To find some good questions, we can look through the group 3 project report that is available on moodle.

Magnus said the following in the email: “*The opponents may glance through the preliminary report in advance. The opponents should ask questions on what is unclear, and perhaps suggest improvements or clarifications in the report”.*

Questions to ask the group 3:

Mattias:

I was going to ask group 3 if they have any concrete examples of feedback that they implemented or fixed after having done the user test.

Lovisa:really good theory chapter. It started in a very scientific way and it’s mostly based on relevant research which makes the report credible/ trustworthy. Unfortunately you kind of lost this scientific way of writing in the implementation where tw text started to be more like a notebook with notes. not scientific language anymore we ..overall great structure

Ahmad:

Wisam:

Clément

Question that anyone in our group can ask group 3 based on report:

* One user from the user test said that there is no task inside the VR game/environment, is there any idea of what task or missions to add to this game in the future?
* It says that on Epic graphical quality settings, the measured frames per second (FPS) is quite stable around 45 fps. Are there any suggestions on how to improve this in the future?

Improvement suggestion:

Add numbers to references, there is no reference number on the sources in the reports reference page.

said something in the report that the project was done in order to show that this technique could been used by different functions so they could use it in theri business. Im not really sure how this show how the technique can be used for businesses , mybe to clarify that it would be intrersing to make this project in relation to a business. Now i still dont quite get what it can be used for other than walking around in this world you created.