21.0 (17.0; 24.0)	0.572
Spain	18.0 (15.3; 19.5)	19.0 (17.3; 19.8)	0.107	22.5 (19.8; 23.3)	21.5 (16.8; 24.0)	0.592
Canada	18.0 (16.0; 22.0)	17.0 (16.0; 23.0)	0.289	21.0 (19.0; 23.0)	20.5 (16.5; 24.0)	0.928
Empathic concern	21.0 (17.0; 24.5)	21.5 (18.3; 26.8)	0.173	22.0 (20.0; 25.0)	24.0 (19.0; 27.0)	0.053
Spain	23.0 (18.5; 26.8)	23.5 (18.8; 26.8)	0.438	21.5 (18.8; 25.0)	22.0 (19.8; 26.0)	0.169
Canada	20.0 (15.0; 21.0)	21.0 (18.8; 23.3)	0.291	22.0 (20.0; 25.0)	24.0 (19.0; 27.0)	0.228
Personal distress	10.0 (8.0; 14.0)	10.0 (8.5; 16.0)	0.701	13.5 (10.8; 15.3)	15.0 (10.0; 16.0)	0.955
Spain	9.5 (8.0; 14.8)	14.0 (9.3; 16.8)	0.033	13.0 (11.5; 14.5)	13.5 (10.8; 15.3)	0.589
Canada	11.0 (8.8; 13.3)	10.0 (7.0; 12.0)	0.032	14.0 (10.0; 16.0)	15.0 (9.0; 17.0)	0.586
Basic Empathy Scale, Mean (SD)						
Cognitive	30.3 (3.5)	30.9 (3.8)	0.459	32.0 (3.1)	31.7 (4.2)	0.633
Spain	31.6 (3.0)	32.2 (4.0)	0.386	32.0 (3.0)	31.2 (3.9)	0.276
Canada	29.0 (3.7)	29.4 (3.1)	0.746	31.9 (3.2)	32.2 (4.6)	0.804
Affective	33.5 (7.3)	34.4 (7.4)	0.148	35.5 (4.9)	36.8 (6.2)	0.080
Spain	33.8 (5.5)	35.5 (5.4)	0.052	34.0 (4.5)	35.4 (5.3)	0.079
Canada	32.2 (9.3)	32.2 (9.3)	1.000	36.9 (5.0)	38.1 (7.0)	0.343
Total	64.0 (9.6)	65.3 (8.7)	0.207	67.4 (6.4)	68.5 (9.2)	0.353
Spain	65.8 (7.8)	67.7 (7.4)	0.032	66.0 (6.4)	66.6 (8.7)	0.610
Canada	62.2 (11.3)	62.7 (5.8)	0.824	68.8 (6.4)	70.2 (9.7)	0.456

Continued table 7

	1 <sup>st</sup> VR			1 <sup>st</sup> Video		
	Basal	Post	p-value	Basal	Post	p-value
EEG in Virtual Reality, Median (IR)						
Engagement	74.0 (65.0; 91.0)	72.0 (63.5; 81.0)	0.052	71.0 (66.0; 73.0)	64.0 (57.0; 67.0)	0.001
Spain	76.5 (71.0; 95.0)	67.0 (64.0; 80.0)	0.014	72.0 (69.0; 73.0)	60.0 (54.3; 65.3)	0.003
Canada	72.0 (62.0; 74.0)	76.0 (63.0; 81.0)	0.953	69.0 (64.0; 71.0)	64.0 (61.0; 70.0)	0.238
Excitement	23.0 (16.0; 45.5)	25.0 (13.5; 32.5)	0.314	39.0 (24.0; 46.0)	20.0 (16.0; 28.0)	<0.001
Spain	24.0 (16.5; 43.8)	27.5 (20.5; 32.8)	0.386	42.5 (27.8; 47.8)	21.5 (16.8; 30.8)	0.007
Canada	23.0 (16.0; 46.0)	19.0 (12.0; 32.0)	0.594	33.0 (23.0; 42.0)	18.0 (13.0; 24.0)	0.007
Focus	37.0 (25.0; 42.5)	34.0 (28.5; 38.0)	1.000	43.0 (33.0; 50.0)	35.0 (26.0; 39.0)	<0.001
Spain	40.0 (34.8; 47.0)	33.0 (29.8; 37.0)	0.541	46.5 (32.8; 50.5)	33.5 (26.0; 36.0)	0.055
Canada	29.0 (24.0; 42.0)	34.0 (24.0; 39.0)	0.476	42.0 (37.0; 50.0)	36.0 (28.0; 40.0)	0.003
Interest	45.0 (42.0; 50.0)	44.0 (42.5; 49.5)	0.586	50.0 (48.0; 64.0)	44.0 (41.0; 49.0)	<0.001
Spain	45.0 (43.3; 47.0)	44.0 (42.3; 44.0)	0.574	49.5 (43.3; 66.8)	43.0 (40.8; 48.0)	0.013
Canada	47.0 (40.0; 55.0)	49.0 (40.0; 50.0)	0.905	52.0 (48.0; 58.0)	46.0 (44.0; 49.0)	0.013
Relaxation	32.0 (28.5; 42.0)	32.0 (28.5; 42.0)	0.266	45.0 (32.0; 66.0)	35.0 (22.0; 59.0)	0.004
Spain	43.5 (26.3; 61.8)	31.0 (28.3; 45.3)	0.444	53.0 (28.0; 66.5)	35.5 (26.8; 54.3)	0.170
Canada	37.0 (34.0; 45.0)	32.0 (31.0; 35.0)	0.440	45.0 (39.0; 62.0)	26.0 (21.0; 59.0)	0.013
Stress	35.0 (33.0; 39.0)	36.0 (33.5; 44.0)	0.218	43.0 (35.0; 68.0)	35.0 (34.0; 41.0)	0.003
Spain	37.0 (35.0; 41.5)	35.0 (34.0; 37.8)	0.363	43.0 (34.8; 72.5)	38.0 (33.8; 47.3)	0.075
Canada	34.0 (28.0; 35.0)	42.0 (33.0; 61.0)	0.009	43.0 (35.0; 59.0)	35.0 (34.0; 40.0)	0.018

Continued table 7

	1 <sup>st</sup> VR			1 <sup>st</sup> Video		
	Basal	Post	p-value	Basal	Post	p-value
EEG in Video, Median (IR)						
Engagement	71.0 (65.5; 80.5)	65.0 (61.0; 70.5)	<0.001	77.0 (73.0; 84.0)	67.0 (63.0; 73.0)	<0.001
Spain	70.5 (65.3; 85.8)	67.5 (59.5; 71.8)	0.086	80.0 (72.5; 86.0)	67.0 (57.0; 73.0)	0.003
Canada	71.0 (66.0; 75.0)	65.0 (61.0; 68.0)	0.042	77.0 (73.0; 80.0)	67.0 (63.0; 73.0)	0.014
Excitement	17.0 (11.0; 36.0)	13.0 (6.0; 18.0)	0.003	24.0 (10.0; 40.0)	20.0 (12.0; 32.0)	0.882
Spain	24.5 (16.3; 37.0)	16.5 (10.0; 18.0)	0.137	30.5 (18.5; 46.3)	17.0 (9.5; 31.3)	0.182
Canada	12.0 (10.0; 33.0)	8.0 (4.0; 15.0)	0.058	21.0 (10.0; 30.0)	20.0 (13.0; 42)	0.152
Focus	38.0 (29.5; 43.0)	31.0 (24.0; 33.0)	0.004	33.0 (24.0; 36.0)	34.0 (26.0; 41.0)	0.241
Spain	42.5 (38.0; 45.0)	32.0 (26.5; 33.0)	0.024	34.5 (32.3; 41.3)	36.0 (25.5; 40.5)	1.000
Canada	30.0 (25.0; 36.0)	30.0 (24.0; 33.0)	0.140	30.0 (20.0; 36.0)	32.0 (27.0; 41.0)	0.116
Interest	48.0 (43.0; 53.0)	43.0 (38.5; 48.5)	0.042	51.0 (45.0; 60.0)	47.0 (41.0; 53.0)	0.065
Spain	43.0 (43.0; 51.3)	43.0 (39.3; 49.5)	0.363	52.5 (43.5; 61.3)	43.0 (40.8; 48.5)	0.008
Canada	49.0 (48.0; 53.0)	42.0 (38.0; 48.0)	0.058	50.0 (44.0; 55.0)	48.0 (46.0; 61.0)	0.726
Relaxation	37.0 (25.5; 55.5)	20.0 (17.0; 37.5)	0.031	52.0 (35.0; 64.0)	31.0 (23.0; 47.0)	0.007
Spain	40.5 (23.3; 54.8)	21.0 (14.8; 37.8)	0.126	38.0 (30.8; 58.5)	31.0 (24.5; 39.0)	0.108
Canada	37.0 (31.0; 57.0)	20.0 (18.0; 36.0)	0.155	53.0 (46.0; 67.0)	35.0 (22.0; 69.0)	0.045
Stress	36.0 (32.5; 58.5)	34.0 (29.0; 37.5)	0.098	40.0 (34.0; 59.0)	35.0 (32.0; 39.0)	0.288
Spain	37.5 (32.3; 59.3)	34.0 (29.0; 36.5)	0.332	40.0 (34.8; 65.3)	36.0 (31.5; 41.5)	0.367
Canada	36.0 (34.0; 44.0)	34.0 (30.0; 38.0)	0.192	40.0 (32.0; 52.0)	34.0 (32.0; 38.0)	0.576

VR: Virtual Reality; IR: Interquartile Range; SD: Standard Deviation; EEG: electroencephalography; p-value obtained from paired t-students (parametric) and paired Wilcoxon (non-parametric)

**Table 8.** Differences in Interpersonal Reactivity Index, Basic Empathy Scale, EEG in Virtual Reality and EEG in Video between two groups of the study (1<sup>st</sup> VR and 1<sup>st</sup> Video) by country

	Spain			Canada		
	1 <sup>st</sup> VR Post-Basal	1 <sup>st</sup> Video Post-Basal	p-value	1 <sup>st</sup> VR Post-Basal	1 <sup>st</sup> Video Post-Basal	p-value
Interpersonal Reactivity Index, Median (IR)						
Perspective taking	0.5 (-1.0; 1.0)	0.0 (-0.3; 1.0)	0.946	2.0 (-2.0; 4.0)	0.0 (-2.0; 1.0)	0.167
Fantasy	1.5 (0.0; 3.8)	0.0 (-2.3; 1.3)	0.135	1.0 (0.0; 2.0)	0.5 (-2.0; 2.0)	0.565
Empathic concern	0.5 (-0.8; 2.0)	0.5 (-0.3; 2.5)	0.815	0.5 (-0.3; 2.5)	2.0 (-1.0; 3.0)	0.884
Personal distress	1.0 (0.3; 2.0)	-1.0 (-2.0; 1.0)	0.065	-1.0 (-2.0; 0.8)	0.0 (-1.0; 1.0)	0.054
Basic Empathy Scale, Mean (SD)						
Cognitive	0.7 (2.2)	-0.8 (2.5)	0.169	0.4 (4.0)	0.2 (3.2)	0.891
Affective	1.7 (2.4)	1.4 (2.5)	0.792	0.0 (2.6)	1.2 (4.5)	0.469
Total	2.7 (2.7)	0.6 (3.8)	0.259	0.4 (5.8)	1.5 (6.8)	0.719
EEG in Virtual Reality, Median (IR)						
Engagement	-12.0 (-13.8; -1.8)	-9.5 (-13.5; -6.0)	1.000	1.0 (-3.0; 2.0)	-2.0 (-8.0; 4.0)	0.332
Excitement	-4.5 (-15.8; 6.0)	-15.5 (-28.8; -6.0)	0.210	2.0 (-32.0; 6.0)	-19.0 (-24.0; -2.0)	0.270
Focus	-3.0 (-7.0; 8.5)	-15.0 (-19.0; 3.0)	0.410	2.0 (-1.0; 10.0)	-11.0 (-19.0; -5.0)	0.003
Interest	-1.5 (-4.5; 1.8)	-9.5 (-15.3; -1.0)	0.034	-2.0 (-2.0; 3.0)	-10.0 (-12.0; -3.0)	0.032
Relaxation	-4.0 (-12.3; 6.3)	-7.0 (-20.0; 4.0)	0.644	-1.0 (-8.0; 6.0)	-10.0 (-20.0; -7.0)	0.052
Stress	-2.0 (-11.3; 1.5)	-7.0 (-27.5; 0.8)	0.209	8.0 (5.0; 18.0)	-12.0 (-26.0; 0.0)	<0.001
EEG in Video, Median (IR)						
Engagement	-5.5 (-15.8; 0.8)	-8.5 (-18.5; 4.8)	0.198	-5.0 (-14.0; -1.0)	-7.0 (-14.0; -2.0)	0.738
Excitement	-15.5 (-19.5; -6.3)	-5.5 (-29.5; 4.5)	0.429	-6.0 (-13.0; -2.0)	3.0 (1.0; 12.0)	0.025
Focus	-10.0 (-20.0; 5.3)	1.5 (-7.5; 5.0)	0.041	-5.0 (-8.0; 2.0)	4.0 (-3.0; 14.0)	0.071
Interest	-1.5 (-8.3; 0.8)	-6.5 (-12.8; -5.3)	0.247	-4.0 (-11.0; 1.0)	1.0 (-3.0; 3.0)	0.203
Relaxation	-7.0 (-30.3; 2.0)	-8.0 (-24.3; 1.3)	0.843	-10.0 (-17.0; 2.0)	-9.0 (-26.0; 0.0)	0.815
Stress	-1.0 (-27.5; 2.5)	-2.0 (-11.0; 3.3)	0.717	-2.0 (-13.0; -1.0)	-2.0 (-17.0; 5.0)	0.815

VR: Virtual Reality; IR: Interquartile Range; SD: Standard Deviation; EEG: electroencephalography; p-value obtained from t-students (parametric) and U de Mann-Whitney (non-parametric)

**Table 9.** Differences in Igroup Presence Questionnaire between two groups of study (1<sup>st</sup> VR and 1<sup>st</sup> Video) by country

	Spain			Canada		
	1 <sup>st</sup> VR	1 <sup>st</sup> Video	p-value	1 <sup>st</sup> VR	1 <sup>st</sup> Video	p-value
Igroup Presence Questionnaire, Median (IR)						
Spatial Presence	3.5 (-1.0; 5.8)	3.5 (0.0; 6.0)	0.767	5.0 (3.0; 6.0)	5.0 (2.0; 8.0)	0.840
Involvement	1.5 (0.3; 2.3)	2.0 (-2.0; 3.5)	1.000	3.0 (1.0; 5.0)	0.0 (-3.0; 3.0)	0.149
Experienced Realism	-1.5 (-2.0; -1.0)	-2.0 (-3.5; 0.0)	0.787	-2.0 (-3.0; 0.0)	-2.0 (-6.0; -1.0)	0.280
General Presence	1.0 (1.0; 1.0)	1.0 (-0.5; 2.0)	0.863	2.0 (1.0; 2.0)	2.0 (1.0; 3.0)	0.654

VR: Virtual Reality; IR: Interquartile Range; p-value obtained from U de Mann-Whitney



**Table 10.** Description of the characteristics of VR post-study participation according two groups of study (1<sup>st</sup> VR and 1<sup>st</sup> Video) by country

	Spain		Canada	
	1 <sup>st</sup> VR	1 <sup>st</sup> Video	1 <sup>st</sup> VR	1 <sup>st</sup> Video
Feel inside the VR experience.				
Vulnerable	20.0% (2)	16.7% (2)	22.2 (2)	46.2 (6)
Sad	10.0% (3)		22.2 (2)	
Frustrated	30.0% (3)	33.3% (4)	11.1 (1)	
In control		16.7% (2)	22.2 (2)	
Distant	20.0% (2)	16.7% (2)		23.1 (3)
Neutral	20.0% (2)	8.3% (1)	22.2 (2)	7.7 (1)
Hopeless				15.4 (2)
Connected		8.3% (1)		7.7 (1)
Feel comfortable with the proposed interactive systems				
Yes	90.0% (9)	83.0% (10)	88.9 (8)	92.3 (12)
No	10.0% (1)	16.7% (2)	11.1 (1)	7.7 (1)
Extent of Deep Emotional Response (e.g., moved, sympathetic, compassionate), Median (RI)	7.0 (3.8; 7.0)	3.5 (1.8; 4.8)	7.0 (6.0; 7.0)	6.0 (6.0; 7.0)
Extent of Negative Emotional Response (e.g., uncomfortable, worried, anxious, upset), Median (RI)	6.0 (5.3; 7.0)	6.0 (3.8; 7.5)	6.0 (3.0; 8.0)	7.0 (3.0; 7.0)
Perceived Awareness of Presence by Character, Median (RI)	3.5 (3.0; 4.0)	4.0 (2.0; 4.0)	4.0 (3.0; 4.0)	3.0 (2.0; 4.0)
Perceived Awareness of Characters Towards Participant Presence, Median (RI)	4.0 (3.3; 4.0)	4.0 (3.8; 4.3)	3.0 (2.0; 4.0)	4.0 (3.0; 4.0)

Continued table 10

	Spain		Canada	
	1 <sup>st</sup> VR	1 <sup>st</sup> Video	1 <sup>st</sup> VR	1 <sup>st</sup> Video
Selection of Image Number (in red) Reflecting Relationship with Narrative Characters				
1		33.3% (4)	33.3% (3)	23.1% (3)
2	30.3% (3)		22.2% (2)	30.8% (4)
3	20.0% (2)	25.0% (3)	22.2% (2)	23.1% (3)
4	10.0% (1)	16.7% (2)	11.1% (1)	7.7% (1)
5	20.0% (2)			
6	20.0% (2)	8.3% (1)		15.4% (2)
7		16.7% (2)	11.1% (1)	15.4% (2)
Degree of Comfort with First-Person Narrative Perspective, Median (RI)	2.5 (2.0; 3.0)	4.0 (1.8; 4.3)	3.0 (2.0; 4.0)	3.0 (2.0; 4.0)
Degree of Comfort with Diverse Sexual Orientation Kissing, Median (RI)	5.0 (5.0; 5.0)	5.0 (4.0; 5.0)	5.0 (4.0; 5.0)	5.0 (4.0; 5.0)
Degree of Comfort in Collaborating with Team Members of Different Race or Sexual Orientation, Median (RI)	5.0 (5.0; 5.0)	5.0 (5.0; 5.0)	5.0 (5.0; 5.0)	5.0 (5.0; 5.0)

Continued table 10

	Spain		Canada	
	1 <sup>st</sup> VR	1 <sup>st</sup> Video	1 <sup>st</sup> VR	1 <sup>st</sup> Video
Assessment of Image Quality of Virtual Classroom in VR Experience				
Realistic	20.0% (3)	16.7% (2)	11.1% (1)	15.4% (2)
Artificial	40.0% (4)	41.7% (5)	44.4% (4)	23.1% (3)
Strange		8.3% (1)	22.2% (2)	
Impressive	30.0% (3)	16.7% (2)	11.1% (1)	23.1% (3)
Surrealistic				23.1% (3)
Confusing				7.7% (1)
Sublime		16.7% (2)		7.7% (1)
Beautiful	10.0% (1)			
Cartoonish			11.1% (1)	
Assessment of Image Quality of Children in VR Environment				
Realistic	30.0% (3)	8.3% (1)	22.2% (2)	23.1% (3)
Artificial		41.7% (5)		15.4% (2)
Strange	60.0% (6)		22.2% (2)	30.8% (4)
Impressive			11.1% (1)	
Surrealistic			11.1% (1)	23.1% (3)
Confusing	10.0% (1)	25.0% (3)		
Sublime		8.3% (1)		
Beautiful			11.1% (1)	
Others		16.7% (2)	22.2% (2)	7.7% (1)