**Descriptive statistics for task questionnaires**

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| --- | --- | --- | --- | --- | --- | --- |
| Question | Task 1 | | Task 2 | | Task 3 | |
| *M* | *SD* | *M* | *SD* | *M* | *SD* |
| It was easy to start the tool. | 3.2 | 1.1 | 3.8 | 0.9 | 4.1 | 0.6 |
| It was easy to USE the tool. | 3.5 | 1.1 | 3.7 | 1.0 | 4.2 | 0.5 |
| The sound was good. | 4.2 | 0.5 | 3.9 | 0.7 | 4.3 | 0.6 |
| I found the VR environment difficult to use. | 2.5 | 1.2 | 2.5 | 0.9 | 2.4 | 0.9 |
| I like to communicate in this VR environment. | 3.4 | 0.8 | 3.5 | 0.8 | 3.8 | 0.8 |
| I like to meet students from other countries in this VR environment. | 3.7 | 0.6 | 4.0 | 0.7 | 4.2 | 0.6 |
| I liked the task I carried out with my partner. | 3.5 | 0.5 | 3.7 | 0.9 | 4.2 | 0.5 |
| Communicating in English through VR is fun. | 4.0 | 0.7 | 4.1 | 0.5 | 4.0 | 0.5 |
| I like to be an avatar. | 3.2 | 1.2 | 3.4 | 0.9 | 3.4 | 0.7 |
| I like to speak with an avatar. | 3.1 | 1.1 | 3.2 | 1.0 | 3.3 | 0.8 |
| I felt comfortable during the VR session. | 3.5 | 0.9 | 3.8 | 0.7 | 4.4 | 0.5 |
| I felt I was in the same place with my partner in the VR environment. | 3.3 | 0.8 | 3.7 | 0.9 | 3.9 | 0.8 |
| I felt happy with the way I managed to communicate. | 3.8 | 0.7 | 3.6 | 0.5 | 4.2 | 0.5 |
| I was completely captivated by the VR environment. | 3.3 | 1.0 | 3.0 | 1.0 | 3.1 | 1.2 |
| The VR environment had a positive influence on the way I communicated. | 3.3 | 1.0 | 3.4 | 1.0 | 3.7 | 1.1 |
| The VR environment felt very real to me. | 2.7 | 1,1 | 3.3 | 1.0 | 3.3 | 1.1 |
| I enjoyed communicating with a student from another country in this VR environment. | 4.0 | 0.6 | 4.9 | 0.5 | 4.4 | 0.5 |
| I felt nervous when speaking in English in the VR environment. | 2.3 | 1.1 | 2.6 | 0.9 | 2.1 | 0.6 |
| I was worried of making mistakes in English. | 2.1 | 1.0 | 2.3 | 0.9 | 2.2 | 0.7 |
| I felt comfortable interacting in English in the VR environment. | 3.6 | 1.0 | 3.8 | 0.7 | 4.3 | 0.7 |
| I was so involved in my interaction task in VR that I lost track of time. | 3.0 | 0.8 | 3.2 | 0.8 | 3.4 | 1.0 |
| I was confident about my English-speaking skills. | 3.7 | 0.7 | 3.4 | 0.7 | 4.0 | 0.8 |
| I was able to make myself understood. | 4.1 | 0.4 | 3.9 | 0.3 | 4.4 | 0.5 |
| I was able to understand what the other student(s) said. | 4.4 | 0.6 | 4.0 | 0.6 | 4.4 | 0.5 |
| I was able to learn something about the other student’s views, life and culture. | 4.0 | 0.7 | 4.1 | 0.7 | 3.9 | 1.2 |
| I did my best when interacting in the VR environment. | 4.2 | 0.5 | 4.2 | 0.4 | 4.4 | 0.5 |
| I could concentrate well when interacting in the VR environment. | 3.8 | 0.8 | 3.8 | 0.9 | 4.2 | 0.5 |
| I was so involved in the interaction task in VR that I ignored everything around me. | 3.3 | 1.1 | 3.4 | 1.1 | 3.8 | 1.0 |
| This interaction experience in VR did not work out the way I had expected. | 2.7 | 1.1 | 2.5 | 0.8 | 2.2 | 0.7 |
| My interaction experience in VR was rewarding. | 3.5 | 0.6 | 3.6 | 0.6 | 3.7 | 0.5 |

*Note*. Mean (*M*) and Standard Deviation (*SD*) values per task. *N* = 20. 5-point Likert-scale responses (1 = “strongly disagree” to 5 “strongly agree”).