

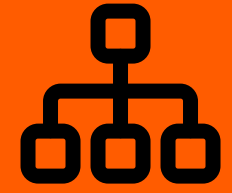
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# USABILITY TEST

VR Beerpong

Date:  
14.12.2022

# STRUCTURE



Questions before



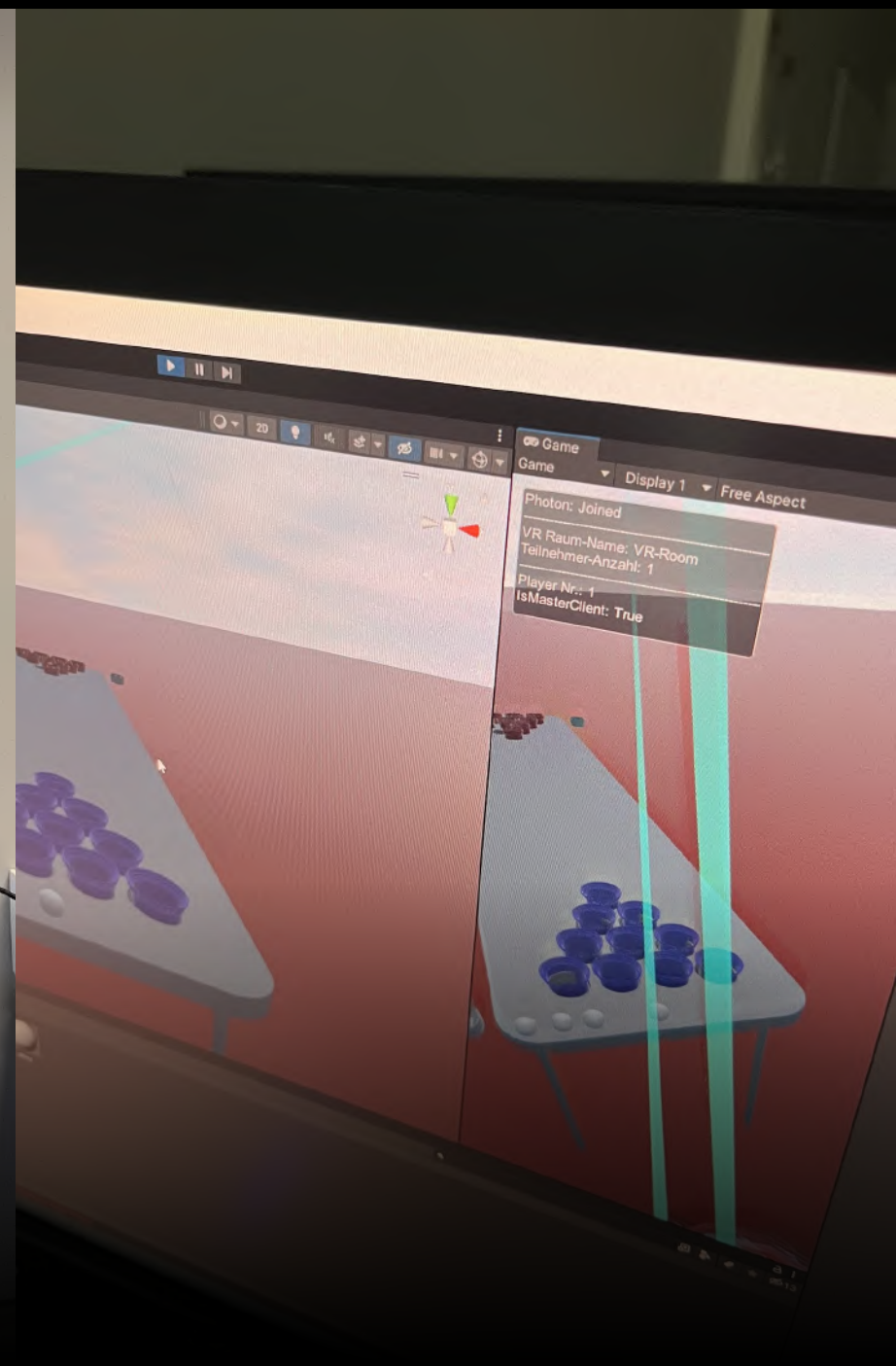
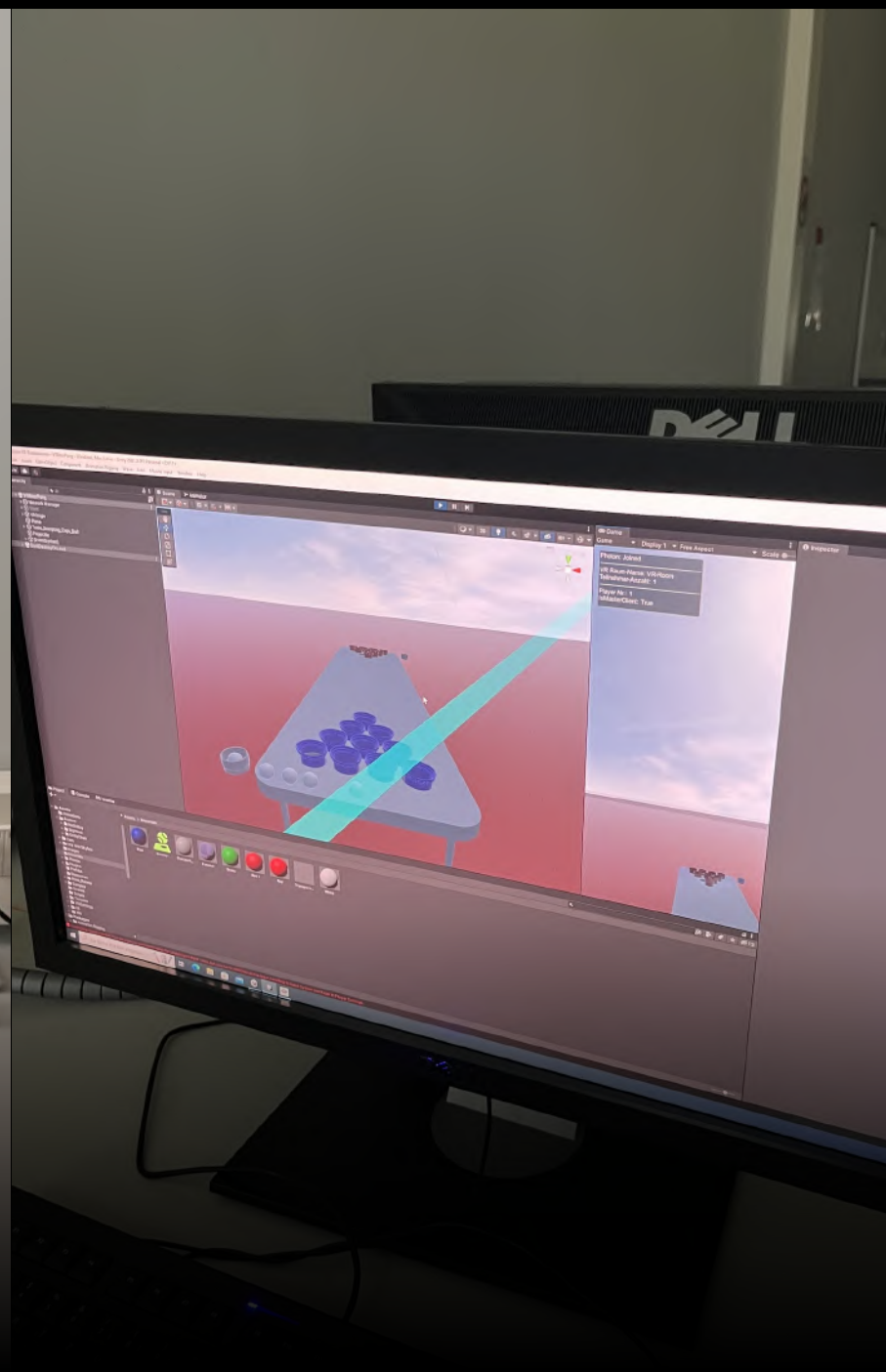
Testing



System Usability Scale



# TESTING



# TESTING

## Feedback from Users 1

### Good / Liked

Nice that the controller adapts the width of the ball

Good size of the table

Had fun during the game

### Improvements

Room with party / add environment

Score window how many cups are left

# TESTING

## Feedback from Users 2

### Good / Liked

That you can pick up the balls that are really far away

The game is really fun

### Improvements

Don't hit the own cup (destroy the own cup)

Environment with party would be good

Scoreboard specially in the multiplayer mode

# TESTING

## Feedback from Users 3

### Good / Liked

Had fun during the game

### Improvements

The environment should be improved

Cheat just place the ball on top of the cup

Add music into the environment is important

## After: System Usability Scale (SUS)

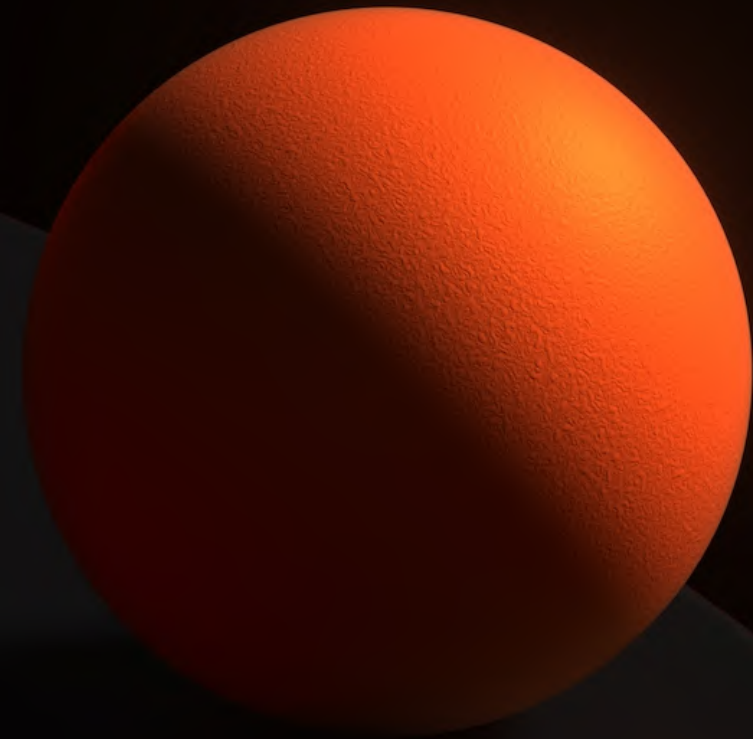
	Strongly disagree				Strongly agree
1. I think that I would like to use this game frequently	1	2	3	4	5
2. I found the game unnecessarily complex	1	2	3	4	5
3. I thought the game was easy to use	1	2	3	4	5
4. I think I would need the support of a technical person to be able to use this game	1	2	3	4	5
5. I found the various functions in this game were well integrated	1	2	3	4	5
6. I thought there was too much inconsistency in this game	1	2	3	4	5
7. I would imagine that most people would learn to use this game very quickly	1	2	3	4	5
8. I found the game very cumbersome to use	1	2	3	4	5
9. I felt very confident using the game	1	2	3	4	5
10. I needed to learn a lot of things before I could get going with this game	1	2	3	4	5





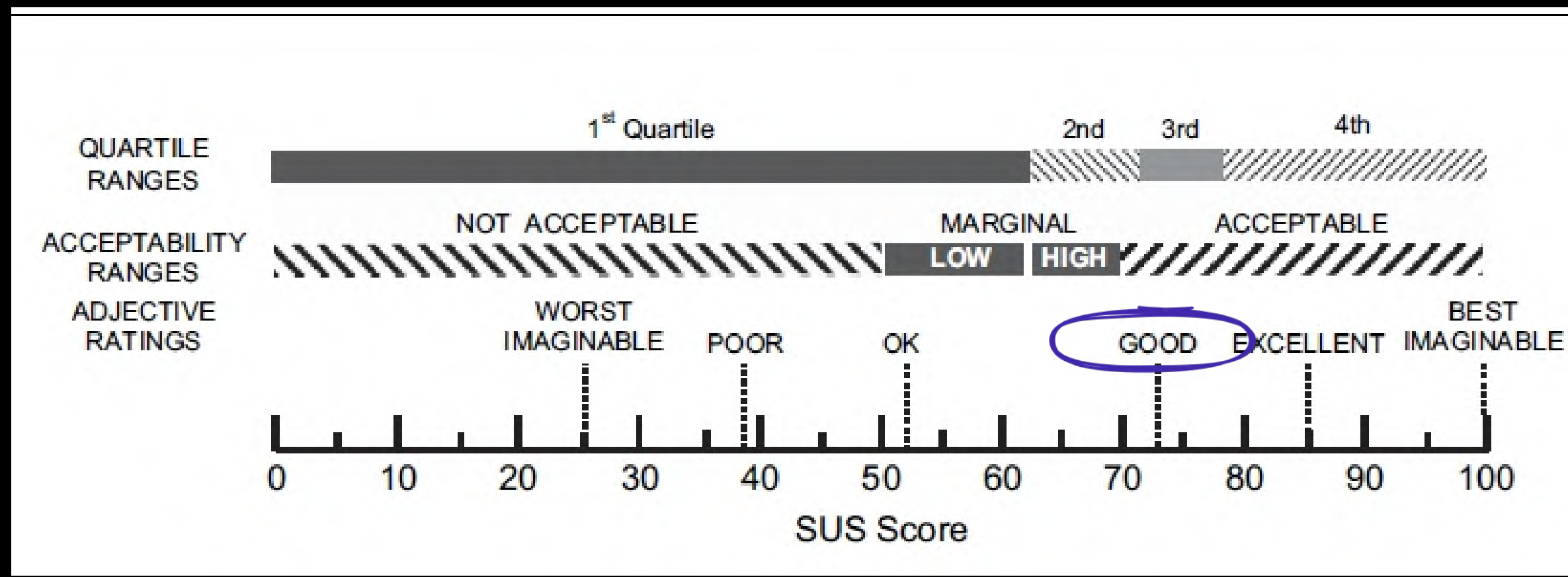
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# RESULTS OF THE SUS





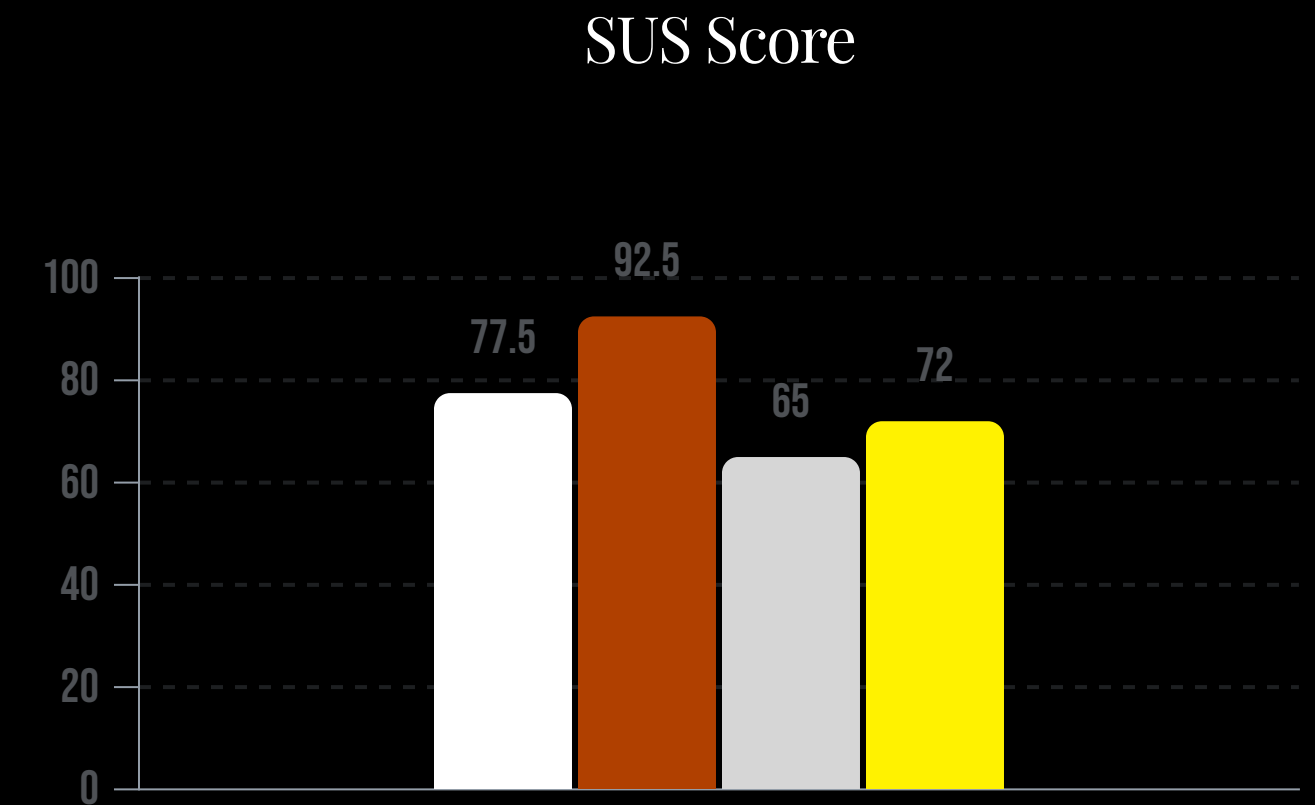
# SYSTEM USABILITY SCALE



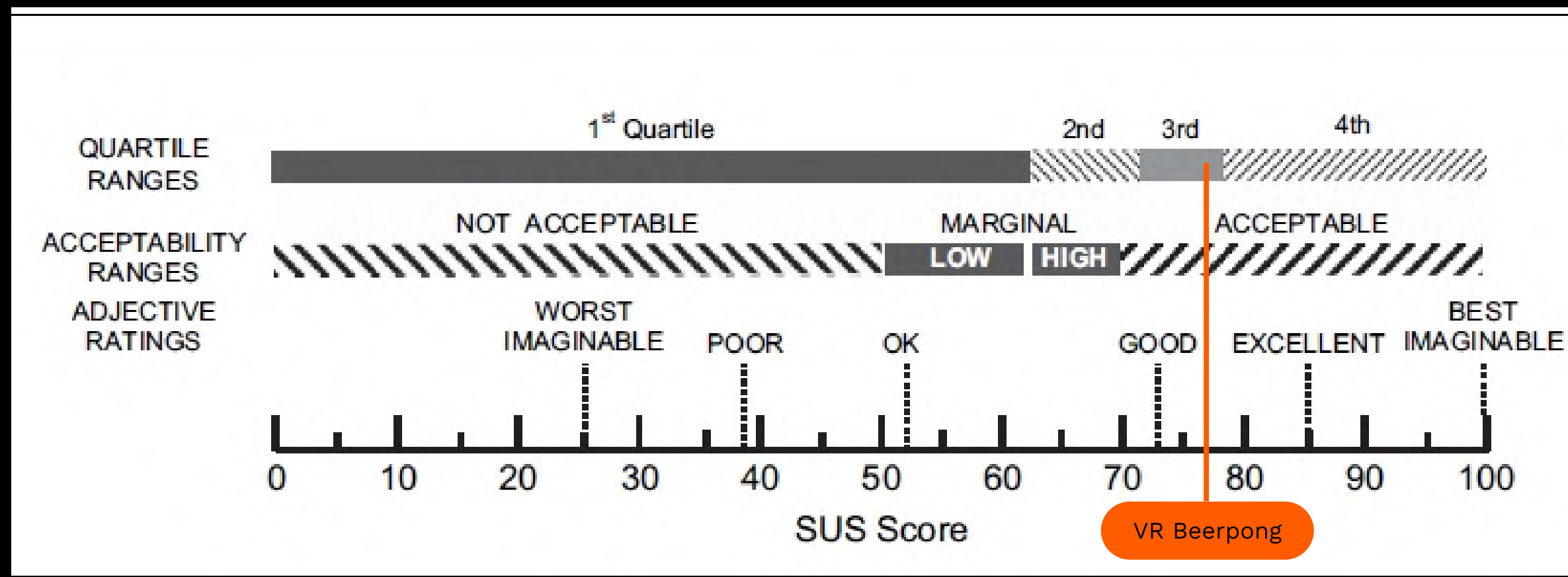
SOURCE: [HTTPS://BLOG.SEIBERT-MEDIA.NET/BLOG/2011/04/11/USABILITY-ANALYSEN-SYSTEM-USABILITY-SCALE-SUS/](https://blog.seibert-media.net/blog/2011/04/11/usability-analysen-system-usability-scale-sus/)

# SYSTEM USABILITY SCALE

User 1	User 2	User 3
77.5 SCORE	92.5 SCORE	65 SCORE



# SYSTEM USABILITY SCALE



# PRODUCT ROADMAP

Q1 2022

Q2 2022

Q3 2022

Q4 2022

Modelling the Game Objects

Menu GUI & Tutorial

Projectile Mechanism

Main Game Logic

Multiplayer

Line Renderer

User Guide

GitHub Integration

Game Room Design

Motion Dependencies

Scoreboard

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# NEXT STEPS

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**ENVIRONMENT**

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**GUIDANCE**

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**LEARNING ASPECT**

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**INTERACTION**

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**MULTIPLAYER**