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Terms & Definitions

- A social network requires servers that coordinate connections and data transfer amongst clients.
- A platform is the collection of servers, clients, software, and services that are required to make the aforementioned connections.
- Unity game engine is the primary creation tool used by VR developers.
- C# is the primary coding language of the Unity game engine.
- APK is an Android Package Kit which is the primary file format used on HMDs.
- 3D models are three dimensional representations used to portray real-world and conceptual visuals.
- Blender, Maya, and 3DS Max are software used to create 3D models.
- Avatars are electronic representations of a computer user.
- An experience is a specific activity the user performs in a module or project.
- Head mounted display (HMD) is a VR device (e.g., Meta Quest, Vive Focus, Pico Neo) that blocks out the real world and provides a fully immersive experience for the user.
- 2D clients are desktop VR applications and can be exported either as an executable file (.exe) or online as WebGL.
- Distributive is a collaboration where the users are separated by space and in different physical locations.
- Collocated is a collaboration where the users share the same physical location, and the virtual environment is mapped on top of the physical environment.