Interviewer: In terms of aesthetics, how visually appealing did you find the application?

Respondent: Very. I thought it was like, really easy to see kind of what you had to do. And I really liked the window thing [Portal interaction]. That was like my favourite bit. See, when I figured out you could walk through it, then I was like —. I think because like before, to be fair, I had a couch in the way so I couldn’t, but when it first happened I was like, super cool.

Interviewer: How did you like the icons and the user interface? Was that relatively intuitive?

Respondent: Yes.

Interviewer: Were there any elements in the application that were out of place for you or did not feel right?

Respondent: No.

Interviewer: Have you used Augmented Reality before?

Respondent: No.

Interviewer: Did you have any issues understanding the controls?

Respondent: No. I think to get started, a little bit, because I was like “where do I click”, “do I click anything”, but after I figured it out it was really easy.

Interviewer: Yeah, the thing is with Augmented Reality is that no one has used it before, so no one knows what to do. Were the gestures accurate? Did you have issues at any point?

Respondent: No, no.

Interviewer: Were the directions easy to follow?

Respondent: Yes.

Interviewer: Were the elements easy to use? Think picture frames, meshes on the ground.

Respondent: Yeah, definitely.

Interviewer: Okay, so in terms of aesthetics, how visually appealing did you find the application?

Respondent: Very visually appealing. I do not know, it is very realistic, a lot of detail.

Interviewer: Did you enjoy the art style?

Respondent: The art style?

Interviewer: Yes. In terms of icons, in terms of models, pictures used, text. Was that visually appealing?

Respondent: Yes.

Interviewer: Were there any elements that felt out of place in the whole application?

Respondent: No.

Interviewer: Okay. Have you used any augmented reality applications before?

Respondent: I do not think so, no.

Interviewer: Was the interface easy to use?

Respondent: Yes.

Interviewer: Was it straightforward? Any issues understanding it?

Respondent: No, the ones that you can use were highlighted well.

Interviewer: Okay. Were the gestures accurate?

Respondent: As in?

Interviewer: Touch interactions, going around things.

Respondent: I think so.

Interviewer: Did you experience any issues using the application at any point?

Respondent: A couple of the —, what were they? The statue ones did not work and some of the items moved around when you tapped it. But apart from that —

Interviewer: And one of them spawned on the wall.

Respondent: Yeah, it did.

Interviewer: Were the directions easy to follow?

Respondent: Yes.

Interviewer: Were interaction elements easy to see and use?

Respondent: Yes.

Interviewer: How visually appealing did you find the application?

Respondent: On the whole I’d say it was — quite well done, at least in terms of visual aesthetic. The only thing I would note is that there were some points, on the buildings in the 360 view that kind of appeared to bend —

Interviewer: Yes, like it loses corners and such.

Respondent: Yes, but aside from that, very visually appealing. I especially liked the little podiums. I thought they were really well done.

Interviewer: That is cool. What did you think of the icons, the art style, the pictures?

Respondent: I thought it was great. Really enjoyed the path selection. I thought the way it was done was quite nice. It was very clear, even if you weren’t trying to read what it is attached to, the icons themselves kind of pointed you in the right direction anyway.

Interviewer: Were there any elements of the application that felt out of place?

Respondent: No, nothing.

Interviewer: Have you used Augmented Reality before and if you have, can you compare it in any way? If not, do not worry about it.

Respondent: I am not sure.

Interviewer: One example is Google Maps. You can take directions in real life; it uses your camera to point you which way to go. If you have never used that —

Respondent: No I never have.

Interviewer: Things like Pokémon Go is another example.

Respondent: No, no.

Interviewer: Would you say the interface was easy to use?

Respondent: Yes, definitely.

Interviewer: Any issues understanding the controls?

Respondent: No. I mean I do feel like getting back to the map view was not exactly clear, because it was initially a little camera icon, but once I got the gist of it, it was completely okay.

Interviewer: Do you think the gestures were accurate?

Respondent: Yes.

Interviewer: Any issues using the application?

Respondent: No, none.

Interviewer: Do you think it was frustrating with all of the popping and losing tack of a surface when getting close to walls? [referring to AR interactions disappearing]

Respondent: Yes it was, purely because the way the 360 degree environment was built. I did just kind of want to walk and explore, because it felt like you were in the area that was depicted, so it was nice to get around, but It was kind of frustrating every time you get closer to a point of interest and it would just disappear —

Interviewer: Yes.

Respondent: But again, I attribute it to being stuck inside, so I feel like it would not be quite as frequent anywhere else.

Interviewer: Yes. Do you think the interaction elements were easy to see and use?

Respondent: Oh, definitely, yes.