

An underwater scene featuring a large, dark shark swimming horizontally across the frame. Below the shark, a large school of smaller, silver fish swims in the same direction. The background is a deep blue, with a lighter, greenish-blue area at the bottom, possibly representing a seabed or a light source. The word "immersion" is written in white, lowercase letters in the upper right quadrant.

**immersion**

Do participants feel a sense of immersion in the experience? Is this a sensory immersion or a cognitive immersion? Can both the cognitive and sensory aspects of the experience be immersive?

Does the immersion require special equipment (like goggles or headphones)? Can it be immersive within a space without touching the participants? Can the experience be immersive in subtle ways without any special equipment? Is the story, setting, narrative, action, or interaction sufficiently interesting to support immersion?

Can live actors, sets, lighting, audio, interaction, or other theater techniques help create a sense of immersion?

Is the experience overstimulating?

Do participants have a problem distinguishing the experience from reality? Is this intended or unintended? Does this present a problem?

Is the experience original or is it trying to simulate reality? Is the experience sufficiently immersive to accomplish a simulation of reality?