Encoded information:

Dimension		Code	Item
Sensory Experience	Immersive Experience (IE)	IE1	The exhibition hall's space is very realistic, giving me an immersive feeling.
		IE2	I can move freely through the exhibition hall just like in the real world.
		IE3	The experience of interacting with the virtual guide in the exhibition hall is just like in the real world.
		IE4	The design of the cultural stories with different themes in the exhibition hall makes me feel immersed.
	Interactive Experience (INTER)	INTER1	The museum's interactive interface instructions are clear, easy to understand, and user-friendly.
		INTER2	The museum's interface is easy to use and smooth.
		INTER3	In the museum, I can enjoy the visit through interactions with the surrounding environment (such as virtual guides, music, lighting effects, etc.).
		INTER4	In the museum, I can enjoy the visit through interactions with virtual characters on different themes.
	Intelligent Experience (INTEL)	INTEL1	The intelligent voice narration of the exhibits helps me understand the collection.
		INTEL2	The intelligent virtual human function in the museum integrates the latest scientific technology.
		INTEL3	For me, the application of intelligent technology in the museum is an innovative experience.
		INTEL4	The stimulation of the senses (such as kinesthesia, vision, touch, hearing, etc.) by intelligent technology in the museum enhanced my experience.
Perceived Experience	Aesthetics (AE)	AE1	The cultural transformation of the collection exhibits a unique aesthetic beauty.
		AE2	The overall design of the gallery possesses a great visual aesthetic.
		AE3	The collection and the gallery itself showcase the

			unique charm of Eastern aesthetics.
		AE4	This experience provided me with a sense of artistic enjoyment.
	Entertainment (EN)	EN1	The stylistic design of the collection is quite interesting.
		EN2	Exploring the collection's potential functionality is interesting to me.
		EN3	The entire digital gallery is playable.
	Knowledge (KN)	KN1	Through visiting the gallery, I can deeply feel the cultural significance of the collection.
		KN2	Through visiting the gallery, I can learn about traditional culture.
		KN3	Digital collectibles stimulate my thinking about culture and captivate me with their charm.
		KN4	The digital collectibles in the museum serve the function of carrying cultural knowledge.
Affective Experience	Emotional Attitude (EA)	EA1	I enjoy entering this digital museum for a visit.
		EA2	I yearn to experience digital museums frequently.
		EA3	I look forward to owning similar digital collectibles.
		EA4	The entire visiting experience fascinated me.
		EA5	The whole visiting experience gave me a desire to explore.
	Self- efficacy (SE)	SE1	Being able to use the equipment to experience the museum made me feel confident.
		SE2	Being able to operate the equipment for the experience skillfully gave me a great sense of achievement.
		SE3	Visiting the gallery helped me alleviate anxiety and release stress.
Action Experience	Behavioral Intention	BI1	I will collect the items in the digital gallery.
		BI2	I plan to continue experiencing this gallery using

(BI)		more cutting-edge equipment in the future.
	BI3	I will let others know that I have experienced this digital collection.
	BI4	I will recommend that others experience this digital collection.