Post-Experience Questionnaire Object Reviver

Welcome to our post-experience questionnaire! Your valuable feedback will help us evaluate your interaction with our project, Object Reviver.

Object Reviver seamlessly integrates web and VR user interfaces to enhance your experience with 3D reconstruction, 3D model storage and sharing, and 3D visualization.

In this questionnaire, we'll delve into your interactions with both the web and VR applications, as well as your experiences with the 3D reconstruction process. Your honest responses will provide us with valuable insights.

We understand your time is precious, and we've designed this questionnaire to be concise. You can expect it to take approximately 10 to 15 minutes to complete. Thank you, and we appreciate your feedback!

* Indicates required question

How easy was it to navigate and interact with the web application?   *
Determine the level out of 5 by assessing login session, the menu interaction, the
image upload system, interaction with personal portfolio, and interaction with
other users that you searched.

1 - Extremely Difficult: Navigating and interacting with the web application was
exceptionally challenging
2 - Difficult: It was difficult to navigate and interact with the web application.
3 - Average: The navigation and interaction with the web application were neither
particularly easy nor difficult. It was a standard experience, with some areas
being user-friendly and others requiring moderate effort.
4 - Easy: It was relatively easy to navigate and interact with the web application.
5 - Extremely Easy: Navigating and interacting with the web application was
exceptionally easy.

Extremely Difficult

1   ○

2   ○

3   ○

4   ○

5   ○

Extremely Easy

How easy was it to navigate and interact with the VR application? *

Consider the usability of the controller, scene design, logging in, spawning a 3D model, searching for portfolios, and interacting with objects.

1 - Extremely Difficult: Didn't understand how to move and explore the scene
2 - Difficult: Didn't understand how to interact with the panels/menus
3 - Average: Couldn't spawn a 3D model/use the following section/interact with the object
4 - Easy: Managed to use the application fully but took some time to understand some parts
5 - Extremely Easy: Everything was easy to follow and understand

Extremely Difficult

1 ○

2 ○

3 ○

4 ○

5 ○

Extremely Easy

Did you experiment by uploading a set of images or a video? *

○ Images

○ Video

○ Both

What type of device was used to capture the images/video used to reconstruct *
the 3D model?

○ Professional camera

○ Mobile phone with LiDAR

○ Modern mobile phone

○ Regular mobile phone (normal performances in taking pictures)

○ Mobile phone capturing low quality pictures

○ Other

Did you capture the images/video indoors or outdoors? *

○ Indoors

○ Outdoors

○ Both

Was the environment lightened using natural light (the sun) or artificial light (light *
bulb)?

○ Natural Light

○ Artificial Bulb

○ Both

How complex do you appreciate your scanned 3D models to be?   *

1 - Extremely Simple: The scanned 3D models are extremely basic and lack complexity, consisting of only a few simple shapes or features.

2 - Simple: The scanned 3D models are relatively straightforward and have minimal complexity, with uncomplicated shapes and limited detail.

3 - Moderate: The scanned 3D models have a moderate level of complexity, featuring a mix of simple and more intricate elements, providing some level of detail.

4 - Complex: The scanned 3D models are fairly complex, containing intricate details and a high level of complexity in their structure and design.

5 - Extremely Complex: The scanned 3D models are exceptionally complex, featuring a high level of intricate details, intricate shapes, and a considerable level of complexity in their overall composition.

Extremely Simple

1 ○

2 ○

3 ○

4 ○

5 ○

Extremely Complex

Please describe the object used for reconstruction. *

Your answer

Please check the boxes corresponding to the textures of the objects that you scanned. *

- [ ] Plastic
- [ ] Stone
- [ ] Wood
- [ ] Metal
- [ ] Paper
- [ ] Fabric
- [ ] Other

How smoothly did the web application run on your devices?   *

1 - Extremely Poor: The web application had significant performance issues, constant crashes, or was unusable on my devices.

2 - Poor: The web application had noticeable performance problems and occasionally crashed or experienced slowdowns on my devices.

3 - Average: The web application ran adequately, with occasional minor performance hiccups or slow loading times on my devices.

4 - Good: The web application ran smoothly for the most part, with only rare and minor performance issues on my devices.

5 - Excellent: The web application ran flawlessly with no performance problems or issues on my devices.

Extremely Poor

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Excellent

How smoothly did the VR application run?   *

1 - Extremely Poor: The VR application had severe performance issues, frequent crashes, or was unplayable on my VR devices.

2 - Poor: The VR application had noticeable performance problems and often crashed or experienced significant lag on my VR devices.

3 - Average: The VR application ran adequately, with occasional minor performance hiccups or frame drops on my VR devices.

4 - Good: The VR application ran smoothly for the most part, with only rare and minor performance issues on my VR devices.

5 - Excellent: The VR application ran flawlessly with no performance problems or issues on my VR devices, providing an immersive and seamless experience.

Extremely Poor

1   ◯

2   ◯

3   ◯

4   ◯

5   ◯

Excellent

How effective was the application in building the 3D model based on your input?   *

1 - Extremely Ineffective: The application failed to generate a usable 3D model from the input, and the results were essentially unusable or incorrect.

2 - Ineffective: The application struggled to create a satisfactory 3D model, producing inaccurate or incomplete results that required substantial manual correction.

3 - Average: The application was moderately effective in building a 3D model but required significant user intervention and post-processing to achieve an acceptable result.

4 - Effective: The application performed well in generating a 3D model, with relatively minor manual adjustments needed to refine the output.

5 - Highly Effective: The application excelled in building a 3D model based on your input, delivering accurate and high-quality results with minimal user intervention.

Extremely Ineffective

1   ○

2   ○

3   ○

4   ○

5   ○

Highly Effective

How effective was the VR application in presenting the virtual object?   *

1 - Extremely Ineffective: The VR application was unable to effectively present the virtual scan of 3D models, making it nearly impossible for users to interact with or understand the scanned objects.

2 - Ineffective: The VR application struggled to present the virtual scan, resulting in a subpar experience with limited interactivity and poor representation of the scanned 3D models.

3 - Average: The VR application provided a decent presentation of the virtual scan, but there were noticeable limitations in interactivity or visual quality, leaving room for improvement.

4 - Effective: The VR application effectively presented the virtual scan of 3D models, offering a satisfactory experience with good interactivity and visual representation.

5 - Highly Effective: The VR application excelled in presenting the virtual scan, delivering an outstanding experience with seamless interactivity, high-quality visuals, and a true-to-life representation of the scanned 3D models.

Extremely Ineffective

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Highly Effective

How long did you have to wait for your 3D model to be created from your input? *

☐ <1 min

☐ 1 - 3 mins

☐ 3 - 10 mins

☐ 10 - 20 mins

☐ 20 - 30 mins

☐ 30 - 90 mins

☐ 90 mins - 5h

☐ 5h - 10h

☐ more than 10h

How engaging was the application?   *

1 - Extremely Unengaging: The experiment was not engaging at all.

2 - Unengaging: The experiment lacked engagement and failed to effectively capture interest.
3 - Neutral: The level of engagement in the experiment was neither particularly engaging nor unengaging.

4 - Engaging: The experiment was moderately engaging, as it was an interesting and somewhat captivating experience.

5 - Highly Engaging: The experiment was extremely engaging, keeping the participant fully immersed and enthusiastic throughout the entire experience.

Extremely Unengaging

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Highly Engaging

Did the application meet your creative needs and expectations? *

1 - Not at all: The application completely failed to meet my creative needs and fell far short of my expectations.

2 - Partially: The application partially met my creative needs but left room for improvement and didn't fully meet my expectations.

3 - Somewhat: The application somewhat met my creative needs and met some of my expectations, but there were notable shortcomings.

4 - Mostly: The application mostly met my creative needs and aligned with my expectations, with only minor areas for improvement.

5 - Completely: The application completely met my creative needs and exceeded my expectations, providing an outstanding creative experience.

Not at all

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Completely

How visually appealing was the user interface of the web application? *

1 - Extremely Unappealing: The user interface of the web application was highly unattractive, cluttered, or visually unpleasant.

2 - Unappealing: The user interface was unattractive and failed to capture attention or provide a pleasant visual experience.

3 - Neutral: The user interface had a neither particularly appealing nor unappealing design, and it was functional but lacked visual flair.

4 - Appealing: The user interface was visually appealing and aesthetically pleasing, making the application enjoyable to interact with.

5 - Highly Appealing: The user interface was exceptionally visually appealing, with a well-designed layout, graphics, and overall presentation that greatly enhanced the user experience.

Extremely Unappealing

1 ◯

2 ◯

3 ◯

4 ◯

5 ◯

Highly Appealing

How visually appealing was the user interface of the VR application?   *

1 - Extremely Unappealing: The user interface of the VR application was highly unattractive, cluttered, or visually unpleasant, detracting significantly from the overall experience.

2 - Unappealing: The user interface was unattractive and did not enhance the immersive experience of the VR application.

3 - Neutral: The user interface had a neither particularly appealing nor unappealing design, and it did not significantly impact the overall VR experience.

4 - Appealing: The user interface was visually appealing and contributed positively to the immersive experience of the VR application.

5 - Highly Appealing: The user interface was exceptionally visually appealing, with a well-designed and immersive layout that greatly enhanced the overall VR experience, making it more enjoyable and engaging.

Extremely Unappealing

1 ○

2 ○

3 ○

4 ○

5 ○

Highly Appealing

What made you feel as if the virtual reconstructed 3D models were real? *

Your answer

Did anything unusual happen? *

◯ Yes

◯ No

If something unusual did happen, please describe the situation.

Your answer

Did you ever remember you were in the physical, real-world space? *

◯ Yes

◯ No

If you did remember, what caused it?

Your answer

Do you have any suggestions for parts of the experience that could be improved, or that you noticed were not as detailed?

Your answer

Do you have any more comments?

Your answer

Submit   Clear form