

APPENDIX B. QUANTITATIVE STUDENT FEEDBACK FOR EACH QUESTION GROUPED BY CATEGORY

	1 'Strongly Disagree'		2 'Disagree'		3 'Neutral'		4 'Agree'		5 'Strongly Agree'		Rating	
	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	Mean	SD
Interest & motivation in learning												
1. The session of AR/VR stimulated my interest and learning	0	0.0%	0	0.0%	9	10.2%	47	53.4%	32	36.4%	4.26	0.63
6. I can see myself being more motivated if I am given the opportunity to learn about a topic using AR/VR content vs traditional learning materials such as PowerPoint slides	0	0.0%	1	1.1%	15	17.0%	45	51.1%	27	30.7%	4.11	0.72
7. The AR/VR component increased my creativity, curiosity and interest in the subject	0	0.0%	0	0.0%	11	12.5%	53	60.2%	24	27.3%	4.15	0.62
14. I would prefer this mode of learning than traditional lectures & tutorial sessions	1	1.1%	4	4.5%	18	20.5%	41	46.6%	24	27.3%	3.94	0.88
15. I look forward to seeing more of the AR/VR App used in learning	1	1.1%	1	1.1%	13	14.8%	41	46.6%	32	36.4%	4.16	0.80
16. The session on the use of AR/VR in learning was fun and engaging	0	0.0%	1	1.1%	8	9.1%	48	54.5%	30	34.1%	4.23	0.66
Learning effectivity												
5. I feel AR and VR can be more effective in my learning in comparison to just lectures and PowerPoint slides	0	0.0%	1	1.1%	14	15.9%	42	47.7%	31	35.2%	4.17	0.73
12. The exercise and discussion enhanced my skills in using and also applying AR/VR in my learning process as compared to traditional lectures/tutorials	0	0.0%	3	3.4%	14	15.9%	46	52.3%	25	28.4%	4.06	0.76
13. The exercise and discussion engaged me to think more critically on the topic about using AR/VR in learning	0	0.0%	1	1.1%	12	13.6%	54	61.4%	21	23.9%	4.08	0.65
19. This AR/VR based learning platform may be appropriately extrapolated	0	0.0%	0	0.0%	10	11.4%	50	56.8%	28	31.8%	4.20	0.63

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to other relevant modules and has great potential to benefit the learning process of students not only in engineering but also in other faculties as well												
20. I would strongly advocate using AR/VR as a teaching and learning platform as and when relevant as it promotes student learning which is not offered by traditional lecture-based learning	0	0.0%	2	2.3%	13	14.8%	39	44.3%	34	38.6%	4.19	0.77
Long-term & life-long learning												
17. AR/VR has great potential in promoting long-term and life-long learning	1	1.1%	1	1.1%	5	5.7%	49	55.7%	32	36.4%	4.25	0.72
18. Implementing AR/VR strategies is an apt example of technology-enhanced learning and promote life-long/long-term learning	0	0.0%	0	0.0%	6	6.8%	47	53.4%	35	39.8%	4.33	0.60
Understanding of AR/VR												
3. I have a better understanding of what AR and VR is	0	0.0%	1	1.1%	7	8.0%	49	55.7%	31	35.2%	4.25	0.65
4. I have a better understanding of how AR and VR can help me in my field of study	0	0.0%	0	0.0%	10	11.4%	47	53.4%	31	35.2%	4.24	0.64
10. The underlying objective of the exercise (i.e., using AR/VR as a platform to facilitate learning) was realized	0	0.0%	0	0.0%	7	8.0%	51	58.0%	30	34.1%	4.26	0.60
11. I feel I can apply AR/VR learnt during this session, in the near future	0	0.0%	2	2.3%	18	20.5%	42	47.7%	26	29.5%	4.05	0.77
General feedback on the session												
2. The facilitator(s) were knowledgeable and organised in the workshop	0	0.0%	0	0.0%	4	4.5%	48	54.5%	36	40.9%	4.36	0.57
8. Timely feedback and/or encouragement was offered by the lecturer	0	0.0%	0	0.0%	13	14.8%	54	61.4%	21	23.9%	4.09	0.62
9. The underlying rationale for undertaking the exercise was clearly articulated by the lecturer	0	0.0%	0	0.0%	13	14.8%	54	61.4%	21	23.9%	4.27	0.64