# Spotify XR Studios – User Testing Questionnaire

Participant Name: Jialiang He

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: Deck B occasionally didn’t register the first press.

Q: Was the interface easy to use?

A: Yes

Comment: Buttons and dials were well placed and clear.

Q: Did the decks switch smoothly between tracks?

A: No

Comment: Sometimes Deck B would not load correctly.

Q: Was the audio playback quality good?

A: Yes

Comment: Music played well once loaded correctly.

Q: Did volume controls respond accurately?

A: No

Comment: Volume control did not work once the track was active.

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

A: 7

Comment: Fun concept, but the deck switching feels inconvenient. Could use better feedback when songs are loaded.

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End of Questionnaire  
Spotify XR Studios Prototype Testing Session