## Questionnaire for HoloLens QoE Evaluation

Tester	ID:		Nan	ne:			Gender: □M □F		
Email:							Application Name: RoboRaid		
Your a	ge range:	□10-19	$\square 2$	20-29	$\Box 3$	0-39	□40-49 □50+		
(1)	Did you ev	er experie	ence P	okemon	Go or	other A	R applications? $\Box Y \Box N$		
(2)	If yes, how	many tin	nes? [	□ 1-5	$\Box$ 5	5-10	□ 10+		
(3)	Did you ev □Y □N	er experie	ence no	on-conta	ct gestu	ire cont	rol applications, e.g. Xbox Kinect		
(4)	If yes, how	many tin	nes? [	□ 1-5		5-10	□ 10+		
1.	To what extent did the device provide realistic visual information?								
	Not realisti	_				Completely realistic			
		1	2	3	4	5			
2.	To what extent did the device provide realistic audio information?								
	Not realisti	ic					Completely realistic		
		1	2	3	4	5			
3.	To what extent did the application require your focus/attention level?								
	Not at all						Completely focus		
		1	2	3	4	5			
<b>G1</b> : Ba	=	r ratings f	or Q1-	3, pleas	e give a	a genera	al rating for the content quality?		
	Very bad						Very good		
		1	2	3	4	5			
4.	To what ex	tent could	d you i						
	Not at all			_			Completely free		
_		1	2	3	4	5			
5.	To what extent do you feel comfortable wearing the device?								
	Not comfo		2	2	4	_	Very comfortable		
C	•	1	2			5			
G2: Ba	-	r ratıngs t	or Q4-	5, pleas	e give a	a genera	al rating for the hardware quality?		
	Very bad	1	2	2	4	_	Very good		
_	T14	l .44 -11 -1 41	2	3		5			
0.		tent dia ti	ie mea	contents fit the real environment?					
	Not at all	1	2	3	4	5	Completely fit		
7.	To what av	_	_	_		_	elements fit the real environment?		
7.	Not at all	deni did ti	ie posi	tion or t	ne augn	nemeu (	Completely fit		
	Not at all	1	2	3	4	5	Completely III		
8.	To what exchanges?						cisely change with environmental		

	Not at all						Completely precisely			
		1	2	3	4	5				
9.	To what extent could the application contents quickly change with environmental									
	changes?					•				
	Not at all						Very quickly			
		1	2	3	4	5	<b>7</b> 1 <b>7</b>			
<b>G3</b> : B	ased on your	ratings	for Q7	-10, ple	ease giv	e a gen	eral rating for the environmental			
	tanding?	C		, 1	Č	C				
	Very bad						Very good			
	J	1	2	3	4	5	, ,			
10.	. To what ext	ent do v	you thi	nk the g	gesture i	interacti	ion design (e.g. air-tap gesture is			
	shooting) is	-			,					
	Not at all						Very natural			
		1	2	3	4	5	, a <b>g</b>			
11.	. To what exte	ent do v	ou thin	k the vo	oice inte	raction	design (e.g. say "X-Ray" for see-			
	through supe	_					5 ( 6 )			
	Not at all	Ι	,				Very natural			
		1	2	3	4	5				
12	. To what exte	ent do v	ou thin	_	odv mov	_	interaction design (e.g. move to			
	2. To what extent do you think the body movement interaction design ( <i>e.g.</i> move to avoid enemy attack) is natural?									
	Not at all	,	, 10 11000				Very natural			
		1	2	3	4	5				
13.	. To what ex	tent do	vou th	_	e systen	_	nd precisely to your interaction			
10.	instructions'		you u		o system	respo	na precisely to your interaction			
	Not at all	•					Completely precise			
	1 (ot at all	1	2	3	4	5	completely precise			
14	To what ex	•	_	_	•	_	ond quickly to your interaction			
	instructions;		you c		e syste.	iii iesp	one quienty to your interaction			
	Not at all	•					Very quickly			
	1 (ot at all	1	2	3	4	5	very quiekly			
<b>G4</b> · B:	ased on vour	ratinos f					ral rating for the user interaction?			
G-1. D	Very bad	radings i	01 Q11	15, pic	ase give	a gene	Very good			
	very bad	1	2	3	4	5	very good			
		1	2	3	7	3				
Please	oive a orade	over 10	00 for 1	the <b>ove</b> i	rall ana	lity of t	this AR experience:/100			
	ther comment				_	inty or	<u></u>			
Signat		is about	.1110 00	or brudy	•					
_	you for parti	cinating	in this	studyl			<del></del>			
1 mank	Jou for parti		, 111 11115	study:						