

# XR Interaction Test2 – Questionnaire

## Participant Information

- Participant ID: BW.
  - Age: 25
  - Gender: Male.
  - VR Experience Level:  
☒ Beginner    ☐ Intermediate    ☐ Advanced
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## Task 1: Drawing with the Pen

- Were you able to **grab the pen and draw on the board successfully**?  
☒ Yes    ☐ No
  - Rate the **ease of drawing** (1 = Very Difficult, 5 = Very Easy):  
1 ☐ 2 ☐ 3 ☐ 4 ☒ 5 ☐
  - Did you notice that the **stroke size changes depending on the distance between the pen tip and the board**?  
☒ Yes    ☐ No
  - Any comments/issues: 3D model clipping is quite serious.  
The pen-tip color picking function fails when clipping  
(mesh penetration) occurs.
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## Task 2: Color Picking

- Were you able to **pick a color from the palette using A/X button**?  
☒ Yes    ☐ No
  - Rate the **ease of selecting colors** (1 = Very Difficult, 5 = Very Easy):  
1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐
  - Did the **pen color change correctly after picking**?  
☒ Yes    ☐ No
  - Any comments/issues: The pen-tip color picking function fails when clipping  
(mesh penetration) occurs.
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## Task 3: Palette Follow Mode

1. Were you able to **toggle the palette between fixed and follow mode using the left Grip button?**

☒ Yes    ☐ No

2. Rate the **usefulness of the palette follow mode** (1 = Not Useful, 5 = Very Useful):

1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐

3. Did you find the **palette position comfortable and non-distracting?**

☐ Yes    ☒ No

4. Any comments/issues: *The color palette feels too close and cramped. Refining the palette model further would improve the overall user experience.*

### Overall Feedback

1. How comfortable did you feel during the interaction? (1 = Very Uncomfortable, 5 = Very Comfortable):

1 ☐ 2 ☐ 3 ☐ 4 ☒ 5 ☐

2. How intuitive were the interactions overall? (1 = Not Intuitive, 5 = Very Intuitive):

1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☒

3. How enjoyable was the overall experience? (1 = Not Enjoyable, 5 = Very Enjoyable):

1 ☐ 2 ☐ 3 ☐ 4 ☒ 5 ☐

4. Any suggestions for improvement:

*①. Optimize the interaction state between the two models during color picking.*

*②. Refine the color palette model.*

*③. Improve the user's perspective*