

Observations from User Testing

During the final week of class, I conducted testing sessions for my VR interaction project with a total of **5 participants**. Each session included a set of **3 post-test questions** to assess their impressions of the proximity triggers in my application as well as former experience in VR. (I misread the document and only did the post questions not the pre questions, my bad)

Pre-Test Questions and Responses

1. **How well do you think the proximity triggers worked?**
 - Most participants reported that the proximity triggers functioned well, with some noting minor adjustments needed (e.g., height of the triggers).
 - A few mentioned that they experienced no significant issues, indicating a generally positive response to the functionality.
2. **What applications/games do you see this being used in?**
 - Participants suggested a variety of applications, including:
 - Puzzle games (several participants highlighted this as a fitting use case).
 - Horror games, which benefit from proximity elements to enhance tension.
 - Rhythm games, particularly for sound bars and interactions based on vector speed.
 - Exploration games, emphasizing triggers for environmental interactions.
3. **What VR experience did you have prior to this class?**
 - Responses varied widely, from minimal experience with standard games (like Superhot and Beat Saber) to some involvement in VR development.
 - A few participants had only casual exposure to VR through friends or arcades, indicating that most were relatively new to immersive experiences.

Post-Test Questions and Summary of Feedback

1. **How well do you think the proximity triggers worked?**
 - Overall, participants reiterated that the triggers worked effectively, with specific mentions of minor issues such as the need for increased height for certain triggers.
 - A common theme was the smooth operation and reliable responsiveness of the triggers, contributing to a positive user experience.
2. **What applications/games do you see this being used in?**
 - Participants identified potential uses across different game genres, including puzzle games and UI applications for sliders.
 - The generic nature of proximity interactions was noted, suggesting versatility across various game types.
3. **What VR experience did you have prior to this class?**
 - The majority reported limited VR experience, with a few indicating that their only interactions were with popular titles.

- A few participants expressed that they were beginning to explore more VR interactions through this project, indicating a potential growth in interest in the medium.

Conclusion

The feedback collected from participants provided valuable insights into the effectiveness of the proximity triggers in my VR project. The responses reflected a generally favorable reception, with constructive suggestions for enhancements. Additionally, the testing highlighted the adaptability of proximity triggers across various gaming contexts, reinforcing their potential for diverse applications in the VR landscape.