

IP1 Usability Questionnaire (IUQ-12, 5-point)

Participant ID (PID): 4855939 XR Experience: ☒ L ☐ M ☐ H Date: _____

Instructions: Please rate each statement based on your experience with the prototype.

Scale: 1 = Strongly Disagree · 2 = Disagree · 3 = Neutral · 4 = Agree · 5 = Strongly Agree

A. Learnability & Controls

1. I could learn the basic controls within 30 seconds (WASD to move, mouse to look, click to pick up/use).

☐ 1 ☐ 2 ☐ 3 ☒ 4 ☐ 5

2. Movement and camera look felt predictable and easy to control.

☐ 1 ☐ 2 ☐ 3 ☐ 4 ☒ 5

3. Picking up / putting down a device was intuitive (I knew when it was picked up/put down).

☐ 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5

4. The environment switch was easy to find and use.

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5. The lighting slider was easy to understand and use (I knew how it affects readability).

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B. Feedback & Visibility

6. When I acted (pick up / switch / adjust lighting), the system feedback was clear.

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7. The Figma interface on the device screen was clear and legible (text, icons, dividers).

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8. I rarely hesitated because controls were hard to find or prompts were unclear.

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C. Efficiency, Errors & Comfort

9. I could complete the tasks smoothly (view UI → switch environment → adjust lighting) without major friction.

☐ 1 ☒ 2 ☐ 3 ☐ 4 ☐ 5

10. I rarely mis-clicked or made errors, and rarely needed moderator prompts.

☐ 1 ☐ 2 ☒ 3 ☐ 4 ☐ 5

11. I did not feel motion-sick or uncomfortable; overall comfort was good.

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12. I feel confident using this prototype again; overall usability is good.

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Optional: Semantic Differentials (pick 1–3 lines if desired)

- Clear ☐ 1 ☐ 2 ☐ 3 ☒ 4 ☐ 5 ☐ 6 ☐ 7 Blurry
- High contrast ☐ 1 ☐ 2 ☒ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 Low contrast
- Comfortable ☐ 1 ☐ 2 ☒ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 Straining

Short Interview (1–2 sentences each)

Q1. What was the biggest difficulty you encountered?

Q2. Which control or feedback most needs improvement?

Q3. If you could change one thing first, what would it be?

Q4. Any other comments or suggestions?

Moderator notes (not shown to participant):

Prompts needed: 4 times Task completed: ☒ Yes ☐ No Notes/Quotes: _____

hard to aim items to choose and pick down
change room could be more clear.

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Short Interview (1-2 sentences each)

Q1. What was the biggest difficulty you encountered?

Take tablet

Q2. Which control or feedback most needs improvement?

Take tablet

Q3. If you could change one thing first, what would it be?

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enhance contrast

Moderator notes (not shown to participant):

Prompts needed: 3 times Task completed: ☒ Yes ☐ No Notes/Quotes: _____

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Short Interview (1–2 sentences each)

Q1. What was the biggest difficulty you encountered? *Hard to control light*

Q2. Which control or feedback most needs improvement?

Q3. If you could change one thing first, what would it be? *adjust screens size*

Q4. Any other comments or suggestions?

Moderator notes (not shown to participant):

Prompts needed: *4* times Task completed: ☒ Yes ☐ No

Notes/Quotes: *How xih fan*

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Prompts needed: 1 times Task completed: ☒ Yes ☐ No Notes/Quotes: _____

control mouse
so many buttons
mouse movement

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Devices can be placed freely instead of returning to their original positions.

Moderator notes (not shown to participant):

Prompts needed: 2 times Task completed: ☒ Yes ☐ No Notes/Quotes: _____