1.Did you notice a difference between the two conditions, and if so, what was the

difference?

2.Which did you find easier to use, and why?

3.Are there any issues that you still experience in the task?

**001**  
  
1.Did you notice a difference between the two conditions, and if so, what was the difference?

Yes. Some of the tests changed, such as the position of the dragging blocks and the required values for sliders.

2.Which did you find easier to use, and why?

Yes. The first one was too sensitive in terms of the control movement. While the second trial seemed more user-friendly. There was no need to take more effort in dragging items.

3.Are there any issues that you still experience in the task?

⁃ Not quite friendly for shortsighted people, the VR set cannot adjust the clarity to adapt this kind of users, resulting in a blurred view.

⁃ The motion was too sensitive and there was no instruction of how to stop the movement, especially in the slider part.

**003**

1.Did you notice a difference between the two conditions, and if so, what was the difference?

it’s easier to do the drag and drop with classifier, slider feels the same.

When sketching, the performance is better with classifier

2.Which did you find easier to use, and why?

With a classifier. Easier to control, less mistake.

3.Are there any issues that you still experience in the task?

Slider is difficult to use. Hard to use the one with more sensitivity.

004

1.Did you notice a difference between the two conditions, and if so, what was the difference?

Drag and drop and sketching is more obvious, especially with high speed, more eaisity to drop. and need to poke deeper if without classifier. Slider haven’t have much difference. For the other two task, it’s more natural to do with the classifier.

2.Which did you find easier to use, and why?

Overall the second one.

3.Are there any issues that you still experience in the task?

Slider is difficult to use, when dropping, too sensitive, doesn’t stop at target value, there is upwards and downwards movement when dropping. When dropping, there is lateral movement.

005

1.Did you notice a difference between the two conditions, and if so, what was the difference?

WIth classifier, the drag and drop task is easier to use. While slider and sketching is not that obvious

WIth the classifier, no need to poke inside the plane.

2.Which did you find easier to use, and why?

With the classifier

With the classifier, when sketching some line rendering happen after the drop

3.Are there any isues that you still experience in the task?

With the classifier, when sketching some line rendering happen after the drop

Too heavy.   
Slider is not good enough, when dropping, the final value is not perfectly controlled

006

1.Did you notice a difference between the two conditions, and if so, what was the difference?

WIth classifier, more smooth, less unintended drop

2.Which did you find easier to use, and why?

with classifier; No need to poke inside the plane very deep

3.Are there any issues that you still experience in the task?

The slider is very difficult, the classifier is not suitable for the slider, when dropping, the error is higher because it is not released instantly.

007

1.Did you notice a difference between the two conditions, and if so, what was the difference?

With the classifier, it is better to use, a lot less frustrating, a bit more responsive

Without the classifier, sketching task is easier to drop,

sometimes it’s difficult to tell whether is in the plain or not for slider

2.Which did you find easier to use, and why?

With the classifier, no need to poke inside the plain

3.Are there any issues that you still experience in the task?

The most sensitive slider is difficult to set the value

For sketching, wobbly.

008

1.Did you notice a difference between the two conditions, and if so, what was the difference?

Without classifier: if poke inside, can be more consistent, but neee to poke inside, not natural

With classifier: more consistent, no unintentional drop

2.Which did you find easier to use, and why?

With classifier, easier to leave and drop

no mental stress to worry there is tendency to drop

3.Are there any issues that you still experience in the task?

Slider is difficult to achieve the perfect performance

009

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

Smoother with classifier, sketching is easier.

2.Which did you find easier to use, and why?

With classifier, the hand can stay on the position that the participant want.

3.Are there any issues that you still experience in the task?

Slider is difficult to use, there is latency when dropping, not tracking the movement of the fingertip.

010

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

Yes.

Without the classifier, perpendicular shaking of the hand is very obvious, less easier to drop

WIth the classfier, smoother

2.Which did you find easier to use, and why?

With the classifier, less tendency to drop, more consisten. Though the slider task is still difficult to use.

3.Are there any issues that you still experience in the task?

For the slider task, with the classifier, even when the hand has leave the plane, but the value still change because of lateral movement

011

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

Without the classifier: when the finger is extracting, easy to drop. For slider, easier to drop

With the classifeir, less frequent to drop no unintentionally drop, but for slider, difficult to drop intentionally

2.Which did you find easier to use, and why?

With the classifier, smoother, no breaking in the sketching, no frustration caused by unintentional drop

3.Are there any issues that you still experience in the task?

Slider is difficult to use.

012

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

With the classifier, harder to drop unintentionally.

2.Which did you find easier to use, and why?

With the classifier, because no dropping unintentionally, less randomness in the control, and that randomness cause frustration.

3.Are there any issues that you still experience in the task?

Slider is difficult to use

013

1.Did you notice a difference betwa

Yes; The condition to trigger the selection is different;

For the first condition, need to touch the screen, poke inside.

For the second condition, feel like there is a threshold.

2.Which did you find easier to use, and why?

For drag and drop, with the classifier is easier;

For slider task, without the classifier is easier. More predictable.

3.Are there any issues that you still experience in the task?

No.

014

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

With the classifier, more sticky with the finger, less unintentional drops

2.Which did you find easier to use, and why?

For sketching, with the classifier,

For drag and drop, with the classifier, more consistent with the finger.

3.Are there any issues that you still experience in the task?

Slider is difficult to make it more precise.

015

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

YES. Without the classifier, the checking of in-plane is stricter, for drag and drop, when the fingertip is shaking, easier to drop.

Feel like the slider is more reliable on accuracy.

2.Which did you find easier to use, and why?

For drag and drop, with the classifier is easier/

Slider is easier without the classifier.

For sketching, with the classifier

3.Are there any issues that you still experience in the task?

For the sketching task, the plane is shining, which makes me feel uncomfortable.

016

1.Did you notice a difference between the two conditions, and if so, what was the

difference?

With the classifier, it is more smooth, less unintentional dropping.

2.Which did you find easier to use, and why?

For drag and drop and sketching, with the classifier

For slider, without the classifier.

When I feel like my hand has detached from the plane, it is not yet detached

3.Are there any issues that you still experience in the task?

OK. My arm is sour.