**Testing Result IP3**

**Task 1:** Remotely grab a planet representing a voice channel to enter it.  
**Task 2:** Pick up and place down the microphone on the table.  
**Task 3:** Poke another NPC’s mute or unmute button.

**U1**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **User ID** | **Task ID** | **Success (Y/N)** | **Errors / Assists** | **Time (s)** | **Observation Notes** |
| 1 | 1 | Y | 0 | 13 | The participant found the remote grabbing interaction and entering a new scene very interesting, and praised the explosion effect that appeared after the grab. |
| 2 | Y | 0 | 7 | The participant really enjoyed the microphone interaction and was pleasantly surprised to discover that it could be thrown, so he tried it several times with excitement. |
| 3 | N | 1 | 11 | Because the prototype did not include this function, the participant tried several times but failed and felt a bit confused. |

**Open Questions**

**How satisfied were you with the overall interaction experience?**

If I were to give a score, I would say 4 out of 5. The whole process was engaging and matched well with the Discord theme of joining a voice channel and gathering many people to chat together.

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

I hope it could become a multi-user prototype where several people can join together, not just interactions with NPCs.

**What would you like to improve or change?**  
First, the interaction in Task 3 could be implemented. Second, since both scenes are very important, they could be further refined and improved.

**U2**

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| --- | --- | --- | --- | --- | --- |
| **User ID** | **Task ID** | **Success (Y/N)** | **Errors / Assists** | **Time (s)** | **Observation Notes** |
| 2 | 1 | Y | 0 | 13 | The participant quickly understood how to grab the planet and mentioned that the scene transition felt smooth. |
| 2 | Y | 0 | 7 | The participant enjoyed experimenting with the microphone, trying to throw it several times and commenting that it felt very realistic. |
| 3 | N | 1 | 11 |  |

**Open Questions**

**How satisfied were you with the overall interaction experience?**

Rated 4.5 out of 5. The whole experience was interesting and matched the theme of joining a Discord voice channel.

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

Adding background sound or ambient voices would make the world feel more lively.

**What would you like to improve or change?**  
NPCs could have clearer reactions when being poked.

**U3**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **User ID** | **Task ID** | **Success (Y/N)** | **Errors / Assists** | **Time (s)** | **Observation Notes** |
| 3 | 1 | Y | 0 | 13 | Participant showed some hesitation before realising that the planet could be grabbed remotely. |
| 2 | Y | 0 | 7 |  |
| 3 | N | 1 | 11 | Several attempts were made to poke the NPC button, but no clear response occurred, which caused some confusion. |

**Open Questions**

**How satisfied were you with the overall interaction experience?**

Rated 4 out of 5. The concept was creative and the gestures were easy to understand.

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

A voice function could be added so that users can actually speak through the microphone.

**What would you like to improve or change?**  
Interactive objects could have clearer visual indicators or tooltips.

**U4**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **User ID** | **Task ID** | **Success (Y/N)** | **Errors / Assists** | **Time (s)** | **Observation Notes** |
| 4 | 1 | Y | 0 | 13 | The explosion effect after entering the new scene was noted as engaging and satisfying. |
| 2 | Y | 0 | 7 | The microphone interaction worked smoothly, and the gesture was completed without any difficulty. |
| 3 | N | 1 | 11 | Because the prototype did not include this function, the participant tried several times but failed and felt a bit frustrated. |

**Open Questions**

**How satisfied were you with the overall interaction experience?**

Rated 4 out of 5. The interaction expect task 3 felt natural and the flow was very smooth.

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

An option to wave or express simple gestures to other avatars could increase realism.

**What would you like to improve or change?**  
Sound feedback for the microphone would make it more engaging

**U5**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **User ID** | **Task ID** | **Success (Y/N)** | **Errors / Assists** | **Time (s)** | **Observation Notes** |
| 5 | 1 | Y | 0 | 13 | The participant completed the first two tasks smoothly and commented that the interactions felt simple and responsive. |
| 2 | Y | 0 | 7 |  |
| 3 | N | 1 | 11 |  |

**Open Questions**

**How satisfied were you with the overall interaction experience?**

Rated 3.5 out of 5. The interaction was enjoyable, but some gestures did not respond as expected.

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

Allowing multiple users to join and interact together would make the experience more social.

**What would you like to improve or change?**  
Clearer instructions could be given at the start, and every gesture should include visual or sound feedback.