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 expensive	testing, fps rate shown in unity
no dropouts	no black frames or errors in the unity project	no expensive calculations, not do many calculations parallel	visual testing
immersive	scene should be as real as possible	realistic objects, moving like in reality	testing and questioning 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 that move 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 there are different sizes of objects (for example supermarket), set list of required sizes	testing, controlling and counting 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),set list of required distances	testing, controlling and counting for all sizes
accuracy of selection	user grabs the right object, the distance between the selected point and the ideal target is not too big	user is using best fitting interaction for object, interactions are as good as possible implemented as possible	usability study, tasks, mechanism to recognize 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 when it is grabbed	testing, measurement of the positions
duration to finish a specific task	time, tasks	measure of time between starting and finishing the task	time

Quality goal	**Criteria**	**Method**	**Controlling**
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