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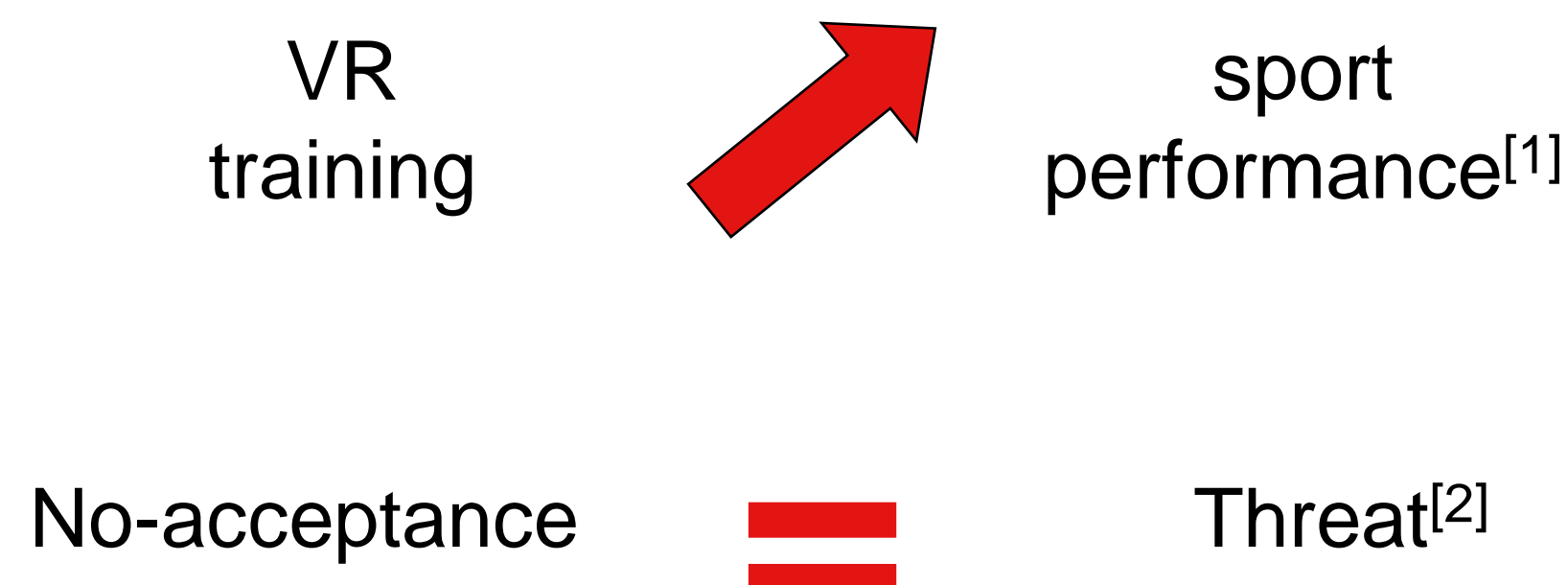
Acceptance by coaches of immersive virtual reality for improving sport performance

Devrièse-Sence¹, A., Chomienne¹, L., Bossard², M., Verhulst³, E., Kulpa³, R., Montagne¹, G., & Mascret¹, N.

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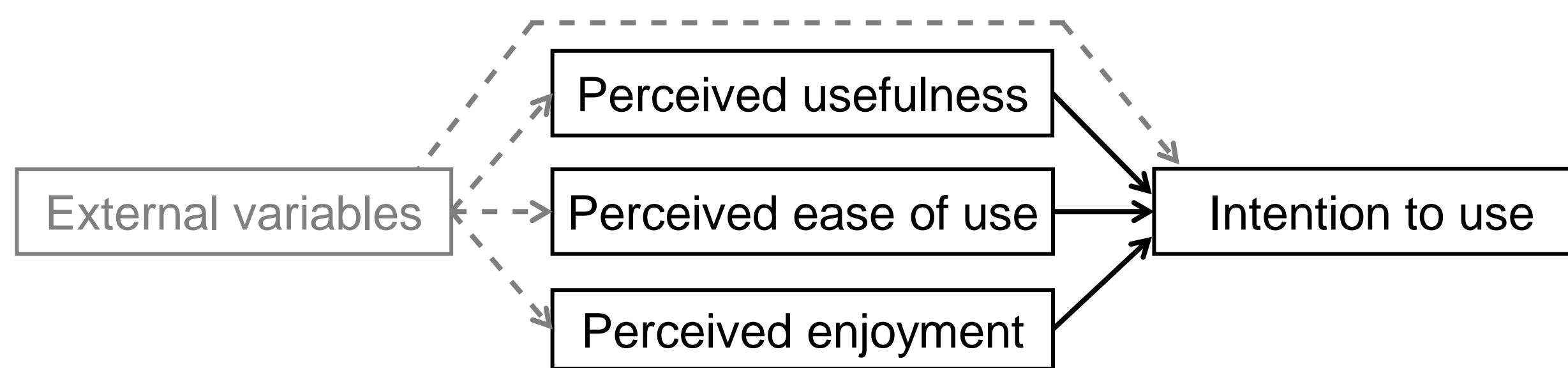
1 - Introduction

Virtual reality (VR) and sport



Acceptance of technologies

The tendency to be more or less favourable to the use of a technology before or/and after use^[3].



Objectives

- (1) Test the Technology Acceptance Model with coaches to investigate their acceptance before a first use
- (2) Examine the coaches' level of acceptance of VR headset before a first use
- (3) Compare coaches acceptance before a first use according to their level of competition

Acceptance of VR in sport

Well accepted by athletes before a first use^[4]

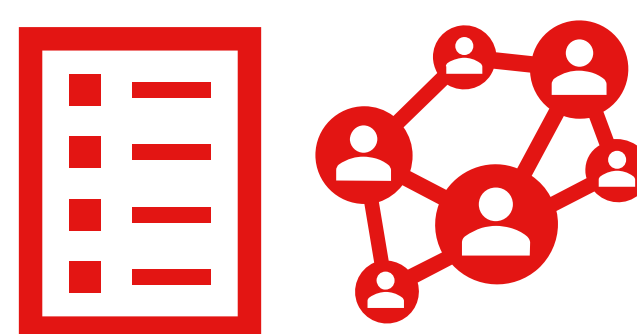
Coaches seem to have the most influence on athletes^[5]

No study specifically on coaches' acceptance

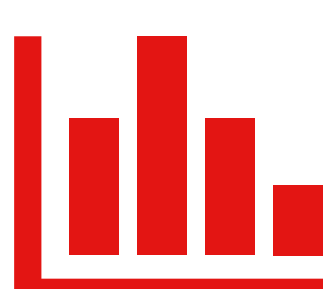
2 - Methods



239 coaches
(40.1 ± 11.7 yo)
Different sports and competition levels



Online TAM questionnaires
5-level Likert scale



Structural Equation Modeling
Student's t-test
ANOVAs

Our TAM variables

Perceived Usefulness for Coaching (PUC)

Perceived Usefulness for Athletes (PUA)

Perceived Ease Of Use (PEOU)

Perceived Enjoyment (PE)

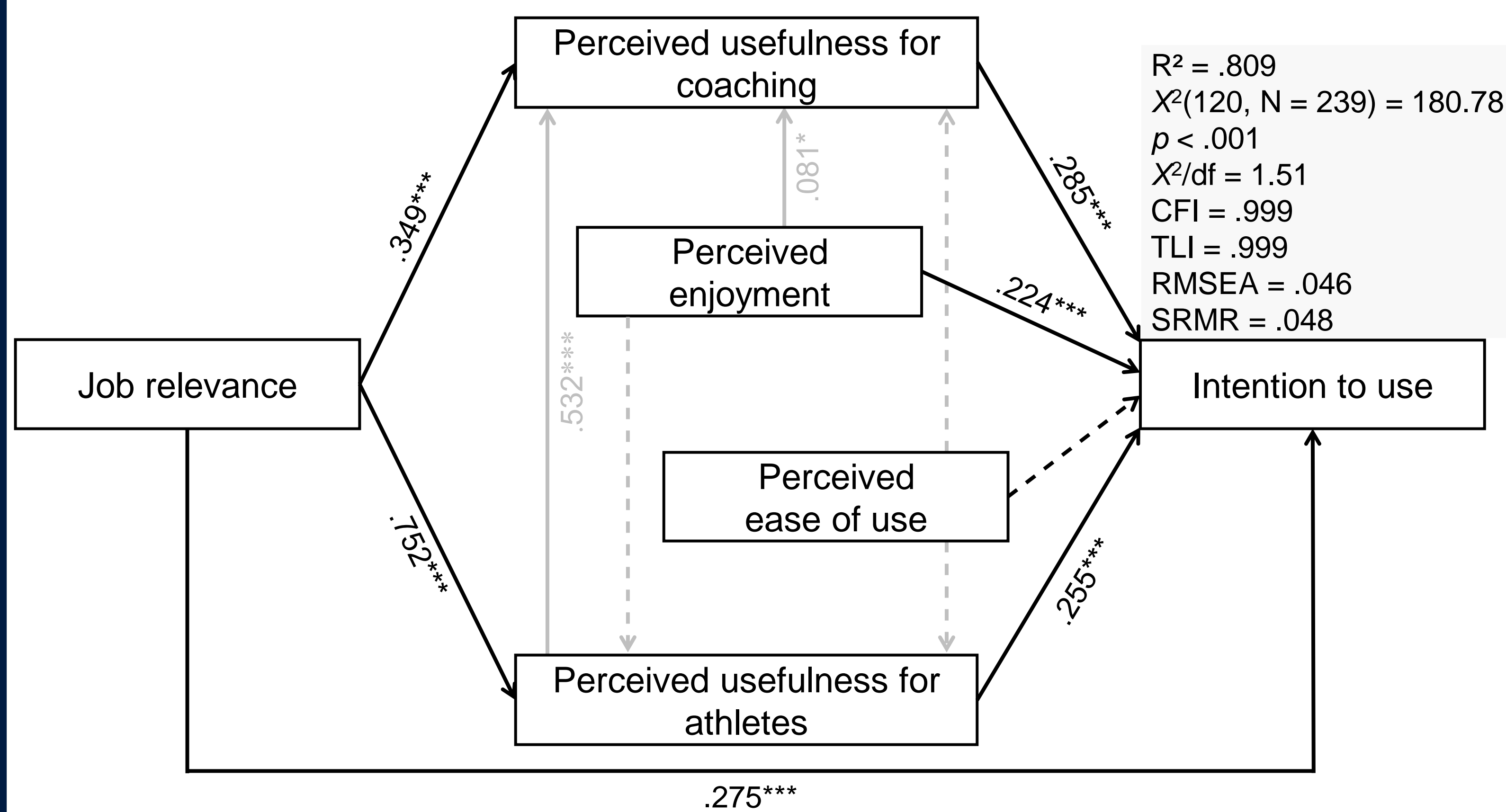
Intention To Use (ITU)

Job Relevance (JR)

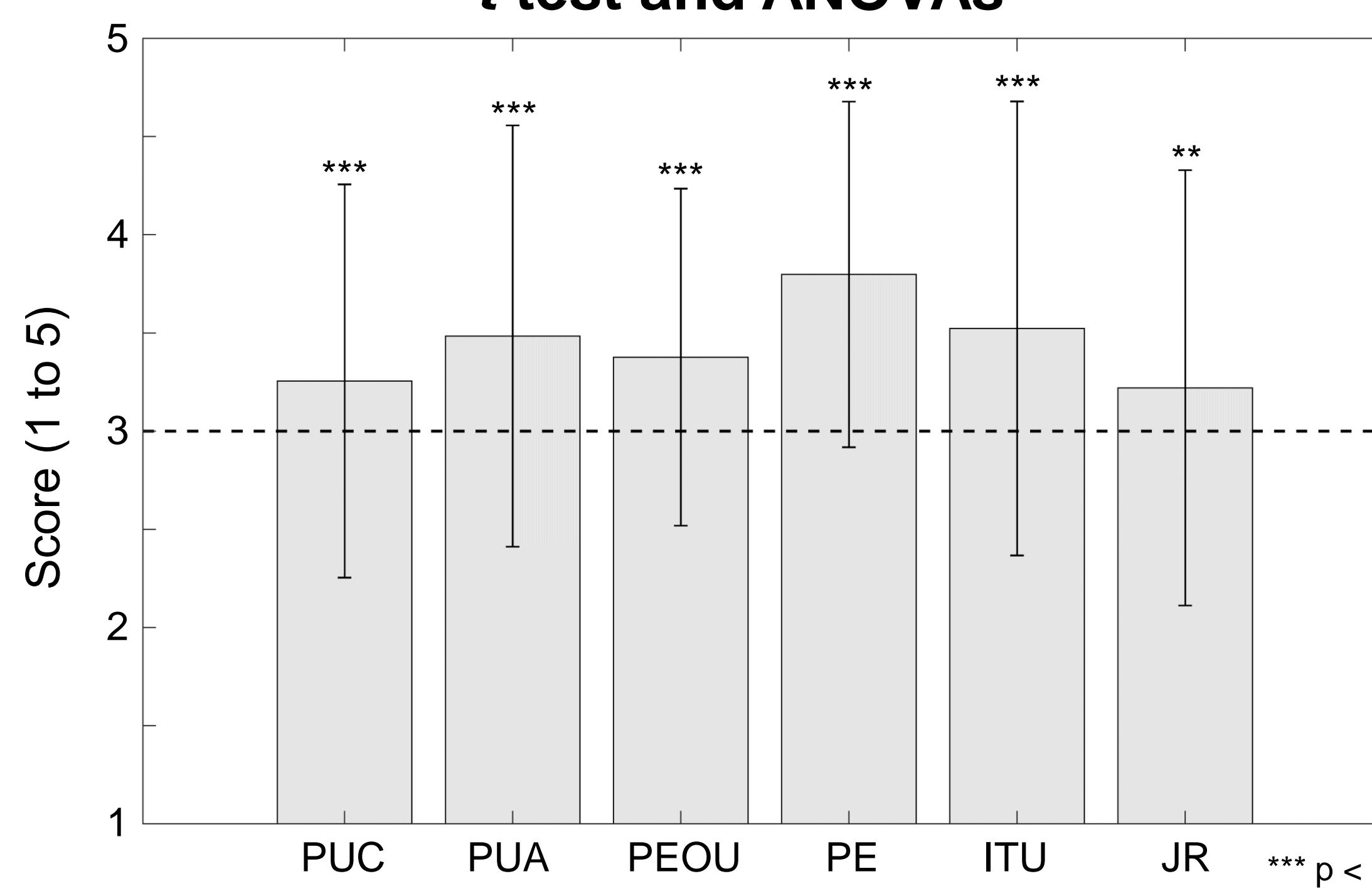
$\omega \in [.796 ; .944]$

3 - Results

Structural Equation Modeling

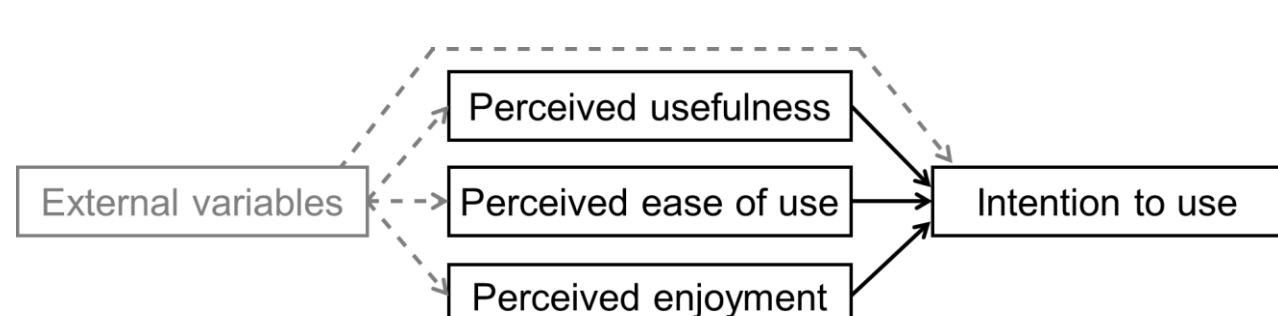


t-test and ANOVAs



4 - Discussion

Main results

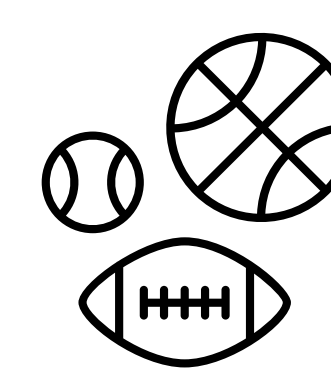


TAM is validated among coaches for the use of VR in sport



Coaches accept VR headset before a first use

Perspectives



study of acceptance **before use** in specific sports



study of acceptance **after use**

5 - Références

- [1] Michalski, S. C., Szpak, A., et Loetscher, T. (2019a). Using Virtual Environments to Improve Real-World Motor Skills in Sports : A Systematic Review. *Frontiers in Psychology*, 10, 2159. <https://doi.org/10.3389/fpsyg.2019.02159>
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