Supplemental Material:

Crossmodal perception in immersive environments

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A Screenshots of the slides with instructions during the experiments

Thanks for taking part in these experiments

You will perform the first experiment with the Oculus device and the second experiment on this screen

Left click to continue

Figure S.1: *Screenshot of the slide introducing each of the blocks in Experiment 1.*

In this experiment you will see two spheres moving towards each other

After each movement you will have to answer whether they streamed or bounced

Left click to continue

Figure S.2: *Screenshot of a slide with instructions in Experiment 1.*



Figure S.3: Screenshot of a slide with the main question for the Experiment 1. This slide appeared after every trial and participants had to click with the mouse to provide their answer.



Figure S.4: *Screenshot of a slide explaining the training with spheres at different depths in Experiment 1.*



Figure S.5: Screenshot of a slide with the question for the training in Experiment 1. This slide appeared after every trial of the training and participants had to click with the mouse to provide their answer.

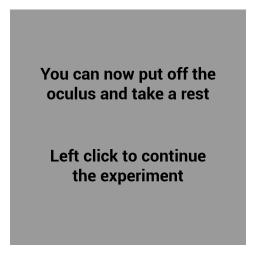


Figure S.6: Screenshot of a slide that appeared during the experiment with the HMD to indicate the user that he/she could take off the device and take a rest.



Figure S.7: Screenshot with instructions for Experiment 2. In order to keep the more realistic appearance, the slide now appeared in a frame on the wall in the back of the room.



Figure S.8: Screenshot of the last slide of the experiment, indicating that the participant has finished.