

**Participant: 1**

0. Do you have a technical background?

- YES (little experience working with Unity)

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Very Good (5)

4. How did you find the toolkit to use?

- Very Straightforward (5)

5. How did you find it to learn to use the toolkit?

- Straightforward (4)

6. Which controller configuration system did you prefer using?

- Button-action logic because it scales better and is more intuitive to me
  - NOTE: Button-action logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- None regarding using the toolkit. It was somewhat confusing at first to learn to use the toolkit. Perhaps a more structured set of training tutorials would be beneficial. Once you understand it it is simple to use.

8. What additional features / changes would you like to see included?

- Training tutorials

**Additional Notes:**

*"It's like Alice for Unity and VR development"*

**Participant: 2**

0. Do you have a technical background?

- YES (significant experience working with Unity)

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Very Good (5)

4. How did you find the toolkit to use?

- Straightforward (4)

5. How did you find it to learn to use the toolkit?

- Very Straightforward (5)

6. Which controller configuration system did you prefer using?

- Button-action logic because it is more intuitive to me though I don't think it really matters all that much. Both systems work.
  - NOTE: Action-button logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- From my previous work with Unity I expected there to be a "manager" object onto which scripts could be attached and other objects setup to inherit its properties. Manger objects in general onto which a set of scripts could be attached in a single place and then the objects within the scene scripted to inherit from this single setup manger point.

8. What additional features / changes would you like to see included?

- Perhaps the aforementioned manager object

**Additional Notes:**

**Participant: 3**

0. Do you have a technical background?

- YES

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Good (4)

4. How did you find the toolkit to use?

- Very Straightforward (5)

5. How did you find it to learn to use the toolkit?

- Straightforward (4)

6. Which controller configuration system did you prefer using?

- Button-Action as it more straightforward to use and aligns with my expectation of how the setup work occur
  - NOTE: Button-Action logic

7. Where there any aspects you found particularly confusing or difficult to use?

- Some of the script names were confusing and I mistook one for another and the difference between some of them. The text hints setup on the Inspector window also could be improved as some did not give me a clear insight into what it was for.

8. What additional features / changes would you like to see included?

- Improve the script names
- Improve the text hints in the Inspector window

**Additional Notes:**

**Participant: 4**

0. Do you have a technical background?

- NO

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Good (4)

4. How did you find the toolkit to use?

- Straightforward(4)

5. How did you find it to learn to use the toolkit?

- Neutral (3)

6. Which controller configuration system did you prefer using?

- Button-Action logic though both work. Setting up the controller does suggest setting up the buttons on the controller however this can be interpreted both ways as both systems have shown.
  - NOTE: Button-Action logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- Was confused by some of the script names and the difference between the SVRA toolkit and the SteamVR scripts - similarly naming systems.
- When required to add two scripts onto an object I expected that if I added only the second of the two it would either tell me to add the first or add the first itself. As it did not this went unnoticed whilst I was performing the task and later had to be corrected when an error was shown upon trying to run the application.
- The examples were unstructured and would have been better to follow some sort of progressions

8. What additional features / changes would you like to see included?

- A more structured set of training scenes and examples with some form of progression. Start on tutorial 1 then 2, 3, 4, etc. with each tutorial building on the last and gaining in complexity. Perhaps start with a quick explanation of Unity, SteamVR and SVRA and how they all fit together. Perhaps some videos guides opposed to written tutorials as well.

**Additional Notes:**

**Participant: 5**

0. Do you have a technical background?

- NO

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Good (4)

4. How did you find the toolkit to use?

- Straightforward (4)

5. How did you find it to learn to use the toolkit?

- Straightforward (4)

6. Which controller configuration system did you prefer using?

- Action-Button. It was more intuitive to me to see a list of all of the potential actions and then map the controller to the actions I wanted.
  - NOTE: Action-Button logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- Some of the class names were confusing and the examples while helpful could be more structured

8. What additional features / changes would you like to see included?

- More training style tutorials
- Some more self-explanatory class names

**Additional Notes:**

**Participant: 6**

0. Do you have a technical background?

- YES (no Unity experience)

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Good (4)

4. How did you find the toolkit to use?

- Very Straightforward (5)

5. How did you find it to learn to use the toolkit?

- Very Straightforward (5)

6. Which controller configuration system did you prefer using?

- Button-Action - the opposite system doesn't really scale as actions are added to the toolkit and when I think about configuring a peripheral such as shortcut buttons on a mouse or the buttons of a video game controller I expect to select the button and then assign the shortcut onto it
  - NOTE: Action-button logic shown first

7. Were there any aspects you found particularly confusing or difficult to use?

- No it was all very straightforward

8. What additional features / changes would you like to see included?

- Locomotion systems such as teleportation, flight or automated on-rails movement (imagine an on-the-rails arcade shooting style of game)

**Additional Notes:**

**Participant: 7**

0. Do you have a technical background?

- YES

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Very Good (5)

4. How did you find the toolkit to use?

- Straightforward (4)

5. How did you find it to learn to use the toolkit?

- Straightforward (4)

6. Which controller configuration system did you prefer using?

- Action-Button: no real preference and this one seemed the easier of the two to easily check which actions were assigned to which buttons
  - NOTE: Button-Action logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- The classnames were somewhat confusing at first and I was required to double check the function of some of them. The documentation itself could also be improved to give a better description of each feature.

8. What additional features / changes would you like to see included?

- The classnames could be improved to give a better sense of their functionality

**Additional Notes:**

**Participant: 8**

0. Do you have a technical background?

- YES (little Unity experience)

1. Have you done VR development before using other existing toolkits (VRTK, NewtonVR, etc.)

- NO

2. Would you use the toolkit again?

- YES

3. What is your initial impression of using the toolkit?

- Neutral (3)

4. How did you find the toolkit to use?

- Straightforward (4)

5. How did you find it to learn to use the toolkit?

- Straightforward (4)

6. Which controller configuration system did you prefer using?

- Button-Action logic - it's just more intuitive
  - NOTE: Action-Button logic shown first

7. Where there any aspects you found particularly confusing or difficult to use?

- None

8. What additional features / changes would you like to see included?

- I would have expected more variety in the included functionality that could be used to easily setup game-like mechanics. Not necessarily VR specific scripts but for example a script to easily setup a collectible object so that when you touch it disappears (like Mario collecting coins or Sonic collecting rings). This could then be used someone to say trigger a door to open upon collecting 10 coins.

**Additional Notes:**