# Spotify XR Studios – User Testing Questionnaire

Participant Name: Chong Xue

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: Responsive and precise control feel.

Q: Was the interface easy to use?

A: Yes

Comment: Controls clear and easy to understand.

Q: Did the decks switch smoothly between tracks?

A: No

Comment: Switching decks reset playback occasionally.

Q: Was the audio playback quality good?

A: Yes

Comment: Excellent sound fidelity and timing.

Q: Did volume controls respond accurately?

A: No

Comment: No volume adjustments controls working

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

A: 9

Comment: Really smooth and immersive. the deck and cue controls felt natural. Just needs audio mixing to be perfect.

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End of Questionnaire  
Spotify XR Studios Prototype Testing Session