# Spotify XR Studios – User Testing Questionnaire

Participant Name: Hing Yung

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: Smooth interaction and good feedback on cue press.

Q: Was the interface easy to use?

A: Yes

Comment: Visually appealing and functional.

Q: Did the decks switch smoothly between tracks?

A: Yes

Comment: Transitions worked fine between most tracks.

Q: Was the audio playback quality good?

A: Yes

Comment: High quality sound with no distortion.

Q: Did volume controls respond accurately?

A: No

Comment: Volume slider did not work and no control

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

A: 6

Comment: Interesting idea, but controls sometimes lagged. The interface needs clearer cues for when actions register.

End of Questionnaire  
Spotify XR Studios Prototype Testing Session