

Explanation to the data set “Data from a VR experiment on the effect of error attribution and body representation on sensorimotor adaptation”

Variables

Column	Description
Group (char)	Experimental groups: Control, Misinformation, Arrow.
Magnitude (dec)	Magnitude of the aftereffect – baseline-corrected horizontal distance between pointer and target in cm of the first trial in the de-exposure phase
Persistence (dec)	Persistence of the aftereffect - mean of the absolute values of the baseline-corrected horizontal distances between pointer and target in cm of the remaining 29 trials in the de-exposure phase
B31 - B40 (dec)	Horizontal distances between pointer and target in cm during the baseline phase
E1-E35 (dec)	Horizontal distances between pointer and target in cm during the exposure phase
D1-D30 (dec)	Horizontal distances between pointer and target in cm during the de-exposure phase
Gender (char)	Stated gender of the participant
Age (int)	Stated age of the participant at the time of the testing
VR (dec)	Stated previous experience in virtual reality in hours at the time of the testing
SubjPerf (dec)	<p>Stated subjective performance of the participant compared to the performance of potential other participants on a continuous scale from 0 (“below average”) to 10 (“above average”).</p> <p>(“For all participants, the virtual environment is shifted during testing. How do you rate your performance compared to the other participants?”)</p>
AttrMe (dec)	<p>Stated assignment of the movement error to oneself on a continuous scale from 0 (“The movement error was not due to me.”) to 10 (“The movement error was due to me.”).</p> <p>(“During the experiment, your virtual environment was shifted and you had to readjust your movement accordingly. Classify the reason for the movement error on</p>

	the following scales:”)
AttrSys (dec)	<p>Stated assignment of the movement error to the VR application on a continuous scale from 0 (“The movement error was not due to the VR app.”) to 10 (“The movement error was due to the VR app.”).</p> <p>(“During the experiment, your virtual environment was shifted and you had to readjust your movement accordingly. Classify the reason for the movement error on the following scales:”)</p>
RealPointer (dec)	<p>Stated realism of the pointer compared to the VR environment on a continuous scale from 0 (“not very realistic”) to 10 (“very realistic”).</p> <p>(“How realistic would you rate the representation of the pointer in VR compared to the rest of the VR environment?”)</p>
Tiredness (int)	Stated current condition of the participant on a 5-point-scale (1 = lively, 3 = neutral, 5 = tired).
Baseline (dec)	Mean horizontal distance between pointer and target in cm during the baseline phase (B31-B40).

Target positions

Baseline (B31 – B40) - 10 Pointing movements

1) left 2) bottom 3) top-right 4) top 5) bottom 6) bottom 7) top 8) bottom-right 9) bottom-left 10) middle

Exposure (E1 – E35) - 35 Pointing movements

1) middle 2) top-left 3) middle 4) right 5) bottom 6) right 7) left 8) bottom-left 9) middle 10) right 11) top-left 12) bottom 13) top 14) top-right 15) left 16) middle 17) top-right 18) bottom-left 19) top 20) top-left 21) left 22) top-left 23) right 24) bottom 25) top-left 26) top-right 27) bottom 28) bottom-left 29) bottom 30) top-right 31) top-right 32) bottom-left 33) middle 34) top-right 35) top

De-Exposure (D1 – D30) - 30 Pointing movements

1) bottom-right 2) top-right 3) bottom 4) middle 5) top-right 6) right 7) bottom-right 8) bottom 9) middle 10) bottom 11) bottom 12) right 13) middle 14) bottom 15) bottom-left 16) top-right 17) bottom-right 18) left 19) bottom-left 20) top-left 21) bottom-right 22) top 23) top 24) bottom 25) left 26) bottom-right 27) right 28) right 29) top 30) left

Schematic illustration of all possible target points:

