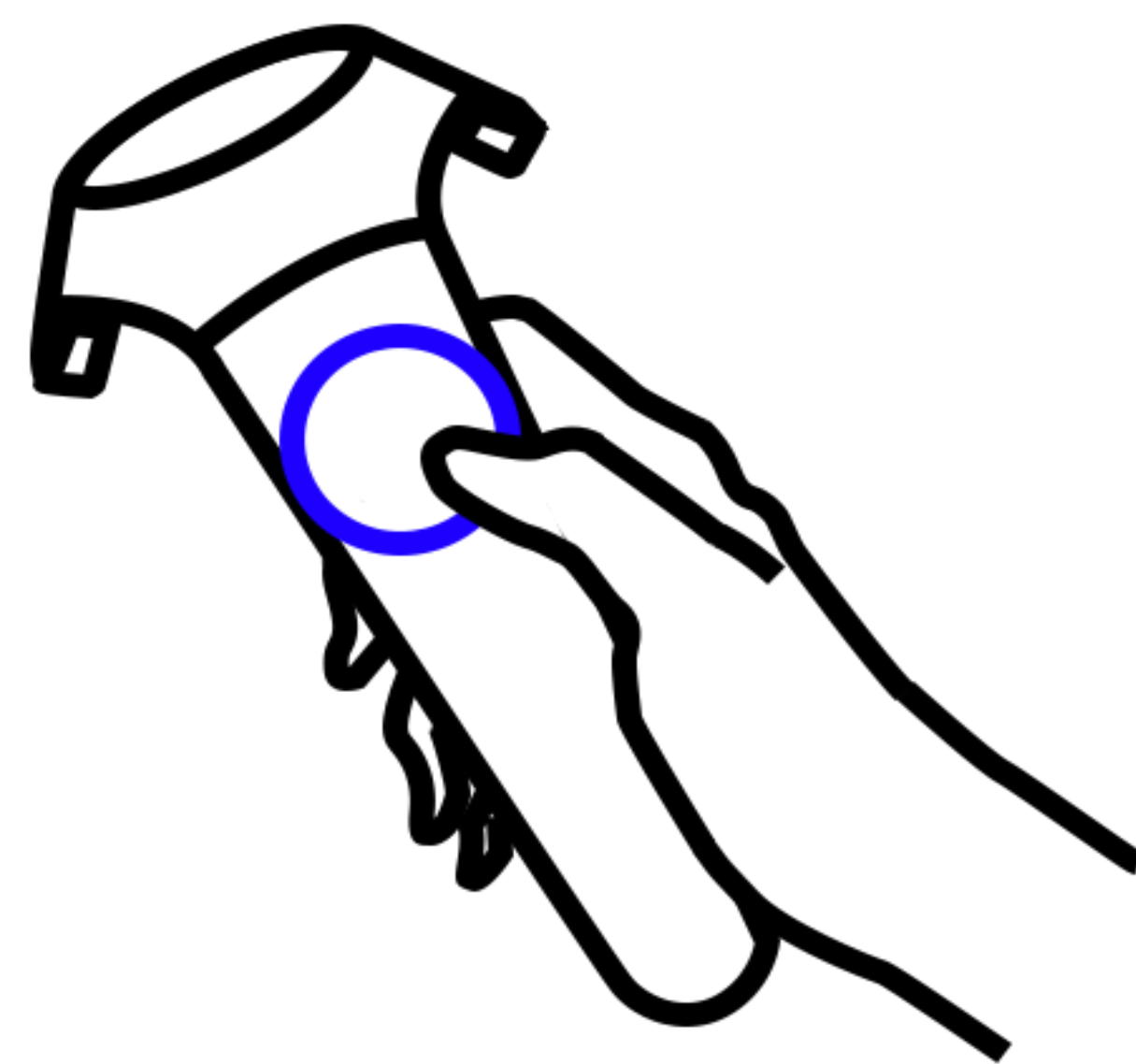


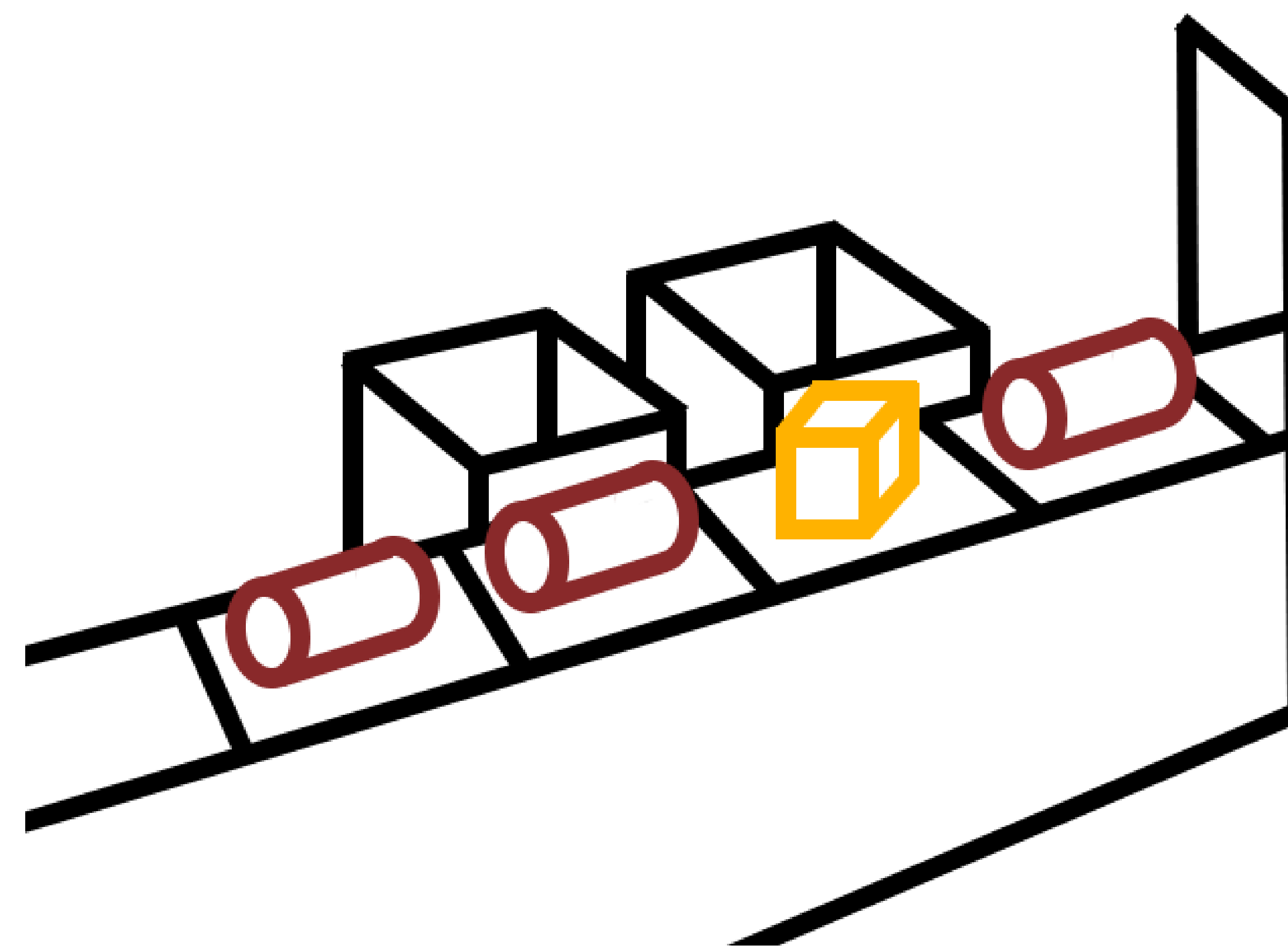
Conveyor: A Dual-Task Paradigm for Studying VR Dialogue Interfaces

Use controller's touchpad

+ Felt involved in story - Not Natural



How to **select dialogue options** while **sorting objects**?



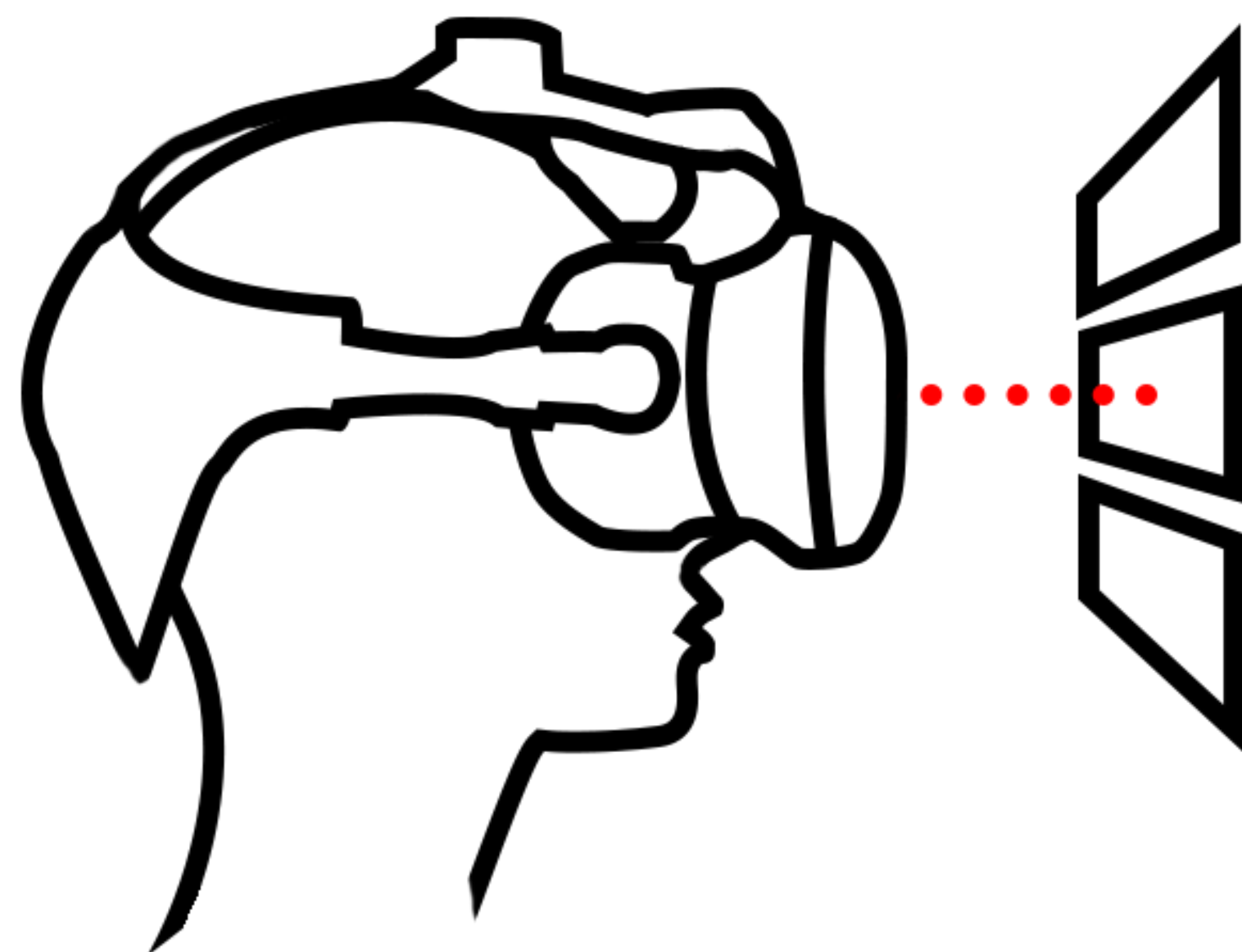
Read option aloud

+ Most natural, preferred - Slowest



Look at option

+ Fastest - Disliked, unnatural



Push in-environment switches

+ Natural - Felt uninvolved in story

