Supplementary materials - list of survey items with factor loadings

All items were assessed at a 7-point Likert scale from 1 ("Completely disagree") to 7 ("Completely agree).

Theoretical construct with respective items	Item loading
Performance expectancy	
PE1 - Using virtual reality in my courses would be useful for teaching my	.877
courses	
PE2 - Using virtual reality enables me to achieve the goals for my students	.865
more quickly	
PE3 - Using virtual reality increases the productivity of my courses	.849
PE4 - Using virtual reality will invigorate my position at school (dropped)	.491
Effort expectancy	
EE1 - My interaction with virtual reality technology would be clear and	.664
understandable	
EE2 - It would be easy for me to become skillful at using virtual reality	.836
EE3 - I would find virtual reality easy to use	.776
EE4 - Learning to operate virtual reality is easy for me	.837
Social influence	050
SI1 - People who influence my behavior think that I should use virtual reality	.859
in my courses	0.07
SI2 - People who are important to me think that I should use virtual reality	.837
SI3 - The school management is helpful in the use of virtual reality	.545
SI4 - In general, the school management supports the use of virtual reality	.587
SI5 - People whose opinions I value prefer that I use virtual reality (UTAUT2	.886
only)	
Facilitating conditions	000
FC1 - I have the resources necessary to use virtual reality in my courses	.833
FC2 - I have the knowledge necessary to use virtual reality in my courses	.605
FC3 - Virtual reality is not compatible with other systems I use (dropped)	171
FC4 - A specific person or service is available for assistance with virtual	.448
reality difficulties	
Hedonic motivation	754
HM1 - Using virtual reality is fun	.751
HM2 - Using virtual reality is enjoyable	.868
HM3 - Using virtual reality is very entertaining	.714
Personal innovativeness	045
PI1 - If I hear about a new information technology, I would look for ways to	.815
experiment with it	770
PI2 - Among my peers, I am usually the first to try out new information	.772
technologies	054
PI3 - In general, I am hesitant to try out new information technologies	.851
PI4 - I like to experiment with new information technologies	.631
Behavorial intention to use	0.40
BI1 - I intend to use virtual reality in the next 6 months	.949
BI2 - I predict I would use virtual reality in the next 6 months	.934
BI3 - I plan to use virtual reality in the next 6 months	.953