###### The effect of an adaptive simulated inner voice on user's eye-gaze behaviour, ownership perception and plausibility judgement in virtual reality######

Authors: Ding Ding, Mark A. Neerincx, and Willem-Paul Brinkman

Corresponding author: Ding Ding,

Contact Information: dingding-1@seu.edu.cn/d.ding-1@tudelft.nl

School of Computer Science and Engineering, Southeast University/Interactive Intelligence Group, Delft University of Technology

Sipailou 2, 210096, Nanjing, China/Van Mourik Broekmanweg 6, 2628 XE Delft, The Netherlands

###### General Introduction ######

This dataset is the result of a study on the effects of an adaptive simulated inner voice on user's eye-gaze behaviour, ownership perception and plausibility judgement in virtual reality, conducted in Interactive Intelligence Group, Department of Intelligent Systems, Faculty of Electrical Engineering, Mathematics and Computer Science, TU Delft and School of Computer Science and Engineering, Southeast University. It is being made public to act as supplementary data for the paper published in Interacting with computers and in order for other researchers to use this data in their own work.

###### Purpose of the experiment ######

The experiment was conducted to study the effects of an adaptive simulated inner voice on user's eye-gaze behaviour, ownership perception and plausibility judgement in the context of a pretherapy for spider and snake phobia

###### Description of the dataset and the data in this dataset######

Beside this readme file, this dataset included another four files: 1) The data file (the data collected in the study), 2) The R script for analysis the data, and 3) The output of the R analysis. 4) The questionnaires used in the study. The following is the introduction of each file.

**The data file (the data collected in the study)**

Eye-gaze-shirft.csv #The dataset contains the number of instructions followed by eye-gaze shifts

Pre.csv #The dataset contains the data collected before the virtual reality exposure.

Intermediate.csv #The dataset contains the data collected between two sessions.

Post.csv #The dataset contains the data collected after experiencing the two session of virtual reality exposure.

**The R script for analysis the data**

The R script includes the R code of the analysis.

**The output of the analysis**

After running the script in R, all the analysis results have been stored in this file. Through this file, the reader should be able to find all the results of the analysis we done and the data we published in the paper.

**The questionnaires used in the study**

The questionnaire items for sense of ownership and plausibility.