**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: Classmate D Peilin Li.
* 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?

The operation proceeded smoothly without any significant obstacles. No major issues have been identified thus far.

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

The fundamental interactions are sufficiently clear for the current prototype stage.

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

I am looking forward to future functionalities and hope to see enhanced interactivity and a more refined interface design in subsequent versions.

(Summary: The participant had a positive overall attitude and was satisfied with the current version. However, they emphasized a desire to see greater functional expansion and interface optimization in future versions.)