

Quality Plan

Interaction Lab

written by

Laura Anger	(Matrikelnr. 11086356)
Vera Brockmeyer	(Matrikelnr. 11077082)
Anna Bolder	(Matrikelnr. 11083451)
Britta Boerner	(Matrikelnr. 11070843)

Interactive Systems in SS 2017

Supervisor:

Prof. Dr. Stefan Michael Grünvogel
Institute for Media- and Phototechnology

Quality goal	Criterion	Method	Controlling
small latency	20 ms maximum	simple rooms and the calculation should not be too expensive	testing, fps rate shown in unity
no dropouts	no blackframe or errors in the unity project	no expensive calculations, not do much calculations parallel	testing
immersive	scene should be as real as possible	realistic objects, moving like in reality	testing
learning	ability to learn and test all interactions	learning room, simple, without tasks, always start in this room	testing
realistic	scene should be as real as possible	realistic objects, moving like in reality, textures	testing
different sizes of objects	small as well as big objects within the scenes	create a room where it is natural that there are different sizes of objects (for example supermarket)	testing and looking for all sizes
accuracy of selection	user grab the right object, the space that selects an object is not that big?	user is using best interaction for object, interactions are as good as possible implemented	usability study, tasks, scene(?) recognizes if the correct object is picked
correct movement of an object	if the object is grabbed, the movement of the object is according to the hand	parenting the object to the movement of the controller, if it is grabbed	testing, measurement of the positions?
duration to finish a specific task	time, tasks	measure time between the time when tasks starts and time when the tasks is finished	time, time should not be to long?
successful fulfilment of a specific task	tasks, correct objects	scene(?) recognizes if the correct object is picked, person from the outside looks for the correction???	implemented correction, study, testing
understandability of tasks	object, term, assignment of tasks	clear, easy to understand, use common objects	testing
correct use of the HTC Vive??? milestones?			