

Prototype Testing Questionnaire

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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
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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
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Section C. Open-ended Questions

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

The drawing board and stand

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

Adjust the thickness by using the arrow keys

Maybe

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

Can we color mix by mixing colors, just like we do in real life?

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

Add tactile feedback to make the drawing board more realistic
