

[Group Heuristic Evaluation](#)

We made changes to our prototype based on the group heuristic evaluation linked above. As our prototype is a VR app, we cannot provide a link for people to freely use it, but we have recorded a video of the latest build (May 27, 2019).

[Pre-test survey](#)

[Post-test survey](#)

[Video](#)

Main changes:

- Mechanic character more humanlike (instead of zombie)
- Mechanic character moves when speaking
- User's car is no longer overlapping user's position
- Added pre- and post-test Qualtrics surveys to gather user data about perception of the scenario (manipulation check, foreign language anxiety scale based on literature)
- Added more prerecorded responses for mechanic ("I see.", "Got it.", etc.)
- Reworked line about handing over keys
- Added rental cars
- Add visual feedback for when the mechanic is "thinking"
- Two conditions for intro text (Your partner is controlled by another human / Your partner is AI)

Priority list for future changes:

- Splash screen before starting the scenario
- Ability for user to mark goals as completed
- Language support tools within the scenario