

### Testing CtrlForest application

#### Romania

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#### **Participants**



2nd year Forestry students 14

3rd year Forestry students 36

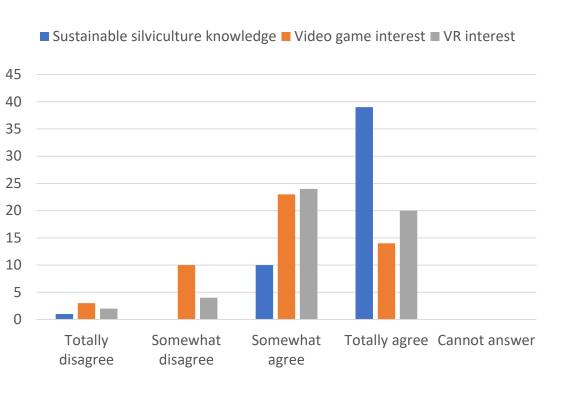
Earlier experience No of (including high school or previous jobs) students a. less than 2 years 23 b. 2-8 years 23 c. over 8 years 1

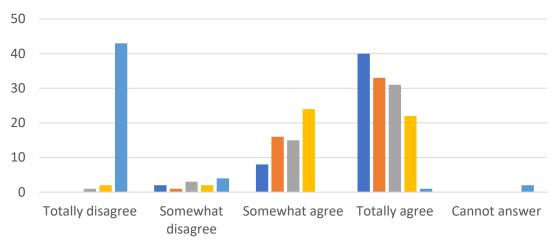
Earlier experience with virtual reality (VR) No of students
a. never 34
b. 1-5 times 14
c. over 5 times 2



#### **Background of participants**



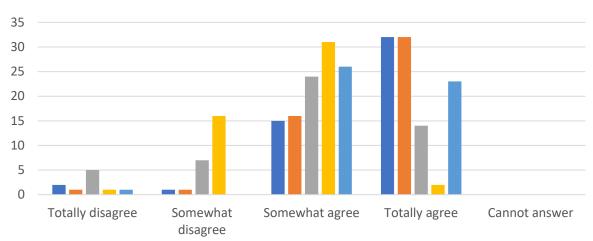




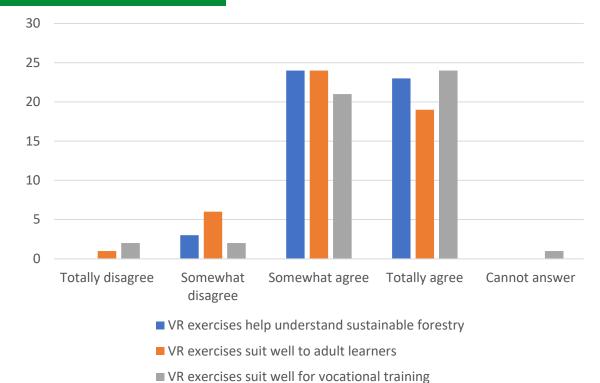
- It was easy to put on the VR glasses
- The VR application was easy to use
- Using the VR application made me feel like being in a different place
- The forest in the VR application corresponds to a real forest
- Using VR glasses made me feel nauseous

#### **Application use**

# SFM \* VR Sustainable Forest Management trough Virtual Reality



- I learned new things about sustainable forestry when using the application
- The exercises helped me to understand the meaning of buffer zones
- My understanding of the meaning of buffer zones changed by using the application
- The application illustrated the meaning of the width of buffer zones
- After the exercises, I can argue the purpose of buffer zones

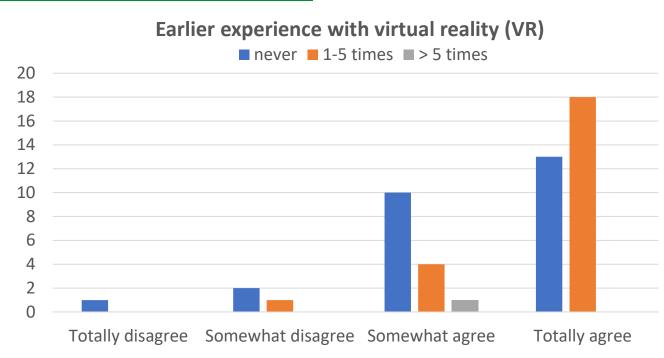


#### Differentiation based on earlier experience with VR



# Earlier experience with virtual reality never 1-5 times 18 16 14 12 10 8 6 4 2 0 Somewhat disagree Somewhat agree Totally agree

The VR application was easy to use

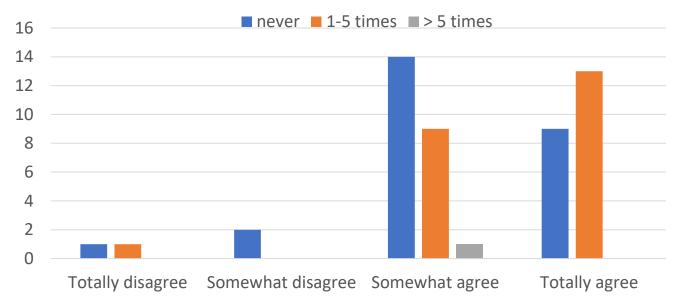


Using the VR application made me feel like being in a different place

#### Differentiation based on earlier experience with VR



#### **Earlier experience with virtual reality (VR)**



The forest in the VR application corresponds to a real forest

# Thank you!

## Testing CtrlForest application

in Romania











