Acceptance by coaches of immersive virtual reality for improving sport performance
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1 - Introduction

<table>
<thead>
<tr>
<th>VR training</th>
<th>sport performance(1)</th>
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<tbody>
<tr>
<td>No-acceptance</td>
<td>Threat(2)</td>
</tr>
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</table>

Acceptance of VR in sport

- Well accepted by athletes before a first use(4)
- Coaches seem to have the most influence on athletes(5)
- No study specifically on coaches’ acceptance

Acceptance of technologies

- The tendency to be more or less favourable to the use of a technology before or/and after use(3).
- External variables
- Perceived usefulness
- Perceived ease of use
- Perceived enjoyment
- Intention to use

3 - Results

Structural Equation Modeling

Our TAM variables

- Perceived Usefulness for Coaching (PUC)
- Perceived Usefulness for Athletes (PUA)
- Perceived Ease Of Use (PEOU)
- Perceived Enjoyment (PE)
- Intention To Use (ITU)
- Job Relevance (JR)

Perceived usefulness for coaching
- Perceived enjoyment
- Perceived ease of use
- Perceived usefulness for athletes

- Job relevance
- Intention to use

35000

- SRMR = .048
- TLI = .999
- CFI = .999
- RMSEA = .046

\( R^2 = .809 \)

\( F(120, N = 239) = 180.78 \)

\( p < .001 \)

\( \chi^2 = 1.51 \)

\( \nu = .077 \)

\( \omega = .796 \); \( .944 \)

\( \eta = .775 \)

- ** p < .01; *** p < .001

2 - Methods

- 239 coaches (40.1 ± 11.7 y) Different sports and competition levels
- Online TAM questionnaires 5-level Likert scale

Structural Equation Modeling

Student’s t-Test ANOVAs

4 - Discussion

Main results

- TAM is validated among coaches for the use of VR in sport
- Coaches accept VR headset before a first use

Perspectives

- study of acceptance before use in specific sports
- study of acceptance after use

5 - Références


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