

# Presence Questionnaire – Versão Portuguesa<sup>1</sup>

## *Cálculo das componentes de presença*

$$\mathbf{Involvement} = \frac{\text{Item 2} + \text{Item 4} + \text{Item 12} + \text{Item 13} + \text{Item 14}}{5}$$

$$\mathbf{Natural} = \frac{\text{Item 1} + \text{Item 3} + \text{Item 5}}{3}$$

$$\mathbf{Interface Quality} = \frac{(-1 * \text{Item 15} + 8) + (-1 * \text{Item 16} + 8)}{2}$$

$$\mathbf{Resolution} = \frac{\text{Item 9} + \text{Item 10}}{2}$$

$$\mathbf{Auditory} = \frac{\text{Item 6} + \text{Item 7}}{2}$$

$$\mathbf{Haptic} = \frac{\text{Item 8} + \text{Item 11}}{2}$$

$$\mathbf{Immersion} = \frac{\text{Item 17} + \text{Item 18} + \text{Item 19} + \text{Item 20} + \text{Item 21}}{5}$$

$$\mathbf{Overall} = \frac{\text{Item 1} + \dots + \text{Item 21}^*}{21}$$

\* Os itens 15 e 16 devem ser invertidos usando a fórmula  $(-1 * \text{Item} + 8)$

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<sup>1</sup>Sempre que aplicado, o questionário deve ser citado Vasconcelos-Raposo, J., Melo, M., Barbosa, L., Teixeira, C., Cabral, L., & Bessa, M. (2021). Assessing presence in virtual environments: adaptation of the psychometric properties of the Presence Questionnaire to the Portuguese populations. *Behaviour & Information Technology*, 40(13), 1417-1427.