



Figure 6: Top-down view of the virtual museum arrangements. Dark blue floors indicate areas accessible to users, while red areas are inaccessible. The environment has two impossible spaces arrangements, and the next arrangement is triggered when the user turns at the end of a corridor. Users begin at the starting location, and move into the first corridor. The room's layout shifts to the second arrangement as they turn the corner of the corridor, where a new artifact instantiates, or takes the place of the previous one, at a fixed location in the center. Since they are turning around the corner, they do not notice the new artifact nor the changes in the room layout. After spending some time with the artifact in the middle of the room, they proceed to the second corridor. Again, at the corner of the corridor, the next artifact replaces the previous artifact and the layout returns to the first arrangement. This is repeated until all artifacts have been visited.

Table 2: Statistical test results from six recall tests: Free Recall, Name Recognition, Audio Detail, Visual Detail, Variation, and Order.

Factor	Measure	dF_G	dF_E	F	p	η_p^2	Post-Hoc
6* Locomotion (2)	Free Recall	1	21	1.339	0.26	0.06	N/A
	Name Recognition	1	21	0.096	0.760	0.005	N/A
	Audio Detail	1	21	1.415	0.247	0.063	N/A
	Visual Detail	1	21	0.831	0.372	0.038	N/A
	Variation	1	21	0.884	0.358	0.04	N/A
	Order	1	21	2.392	0.137	0.102	N/A
6*Period of Time (2)	Free Recall	1	21	0.140	0.712	0.007	N/A
	Name Recognition	1	21	1.132	0.299	0.051	N/A
	Audio Detail	1	21	6.407	0.019	0.234	Immediate > 24 hours
	Visual Detail	1	21	5.172	0.034	0.198	Immediate > 24 hours
	Variation	1	21	2.1	0.162	0.091	N/A
	Order	1	21	12.165	<0.001	0.419	Immediate > 24 hours
6* Locomotion (2) * Period of Time (2)	Free Recall	1	21	1.565	0.225	0.069	N/A
	Name Recognition	1	21	1.487	0.236	0.066	N/A
	Audio Detail	1	21	0.811	0.378	0.037	N/A
	Visual Detail	1	21	0.028	0.868	0.001	N/A
	Variation	1	21	0	1	0	N/A
	Order	1	21	0.656	0.427	0.03	N/A

Table 3: Statistical test results for the perceived Confidence per Response and Response Time, and Overall Perceived Performance.

Factor	Measure	dF_G	dF_E	F	p	η_p^2	Post-Hoc
6* Locomotion (2)	Confidence per Recall Question	1	21	48.93	<0.001	0.730	Walking > Teleportation
	Response Time per Recall Question	1	21	0.433	0.518	0.020	N/A
	Overall Perceived Performance	1	21	57.121	<0.001	0.731	Walking > Teleportation
3*Period of Time (2)	Confidence per Recall Question	1	21	6.141	<0.001	0.518	Immediate > 24 hours
	Response Time per Recall Question	1	21	0.328	0.573	0.015	N/A
	Overall Perceived Performance	1	21	4.278	0.061	0.169	N/A
3* Locomotion (2) * Period of Time (2)	Confidence per Recall Question	1	21	0.12	0.733	0.006	N/A
	Response Time per Recall Question	1	21	0.993	0.33	0.045	N/A
	Overall Perceived Performance	1	21	4.158	0.054	0.165	N/A