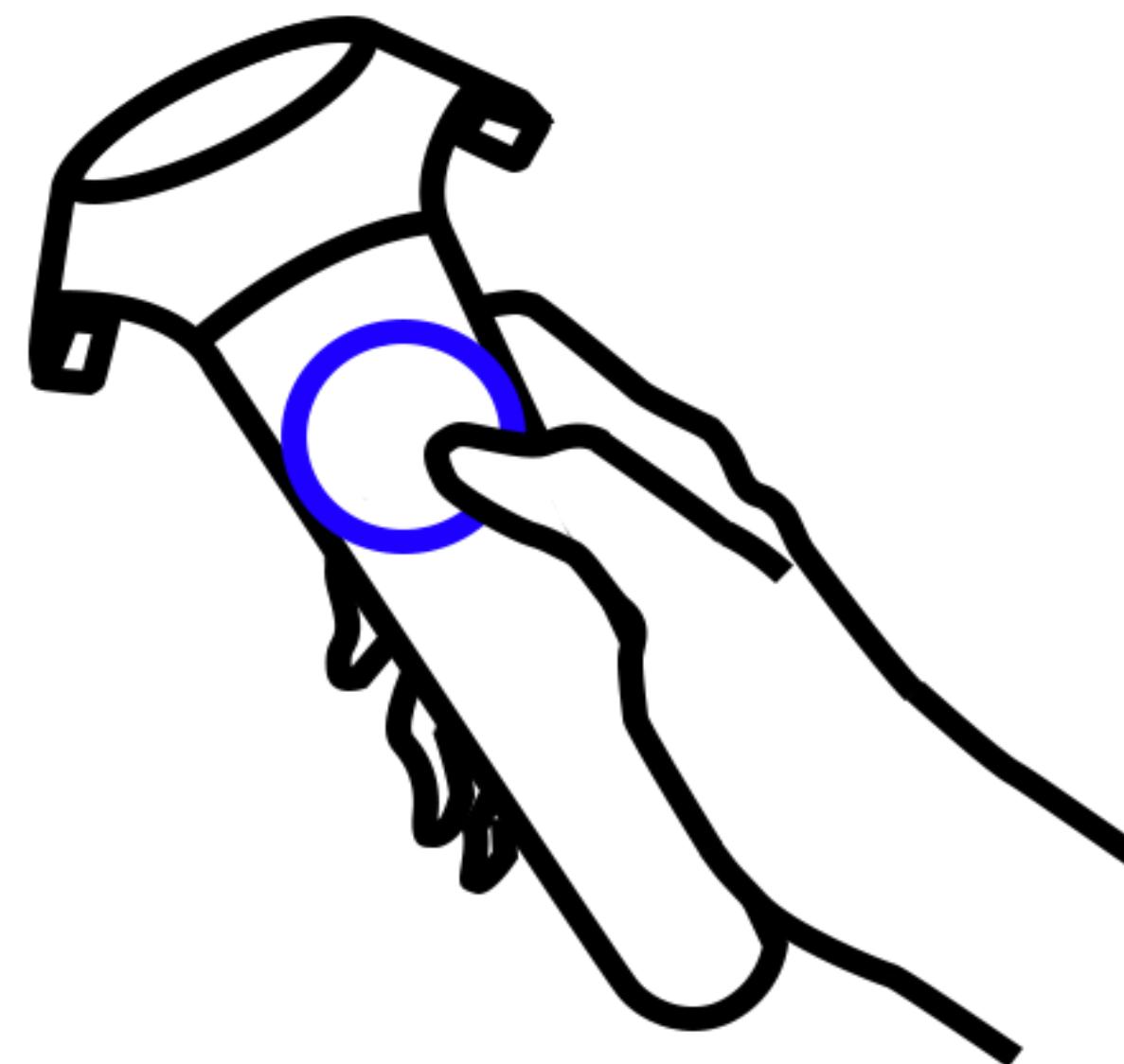


# Conveyor: A Dual-Task Paradigm for Studying VR Dialogue Interfaces

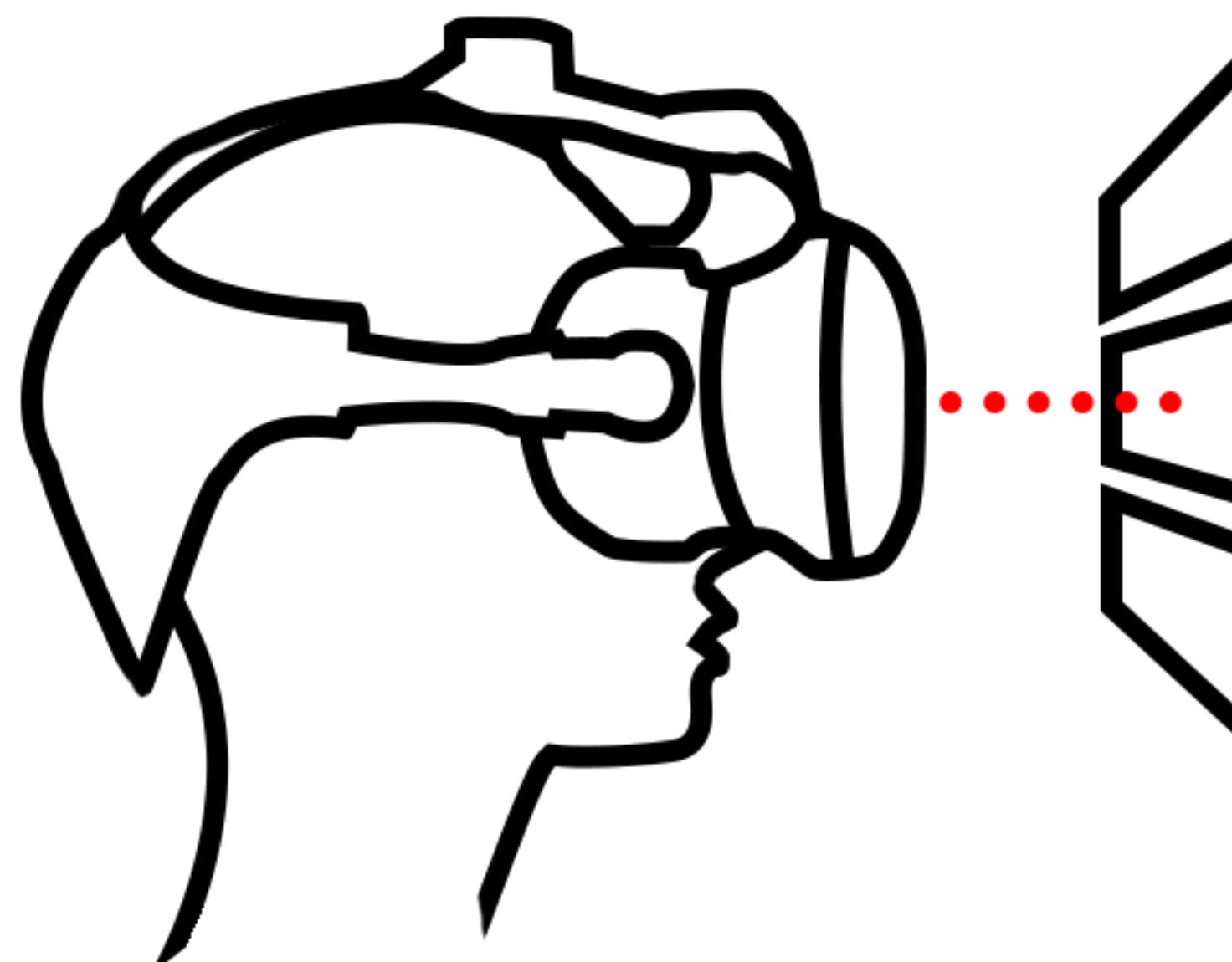
Use controller's touchpad

+ Felt involved in story — Not Natural

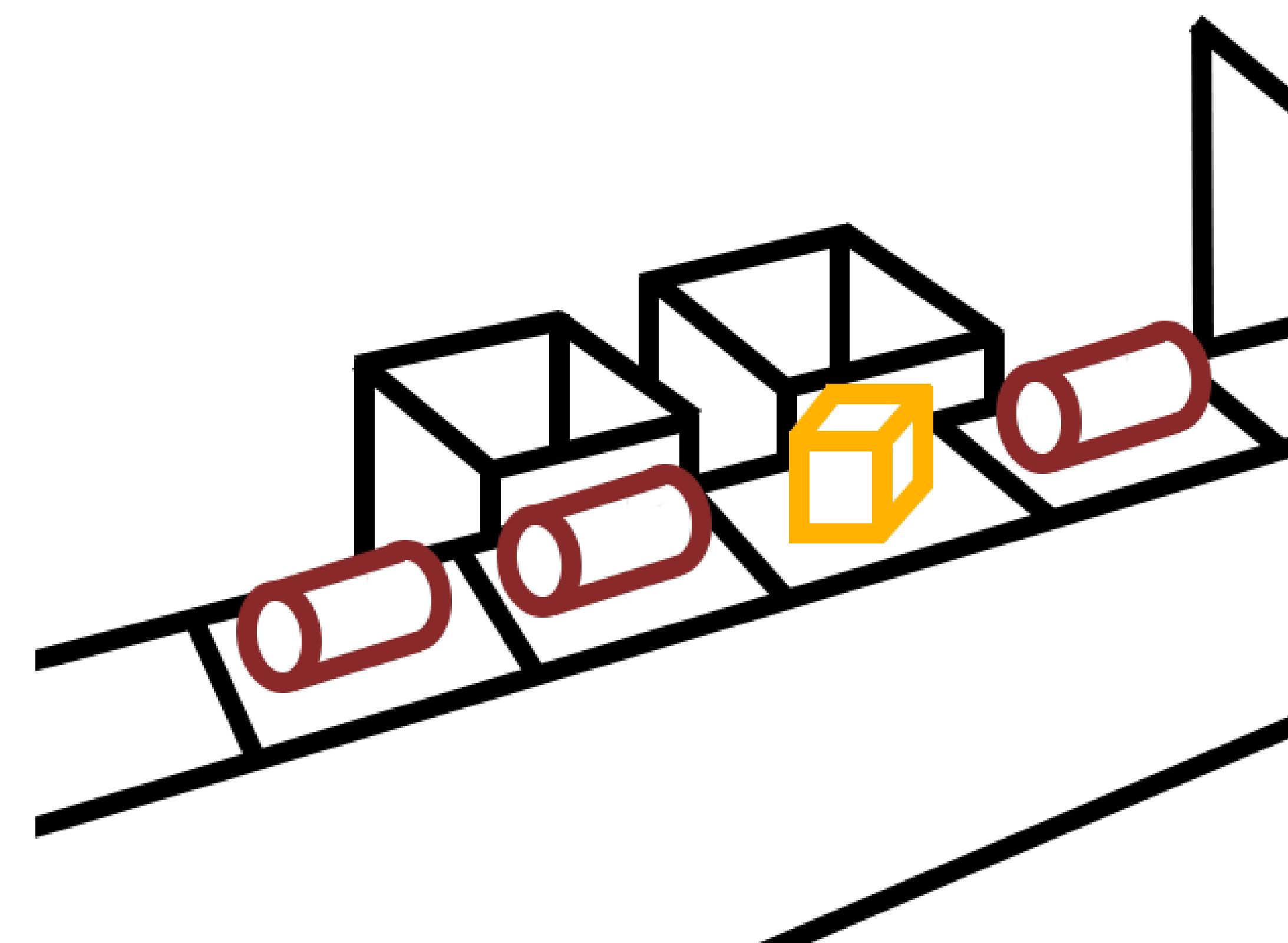


Look at option

+ Fastest — Disliked, unnatural



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



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Read option aloud

+ Most natural, preferred — Slowest

