Technology Arts Sciences TH Köln

Quality Plan

Interaction Lab

written by

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Interactive Systems in SS 2017

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Quality goal	Criteria	Method	Controlling
low latency	20 ms maximum	simple rooms and the calculation should not be too	testing, fps rate shown in unity
no dropouts	no black frames or errors in the unity project	expensive no expensive calculations, not do many calculations parallel	testing
immersive	scene should be as real as possible	realistic objects, moving like in reality	testing and questio- ning users
learning	ability to learn and test all interactions	learning room, simple, without tasks, always start in this room	user testing
realistic	scene should be as real as possible	realistic objects, moving like in reality, textures	user questioning
different sizes of objects	small as well as big objects within the scenes	create a room where it is natural that the- re are different sizes of objects (for exam- ple supermarket)	testing and looking for all sizes
different distances of objects	objects are placed close and far away	close as well as far placed objects within the scenes create a room where it is natural that objects have different sizes (for example supermarket)	testing and looking for all sizes
accuracy of selection	user grabs the right object, the space that selects an object is not that big?	user is using best fit- ting interaction for object, interactions are as good as pos- sible implemented as possible	usability study, tasks, mechanism to recognize if the correct object is picked
correct movement of an object	if the object is grab- bed, the movement of the object is accor- ding to the hand	parenting the object to the movement of the controller when it is grabbed	testing, measu- rement of the positions
duration to finish a specific task	time, tasks	measure of time bet- ween starting and fi- nishing the task	time
successful fulfilment of a specific task	tasks, correct objects	a mechanism to recognize if the correct object is picked and placed in finishing area	implemented correction, study, testing, measuring error rate
understandability of tasks	object, term, assignment of tasks	clear, easy to understand, use common objects	user testing