

Supplemental Material:

Crossmodal perception in immersive environments

Marcos Allue

Ana Serrano

Manuel G. Bedia

Belen Masia

Universidad de Zaragoza

A Screenshots of the slides with instructions during the experiments

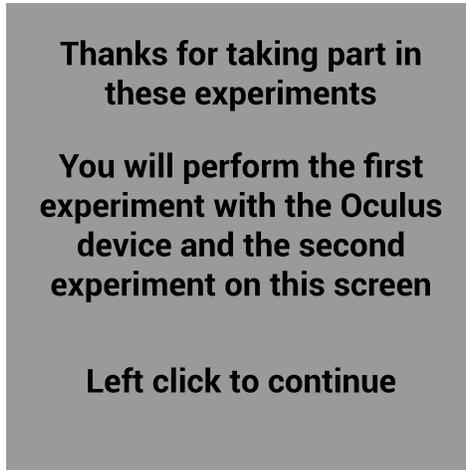


Figure S.1: *Screenshot of the slide introducing each of the blocks in Experiment 1.*

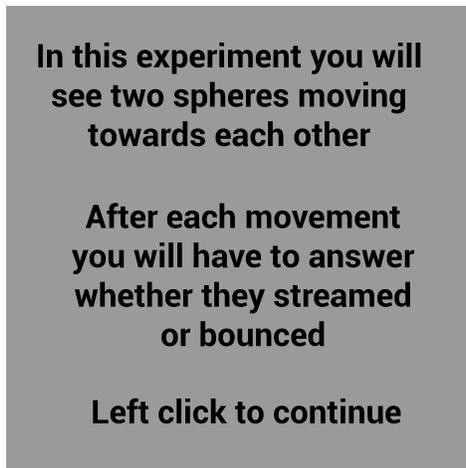


Figure S.2: *Screenshot of a slide with instructions in Experiment 1.*

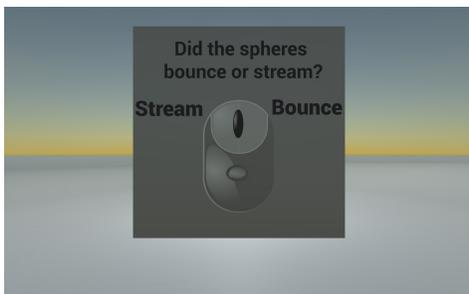


Figure S.3: Screenshot of a slide with the main question for the Experiment 1. This slide appeared after every trial and participants had to click with the mouse to provide their answer.

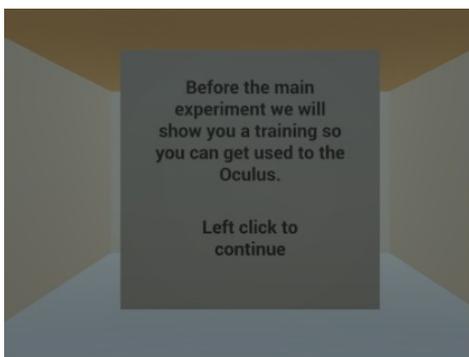


Figure S.4: Screenshot of a slide explaining the training with spheres at different depths in Experiment 1.

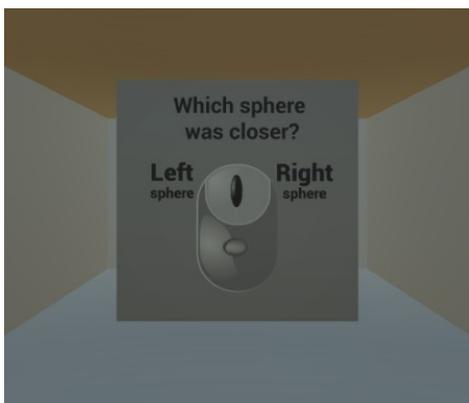


Figure S.5: Screenshot of a slide with the question for the training in Experiment 1. This slide appeared after every trial of the training and participants had to click with the mouse to provide their answer.

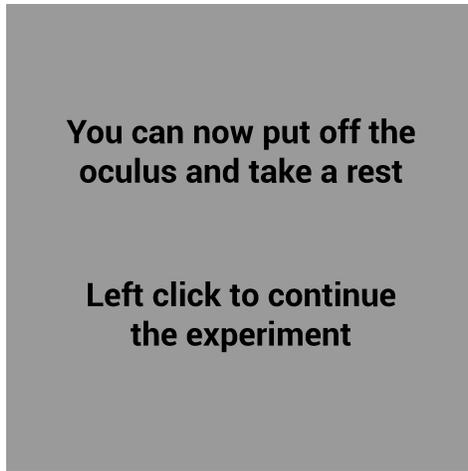


Figure S.6: Screenshot of a slide that appeared during the experiment with the HMD to indicate the user that he/she could take off the device and take a rest.



Figure S.7: Screenshot with instructions for Experiment 2. In order to keep the more realistic appearance, the slide now appeared in a frame on the wall in the back of the room.



Figure S.8: Screenshot of the last slide of the experiment, indicating that the participant has finished.