**XR Prototype User Testing Guide**

**About *Days Matter***

Days Matter is a date management and countdown app with a large user around the world.

Users can record important dates such as exams, trips, birthdays, and anniversaries and set countdowns or plans to count how many days left and receive reminders.

In this project, we redesigned Days Matter to be an immersive "time gallery" in an XR environment (VR). Users can "walk" the timeline in a 3D corridor, grab event cards, and enter different themed rooms (study, travel, and personal). They can also add or edit events with a floating tool panel.

**User Testing Procedure**

**1. Preparation**

* Participants: Tutor Shuvodeep.
* Briefing (2–3 min): Introduce the app’s purpose and explain controls (gesture = WASD/←↑↓→ to move, tool panel = press “T”).

**2. Testing Tasks**

1. **Basic Movement:** Use WASD or the arrow keys to move forward/backward/left/right and the mouse to move the viewpoint.

**Check:** Can you move and turn smoothly?

1. **Entering Rooms & Transforming to Corridors:** Try to enter a room and make sure you can teleport back to the corridor properly.

**Check:** does the teleportation go smoothly? Does it lag/get lost?

1. **Event Picture Box Interaction:** Approach an event picture box and observe if it zooms in automatically.

**Check:** is the zoom effect noticeable? Is the trigger range reasonable?

1. **Call up Panel:** Press T to open/close the tool panel.

**Check:** does the panel display properly?

**Feedback to Collect**

1. Which step was the smoothest? Which step was the slowest?

Moving with the keyboard (WASD or arrow keys) felt very smooth. Teleporting into the gallery felt natural and intuitive. But after entering the corridor, there is no way "Back to Home", which makes the experience less convenient.

1. Is there anything you find “slow” or “unintuitive”?

While the movement is smooth, if you switch to a VR device, there may not be enough space in real world to walk alone this long corridors —— users may not always be able to realistically walk down such long corridors.

1. If you could improve it, which step would you like to make more natural?

**·** Suggest adding alternative navigation methods in the future, such as gesture dragging or pulling galleries to quickly navigate the timeline.

**·** Would like to see more personalization elements added, such as adding photos or memories to events, rather than just a simple UI.