SUPPLEMENTARY MATERIAL

Demographic and Behavioral Correlates of Cybersickness: A Large Lab-in-the-Field Study of 837 Participants

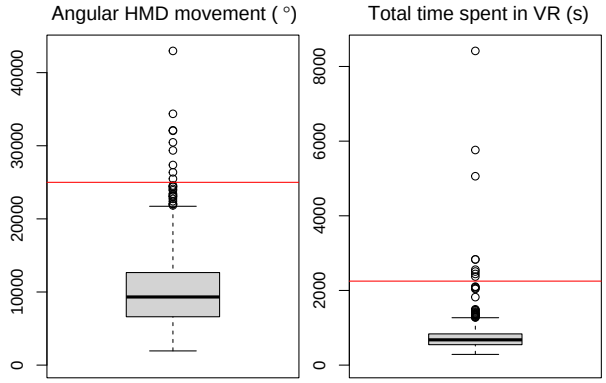

Figure A1: Boxplots of accumulated angular HMD movement and total time spent in VR. Cutoff points are marked as red lines.

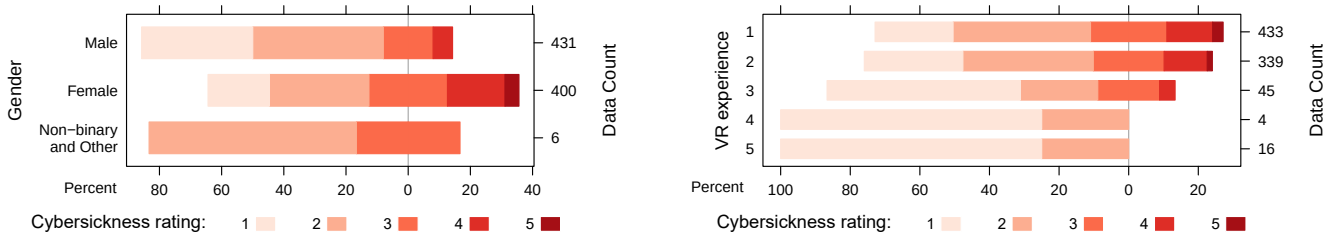

Figure A2: (Left) Effect of gender on cybersickness ratings: female participants experienced significantly more cybersickness than male participants ($p < .0001$). (Right) Effect of VR experience on cybersickness ratings: past exposures to VR decreased the risk to report high levels of cybersickness($p < .0001$).

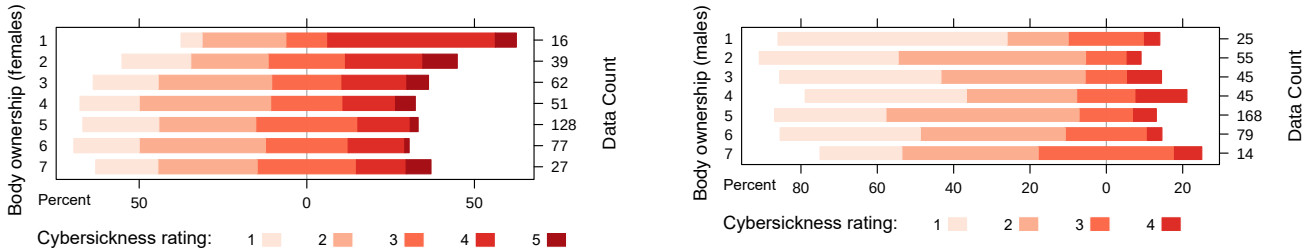

Figure A3: Interaction effect between gender and body ownership on cybersickness ratings: (Left) For female participants, body ownership is significantly negatively related to cybersickness ($p < .01$); (Right) for male participants, body ownership is positively related to cybersickness ($p = .10$).

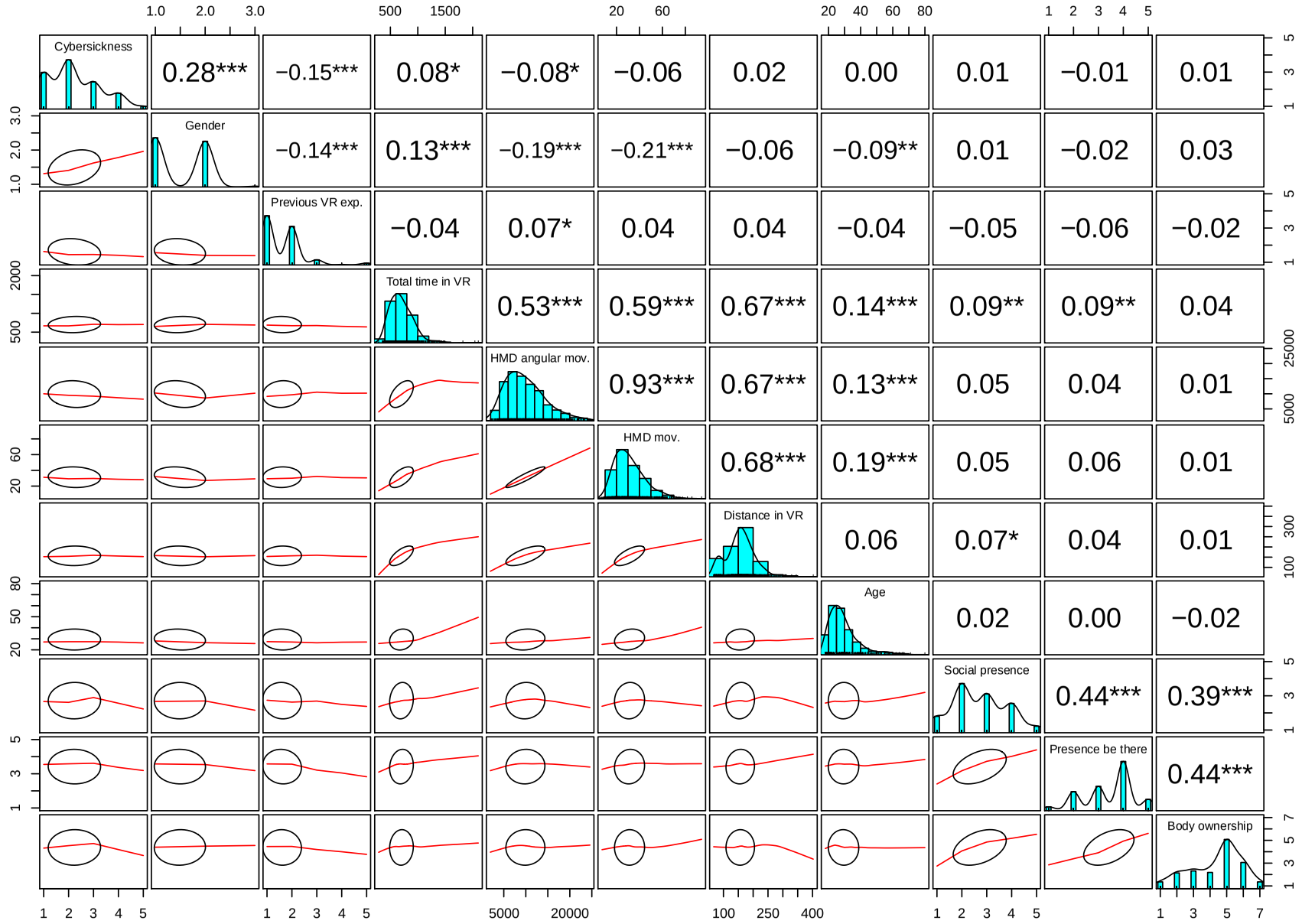

Figure A4: Correlation matrix of all included variables. Distributions of the respective variable are shown on the diagonal. In the lower-triangular part of the matrix, loess smooths and ellipses indicate the shape and trend when plotting the two variables against each other who's correlation coefficient is displayed above the diagonal. ***, ** and *, indicate statistical significance at a confidence level of 0.001, 0.01 and 0.05, respectively.