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Acceptance by coaches of immersive virtual reality for improving sport performance

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1 - Introduction

<table>
<thead>
<tr>
<th>Virtual reality (VR) and sport</th>
<th>Acceptance of technologies</th>
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<tbody>
<tr>
<td>VR training</td>
<td>The tendency to be more or less favourable to the use of a technology before or/and after use[3].</td>
</tr>
<tr>
<td>No-acceptance</td>
<td></td>
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</tbody>
</table>

Acceptance of VR in sport
- Well accepted by athletes before a first use[4]
- Coaches seem to have the most influence on athletes[3]
- No study specifically on coaches’ acceptance

<table>
<thead>
<tr>
<th>Objectives</th>
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<tbody>
<tr>
<td>(1) Test the Technology Acceptance Model with coaches to investigate their acceptance before a first use</td>
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<tr>
<td>(2) Examine the coaches’ level of acceptance of VR headset before a first use</td>
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<tr>
<td>(3) Compare coaches acceptance before a first use according to their level of competition</td>
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</tbody>
</table>

2 - Methods

- 239 coaches (40.1 ± 11.7 yo) Different sports and competition levels
- Online TAM questionnaires 5-level Likert scale
- 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)
- TAM variables structural equation modeling

3 - Results

Structural Equation Modeling

Perceived usefulness for coaching
Perceived usefulness for athletes
Perceived ease of use
Perceived enjoyment
Intention to use

t-test and 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