usability test results

TEAM LOCISPACE

14.12.2022

Pitch

AGENDA

Pitch

1

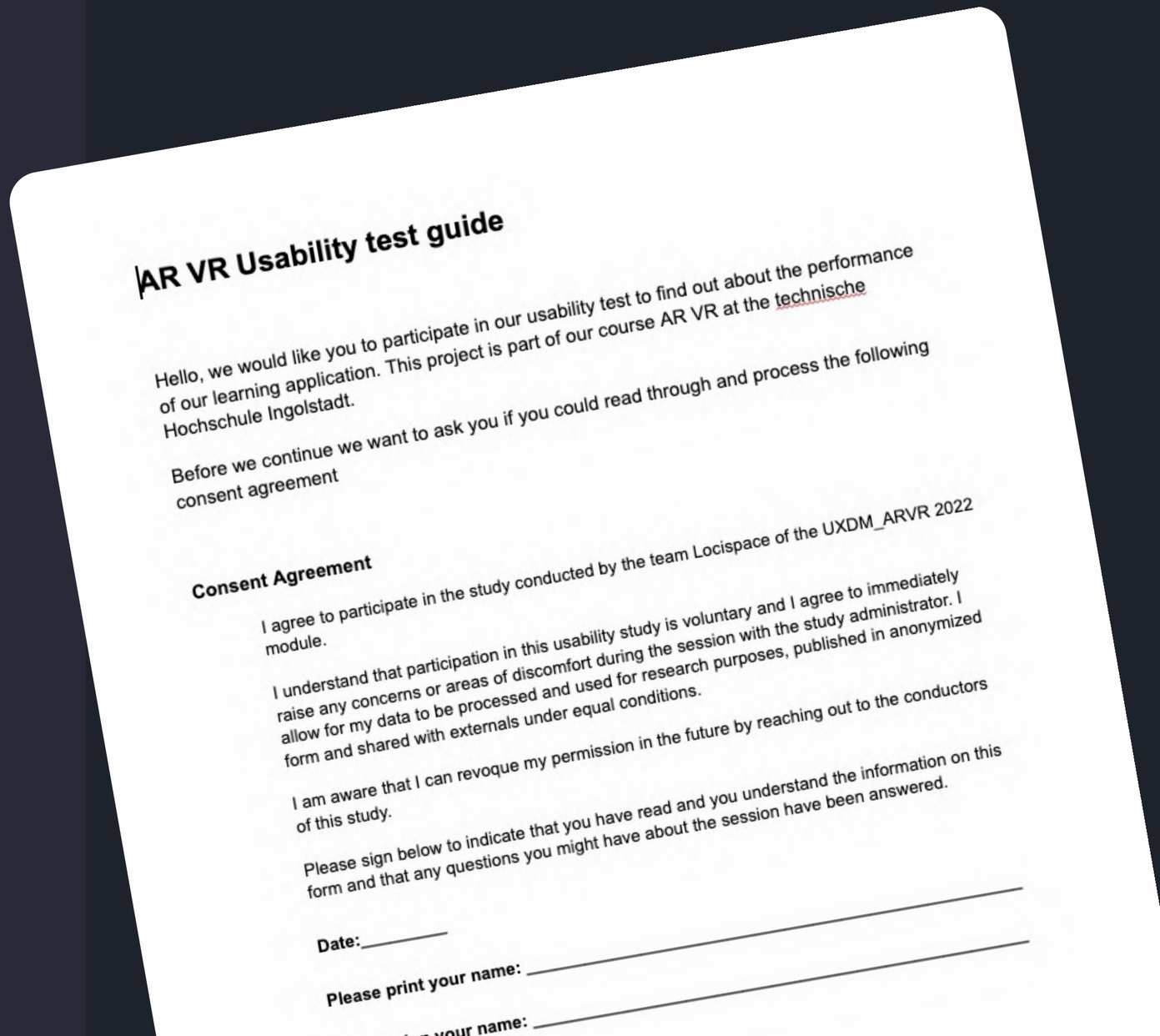
2

process

result

Pitch

comprehensive test guide



AR VR Usability test guide

Hello, we would like you to participate in our usability test to find out about the performance of our learning application. This project is part of our course AR VR at the technische Hochschule Ingolstadt.

Before we continue we want to ask you if you could read through and process the following consent agreement

Consent Agreement

I agree to participate in the study conducted by the team Locispace of the UXDM_ARVR 2022 module.

I understand that participation in this usability study is voluntary and I agree to immediately raise any concerns or areas of discomfort during the session with the study administrator. I allow for my data to be processed and used for research purposes, published in anonymized form and shared with externals under equal conditions.

I am aware that I can revoque my permission in the future by reaching out to the conductors of this study.

Please sign below to indicate that you have read and you understand the information on this form and that any questions you might have about the session have been answered.

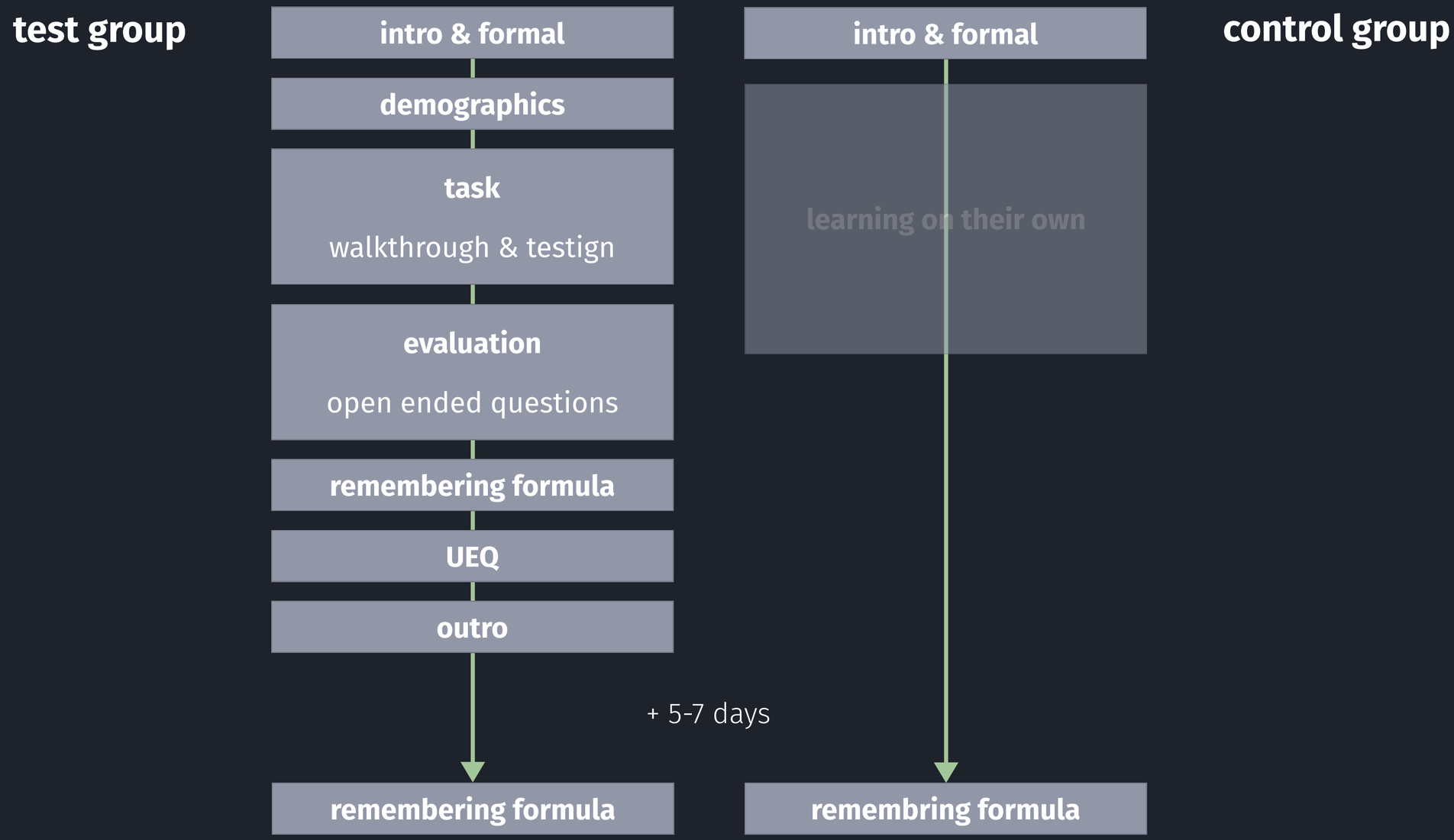
Date:_____

Please print your name: _____

your name: _____

Pitch

PROCESS



Pitch

conducting studys

- 5 participants (+ 4 for controll group)
- sessions à 25-60 min
- Monday - Thursday - Monday

Pitch

2

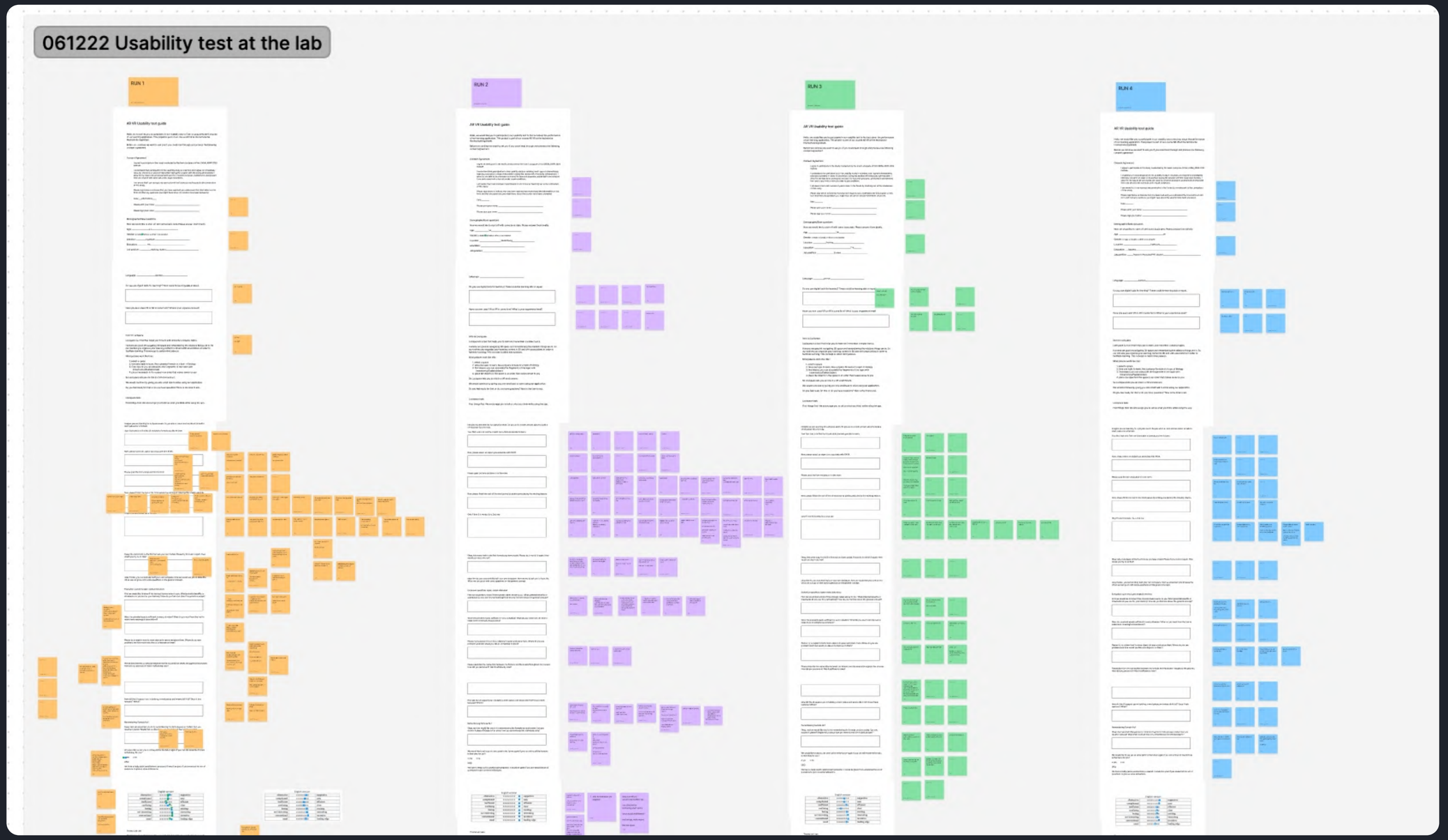
3

ss

results

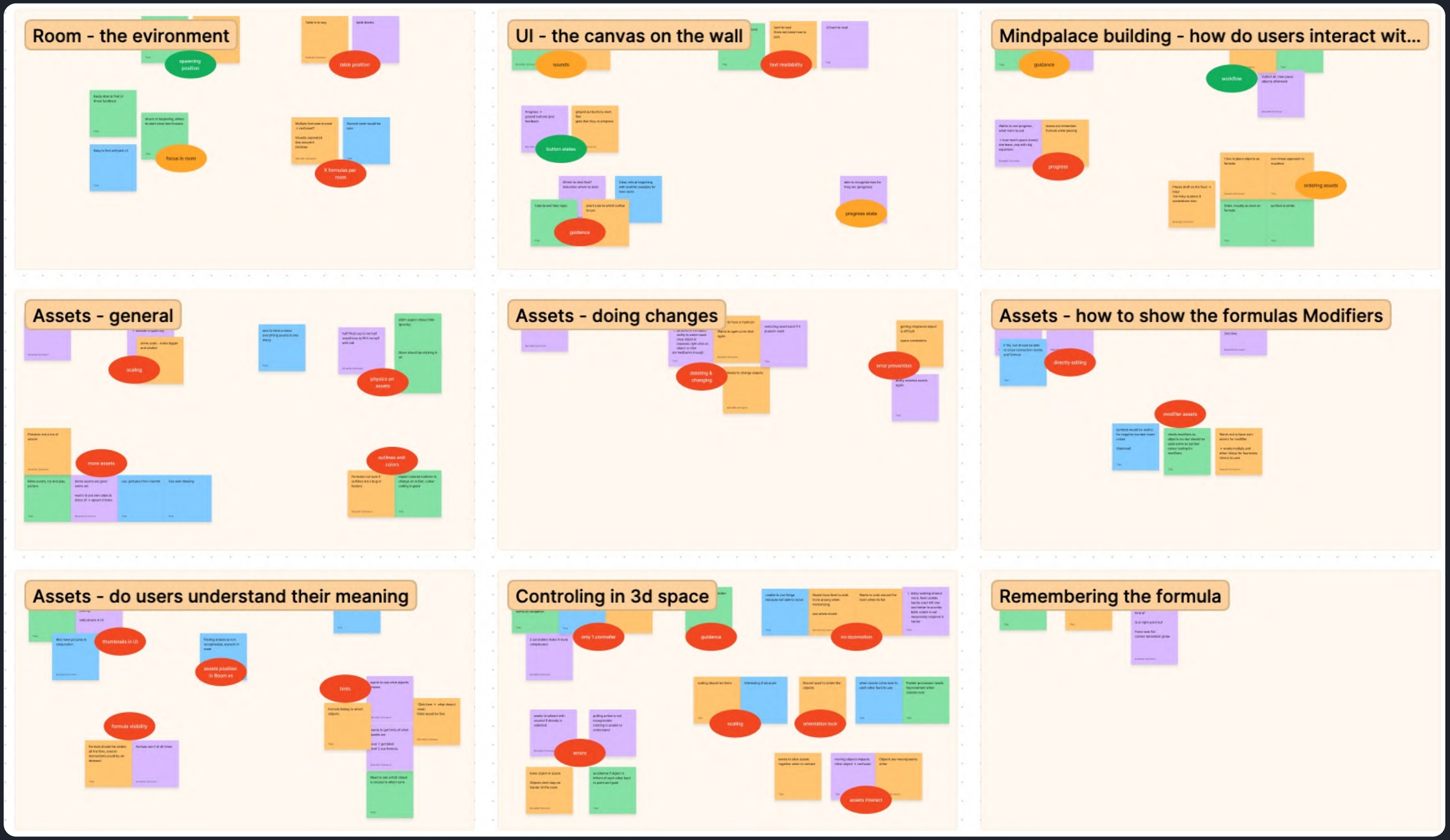
learn

RESULTS



Pitch

RESULTS



Pitch

UEQ results

English version

obstructive	o o o o o ■ o	supportive
complicated	o o o o ■ o o	easy
inefficient	o o o o ■ o o	efficient
confusing	o o o o ■ o o	clear
boring	o o o o o ■	exciting
not interesting	o o o o o ■	interesting
conventional	o o o o o o ■	inventive
usual	o o o o o ■ o	leading edge

→ locispace is good at sparking interest but the usability can still be improved

3

learnings

Room

table position ✓

workflow freedom ✓

more rooms

assets need to fit to shelfs

ordering assets freely ✓

Pitch

UI

readability

users miss formula

multistate buttons

sounds on click

asset thumbnails

select assets in UI

progress state

Assets

- delete & change
- directly edit
- modifier assets
- hints / labels what it is
- correlations
- outlines/colors
- own assets
- physics properties

Controllers

using only 1 controller

hints/tutorial on controllers

option: scale

controls buggy

users want to walk with controller

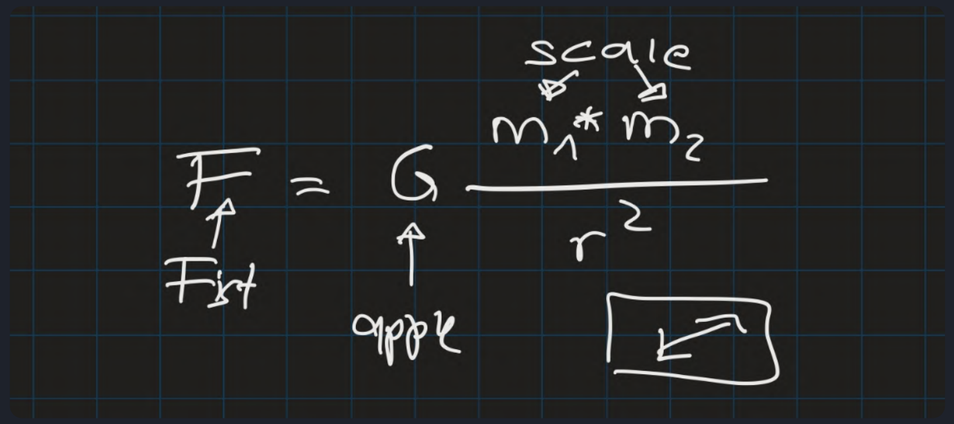
lock orientation upwards

assets interact by accident

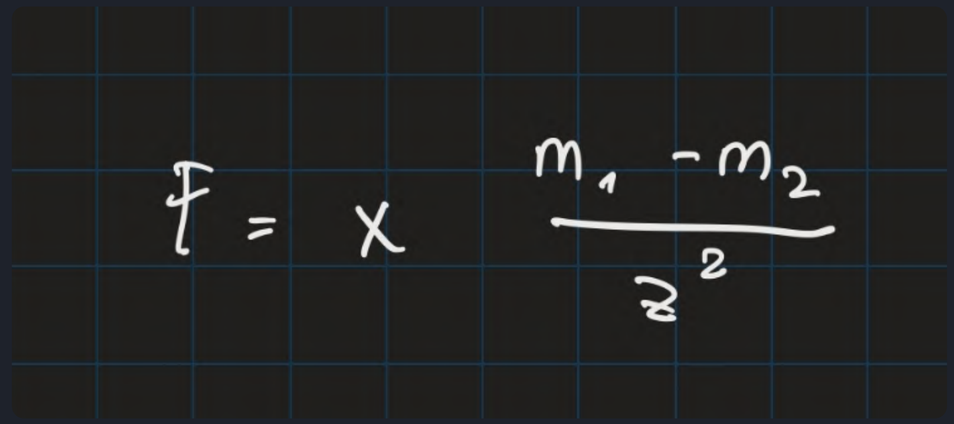
+ 5-7 days ...

$$F = G\frac{m_1 m_2}{r^2}$$

original



with locispace

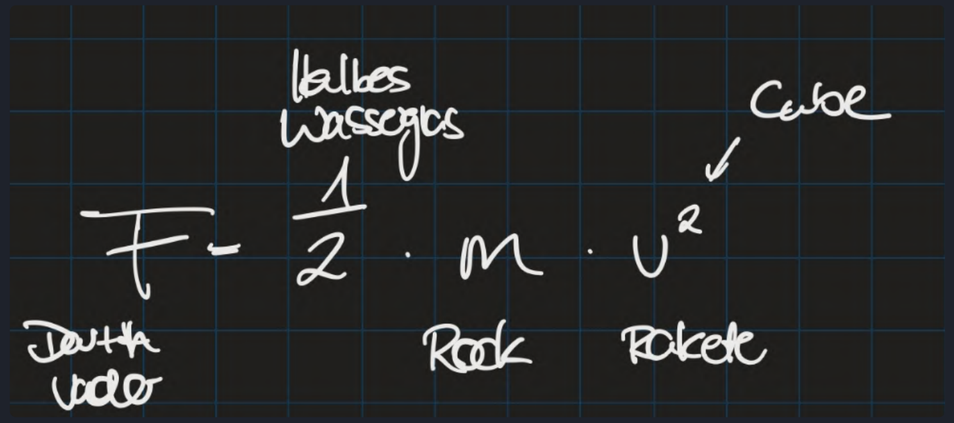


traditional

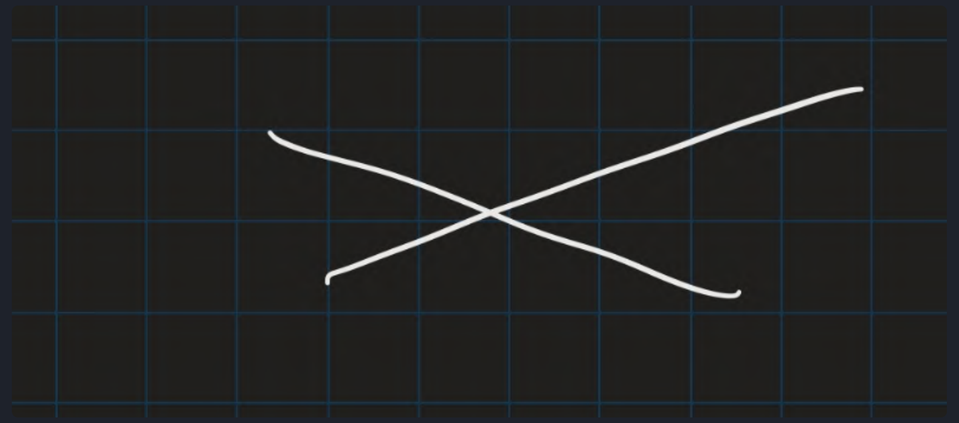
Pitch

$$K = \frac{1}{2}mv^2$$

original



with locispace



traditional

Pitch

Pitch