

# Questionnaire for HoloLens QoE Evaluation

Tester ID: \_\_\_\_\_ Name: \_\_\_\_\_ Gender: ☐M ☐F

Email: \_\_\_\_\_ Application Name: RoboRaid

Your age range: ☐10-19 ☐20-29 ☐30-39 ☐40-49 ☐50+

- (1) Did you ever experience Pokemon Go or other AR applications? ☐Y ☐N
- (2) If yes, how many times? ☐ 1-5 ☐ 5-10 ☐ 10+
- (3) Did you ever experience non-contact gesture control applications, e.g. Xbox Kinect?  
☐Y ☐N
- (4) If yes, how many times? ☐ 1-5 ☐ 5-10 ☐ 10+

1. To what extent did the device provide realistic visual information?  
Not realistic Completely realistic  
1 2 3 4 5
2. To what extent did the device provide realistic audio information?  
Not realistic 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

**G1:** Based on your ratings for Q1-3, please give a general rating for the content quality?

- Very bad Very good  
1 2 3 4 5
4. To what extent could you move freely wearing the device?  
Not at all Completely free  
1 2 3 4 5
5. To what extent do you feel comfortable wearing the device?  
Not comfortable Very comfortable  
1 2 3 4 5

**G2:** Based on your ratings for Q4-5, please give a general rating for the hardware quality?

- Very bad Very good  
1 2 3 4 5
6. To what extent did the meaning of the augmented contents fit the real environment?  
Not at all Completely fit  
1 2 3 4 5
7. To what extent did the position of the augmented elements fit the real environment?  
Not at all Completely fit  
1 2 3 4 5
8. To what extent could the application contents precisely change with environmental changes?

	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>G3:</b> Based on your ratings for Q7-10, please give a general rating for the environmental understanding?							
	Very bad						Very good
		1	2	3	4	5	
10.	To what extent do you think the gesture interaction design (e.g. air-tap gesture is shooting) is natural?						
	Not at all						Very natural
		1	2	3	4	5	
11.	To what extent do you think the voice interaction design (e.g. say “X-Ray” for see-through superpower) is natural?						
	Not at all						Very natural
		1	2	3	4	5	
12.	To what extent do you think the body movement interaction design (e.g. move to avoid enemy attack) is natural?						
	Not at all						Very natural
		1	2	3	4	5	
13.	To what extent do you think the system respond precisely to your interaction instructions?						
	Not at all						Completely precise
		1	2	3	4	5	
14.	To what extent do you think the system respond quickly to your interaction instructions?						
	Not at all						Very quickly
		1	2	3	4	5	
<b>G4:</b> Based on your ratings for Q11-15, please give a general rating for the user interaction?							
	Very bad						Very good
		1	2	3	4	5	

Please give a grade, over 100, for the **overall quality** of this AR experience: \_\_\_\_/100

Any other comments about this user study?

Signature: \_\_\_\_\_

Thank you for participating in this study!