**Discord XR: Galaxy Social Hub**

**Testing plan for interactive prototype 2**

**Testing Objective**This prototype focuses on a full interaction line: choosing a preferred voice channel, entering it, selecting a seat at the long table, and testing whether the microphone can be picked up. The objective is to check if users can clearly discover each function, complete it smoothly without confusion, and feel confident using the system. The test measures how long each task takes, how many errors or assists are needed, and how users react in key moments. It also records the one change users would like to make and the one feature they liked most. This will provide strong evidence for the next design iteration.

This objective is important because these three actions are the foundation of the social hub experience. If users cannot find a channel or sit at the long table, the overall purpose of XR meetings will fail. The microphone test is included because communication is central to the system, and even a small issue here would reduce the value of the prototype.

**Testing Methodologies**This testing plan uses both quantitative and qualitative methods.

* User ID keeps results anonymous but makes comparisons possible.
* Task ID links each record to a clear step.
* Success (Y/N) shows whether the action was completed as expected.
* Errors / Assists show where users face difficulties or need help.
* Time (mm:ss) captures efficiency.
* Observation Notes provide insight into hesitation or behaviour.
* SUS questionnaire adds a standard usability measure.
* Two open questions (“What is one thing you would fix?” and “What is one thing you are most satisfied with?”) give direct feedback.

This method is chosen because it provides both measurable results and user insights. The table gives structured evidence of performance, while open questions explain what users value or dislike most. Using electronic recording only, on devices such as a phone, tablet, or laptop, is practical because it avoids the risk of losing notes and allows the researcher to type or write observations quickly during fast interactions.

**Prototype description/requirements**The prototype is built in Unity and runs on the Meta Quest headset. It presents a galaxy where planets represent voice channels. The user walks up to a planet and touches it for 2 seconds to join the selected channel. Inside the channel, the user moves to a long table and selects a seat. They can stand up and change to another seat at any time. In the middle of the table, a microphone can be picked up and held, providing a test of communication interaction. This vertical slice focuses only on the essential actions for evaluation.

The prototype does not attempt to simulate the entire Discord or XR meeting system. Instead, it focuses on the most critical flow from selecting a channel to preparing for communication. This ensures the test is efficient and avoids unnecessary distractions.

**Data collection method**All structured data (User ID, task ID, success, errors, time, notes) will be recorded directly into an electronic table, opened on a phone, tablet, or laptop. At the same time, I will use my phone to quickly type short observation notes during the session. This method is chosen because it makes data safe, organised, and easy to analyse later without switching between paper and digital records.

After tasks are finished, the participant will complete the SUS form and answer the two open questions. All results will be stored in one dataset for analysis. This combined approach ensures that both numbers and reasons behind them are collected.

**Testing Setup**

* Meta Quest headset and controllers with power sufficient for the session.
* Prototype build installed and checked before starting.
* Data sheet opened on a phone, tablet, or laptop.
* Timer ready for short task timing.
* SUS form prepared in digital format.
* Clear space for safe VR testing.
* Consent script ready for participants.

Reset the prototype to the same starting scene before each participant begins. This ensures results are comparable.

**Testing process: (also considering the schedule/time)**

1. Welcome and consent (20s): Explain purpose, ask participant to think aloud, confirm agreement.
2. Start position (5s): Place participant at the galaxy view and begin timing.
3. Task 1: Join a channel (≤30s): Walk to a planet and touch it for 2 seconds to join. Record success, time, and errors.
4. Task 2: Sit at the long table (≤30s): Walk to the table and sit. Record data.
5. Task 3: Change seat (≤30s): Stand up and move to another seat. Record time and success.
6. Task 4: Pick up microphone (≤30s): Grab the microphone in the middle and check if it can be held. Record success and notes.
7. SUS and open questions (40s): Participant completes the SUS and answers the two open questions.
8. Closing and reset (15s): Save data, reset the prototype, thank the participant.

The whole session is designed to last about three minutes. The short time for each task makes it possible to test many participants in class and still collect enough data for meaningful analysis.