

# Prototype Testing Questionnaire

Participant: \_\_\_\_\_ 3 \_\_\_\_\_

Date/Time: \_\_\_\_\_ 28/8 \_\_\_\_\_

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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?

PICK COLOR

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

THE SIZE OF THE BRUSH,WHEN IT CHANGE ,I DON'T HAVE A  
CLEAR FEEDBACK

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

TRY TO MAKE THE MOUSE AND BRUSH MOVE TOGETHER

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

GET COLOR FROM THE SCENE AROUND ME

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