Prototype Testing Questionnaire

Participant: _____Zirui Zhou_____
Date/Time: _____

Section A. Interaction Intuitiveness

(1 = Not intuitive at all, 5 = Very intuitive)

1. Did you find it intuitive to use the brush to paint on the canvas?

   ☐ 1   ☐ 2   ☐ 3   ☐ 4   ☑ **5**

2. Did you naturally realize that the palette can be used for color picking?

   ☐ 1   ☐ 2   ☐ 3   ☑ **4**   ☐ 5

3. Did you feel that the variation in stroke thickness (based on brush-to-canvas distance) was natural?

   ☐ 1   ☐ 2   ☐ 3   ☐ 4   ☑ **5**

4. Was the overall workflow smooth and easy to understand?

   ☐ 1   ☐ 2   ☐ 3   ☑ **4**   ☐ 5

Section B. Tool Experience

(1 = Very difficult to use, 5 = Very easy to use)

1. Was the brush easy to control during use?

   ☐ 1   ☑ **2**   ☐ 3   ☐ 4   ☐ 5

2. Was the color-picking process smooth?

   ☑ **1**   ☐ 2   ☐ 3   ☐ 4   ☐ 5

3. Was the canvas feedback clear?

   ☐ 1   ☐ 2   ☑ **3**   ☐ 4   ☐ 5

Section C. Open-ended Questions

1. Which part of this prototype did you like the most?

    Color picking functionalities(if working correctly)

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2. Which part felt the most unnatural or difficult to use? Would it feel better in a full XR environment?

    Color picking, because it's not working at all. Yes, if the color brush could be changed after pointing to the specific color on palette, then it's better.

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3. In the color picking and painting process, what improvements would you suggest?

    I suppose to let the palette following the player, like in a fixed position near left hand.

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4. If you could add one new feature, what would it be?

    I am expecting painting brush type changing. And, if it's possible, picking color from the background environment and making it appears on the palette will be a creating idea.