

## Interview guide

Thank you for agreeing to take part in this interview as part of the project entitled: "The use of virtual reality in teaching the anatomy of the limbic system: Effect on improving the knowledge and perception of students in the health professions".

As a reminder, the aim of this interview is to gather your perception of this new teaching method, particularly your overall feelings about the use of the Meta headset. We also invite you to compare learning in VR with traditional methods, and to suggest strategies for educating and training your peers in the proper use of virtual reality, as well as suggestions for improving the VR experience.

### 1. Overall impression of the VR experience

Can you share your overall impressions of learning via virtual reality, how you feel about using the Meta headset?

#### Sub-questions:

Did you find the experience enjoyable, stressful, or life-changing?

What aspects of using the Meta headset did you particularly like or dislike?

### 2. Comparison with traditional methods

How would you compare virtual reality learning with traditional methods (e.g. lectures, anatomy atlases, etc...)?

#### Sub-questions:

What do you see as the advantages of VR learning over traditional methods?

What disadvantages have you identified in VR learning?

### 3. Impact on learning and comprehension

What impact has virtual reality had on your understanding of the anatomical concepts of the limbic system?

### 4. Improving the VR Experience

What suggestions would you make to improve the VR experience, both technically and pedagogically?

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