# Spotify XR Studios – User Testing Questionnaire

Participant Name: Anya W

Prototype Tested: Spotify XR Studio (Unity Prototype)

Testing Method: Interactive Prototype (Unity XR Simulator)

## Test Questions and Responses

Q: Did the cue button respond when pressed?

A: Yes

Comment: There was a slight delay before activation but consistent.

Q: Was the interface easy to use?

A: Yes

Comment: Layout was intuitive and controls were natural.

Q: Did the decks switch smoothly between tracks?

A: Yes

Comment: Minor delay but generally responsive.

Q: Was the audio playback quality good?

A: Yes

Comment: Sound quality was clear and realistic.

Q: Did volume controls respond accurately?

A: No

Comment: Did not work, was not implemented

Q: How would you rate your experience of the prototype?

A: 8.5

Comment: Great interaction flow and visuals. Mixing works well but volume control needs a bit more precision.

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End of Questionnaire  
Spotify XR Studios Prototype Testing Session