

Appendix 2. Post-questionnaire used in AR-integrated lessons.

Section 1: Demographic Information	
1	What is your age?
2	What is your gender?
3	What is your student number?
Section 2: Perception of AR technology (1 = Strongly disagree, 5 = Strongly agree)	
4	The content/material was presented in a way that captured my attention. (<i>Grabbed Attention</i>)
5	The instructor used different methods (e.g., visuals, examples, questions) to maintain my interest. (<i>Various Methods to Maintain Interest</i>)
6	The activities were engaging and stimulated my curiosity. (<i>Engaging & Curiosity Stimulated</i>)
7	The learning objectives were clearly related to my personal interests. (<i>Personal Interests</i>)
8	The content was relevant to my academic/professional needs. (<i>Academic Needs</i>)
9	The examples provided helped me understand real-world applications. (<i>Practical Examples</i>)
10	The level of difficulty matched my skills. (<i>Right Degree of Difficulty</i>)
11	Clear instructions were provided to help me to complete the tasks. (<i>Clear Instructions</i>)
12	I received feedback that helped me track my progress. (<i>Useful Feedback</i>)
13	Completing the activities gave me a sense of achievement. (<i>Felt Achieved</i>)
14	The rewards/recognition were motivating. (<i>Motivating Rewards</i>)
15	I would recommend this course/activity to others. (<i>Likelihood of Future AR Use</i>)
Section 3. Stress levels (1 = Very Low Stress, 5 = Very High Stress)	
16	How would you rate your stress level <i>before</i> using the AR tool?
17	How would you rate your stress level <i>after</i> using the AR tool?
Section 4: Future improvement	
18	Which features of the AR app did you find most useful? (<i>Scanning images, Viewing videos, Interactivity, Visual appeal, Other</i>)
19	What improvements would you suggest for future AR lessons? (<i>More interactive content, Clearer instructions, Additional features or functionalities, Longer duration for the activity, More examples or case studies, Better integration with course materials, Improved app performance or usability, More opportunities for hands-on practice, Enhanced visual quality of the AR content, Other</i>)
20	Any additional comments or feedback? (<i>Open ended</i>)