

AR App for Museum

Empirical Research



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Introduction

1.1 Purpose

The purpose of Cognitive Walkthrough is to evaluate design early using low fidelity prototypes.

1.2 Overview of the process

Variables

Independent Variable (IV) – What is causing a change in another variable of interest

Dependent Variable (DV) – the variable of interest (what is measured)

In experimental research, the IV is the manipulated variable

Research Questions -

Q1. If error rates are kept under 2%, is reading the augmented information faster for a fixed 3D text palette than floating 3D information?

Q2. Is the accessing information about the monument faster for Landscape orientation than Portrait ?

User Study

Experiment design -

- 2 x 2 x 2 repeated-measures (within subjects) design
- Experiment with three factors, each having two levels.
- There are eight test conditions in total.
- Both factors are repeated measures, so all participants were tested on all test conditions

Dependent Variables:-

Task completion time (s) -

Time taken for fixed task : Point to a monument and View its information.

Steps of the task :

1. Open the Main screen
2. Navigate through the button layout
3. Open the camera mode
4. Point the camera to a monument
5. Wait for information to load near the monument

Reading speed (wpm) -

Time taken for reading the information about the monument

Error rate (%) -

Errors in reading or the errors in doing the task.

Independent Variables:-

Button layout - This variable has following two levels :

Grouped - encoded as G

Expanded - encoded as E

Information Mode - This variable has following two levels :
 3D text palette - encoded as P
 floating 3D info - encoded as F

Phone orientation - Orientation of the phone. Two levels :
 Horizontal - encoded as H
 Vertical - encoded as V

Data Collection

Participants details -

	Age group	Visited a Museum	AR Background	Reference for AR
Participant 1	15-20	Yes	Yes	None
Participant 2	15-20	No	Yes	Website
Participant 3	20-30	Yes	Yes	Friend
Participant 4	15-20	Yes	No	None
Participant 5	15-20	No	Yes	Website
Participant 6	15-20	Yes	No	None
Participant 7	20-30	Yes	No	None
Participant 8	15-20	Yes	Yes	Friend
Participant 9	15-20	Yes	Yes	Sony Camera
Participant 10	15-20	Yes	No	Website

Procedure followed for data collection –

- The participants were told the general objectives of our experiment
- The participants were put through some practice trials for familiarization
- Afterwards, the data collection was started
- The task under each test condition was presented to each participant on a screen.
- The latin square method was followed for ordering the conditions
- Participants instructed to perform the navigation and the reading task “as quickly as possible”
- Measurement of **Task completion time (s)** was calculated by using a stopwatch.

- Measurement of **Reading speed (wpm)** was calculated by the formula -
Reading speed = (Number of words in the text) / (time taken to read in minutes)

Order of conditions :

Order was according to the **Latin square method** for each pair of participants

Since each factor has two levels, the latin square was applied to the pair of participants as follows -

Participant 1	L1	L2
Participant 2	L2	L1

Statistical significance testing report :

After finishing the above test conditions on each participant, following data was collected.

Data Tables -

Table for the variable "Reading Speed" :

Reading speed (wpm)									
Button layout	G	G	G	G	E	E	E	E	
Information Mode	P	P	F	F	P	P	F	F	
Orientation	H	V	H	V	H	V	H	V	Mean
Participant									
1	213	169	185	220	220	175	166	178	190.75
2	231	178	151	214	223	208	153	177	191.88
3	201	208	206	199	247	150	218	190	202.38
4	186	172	216	189	211	168	192	211	193.13
5	227	157	164	178	187	182	157	194	180.75
6	210	177	178	172	218	161	211	197	190.5
7	243	150	220	179	185	173	167	195	189
8	208	181	216	228	195	172	216	218	204.25
9	238	168	150	203	240	154	172	176	187.63

10	238	154	167	170	236	161	218	230	196.75
Mean Reading Speed	219.5	171.4	185.3	195.2	216.2	170.4	187	196.6	192.702

Findings for Reading Speed:

- The Mean Reading Speed is highest for the first condition(G-P-H) i.e. Grouped button layout, Palette information and Horizontal orientation.
- The mean reading speed for Horizontal orientation is faster than that for the Vertical orientation in all four cases. So the Orientation factor is considerably controlling the Reading speed.
- There is no significant effect of button layout on the reading speed. Since the speeds have less than 2% change on switching the button layout

Table for the variable “Task Completion Time” :

Task Comp. time(seconds)									
Button layout	G	G	G	G	E	E	E	E	
Information Mode	P	P	F	F	P	P	F	F	
Orientation	H	V	H	V	H	V	H	V	Mean
Participant									
1	6.69	7.71	6.2	5.96	7.07	7.09	6.65	5.39	6.6
2	8.21	7.74	7.16	6.52	7.52	5.62	5.34	5.08	6.65
3	7.54	5.61	6.26	5.35	7.28	6.19	5.21	7.06	6.31
4	6.65	7.76	5.18	5.34	7.6	5.5	7.91	5.42	6.42
5	7.19	6.82	4.94	6.48	7.69	6.59	6.04	5.76	6.44
6	8.12	5.99	7.8	5.38	8.34	7.5	4.96	7.33	6.93
7	7.12	5.88	5.98	5.97	6.94	7.07	7.86	7.26	6.76
8	7.28	5.54	5.82	5.63	7.61	5.81	5.38	5.8	6.11
9	7.92	7.3	7.5	7.36	8.33	5.72	5.41	4.86	6.8
10	7.48	5.77	6.36	7.77	8.35	7.75	6.83	5.77	7.01
Mean	7.42	6.61	6.32	6.18	7.67	6.48	6.16	5.97	6.6

Findings for Task Completion Time:

- The time taken has increased for the configurations G-P-H and E-P-H indicating the significance for Pallete mode and Horizontal configuration.
- Time taken for E is relatively lesser than that for G suggesting that the ungrouped button configuration is providing faster completion times.