Questions:

1. Was there any part of the user test that was confusing? Why?
2. Did you have any trouble picking up or dropping off the stethoscope?
3. Did you find it difficult to check the breathing? (Yes - What did you struggle with? Offer another solution: A/B test)
4. Describe any trouble you had with the hand instruction section and explain why?
5. What do you like the most about our prototype?
6. If you can improve one thing in our prototype, what would it be?
7. What other advice do you want to add or feedback would you like to add?

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Jaclynn:

1. Choosing the lead doctor role. The keyboard was blocking the buttons (don’t know how to clear the keyboard). The audio delay. The movement initially was weird
2. The guardian was blocking me from physically reaching the stethoscope once I found it but the actually grabbing actions were easy from the tutorial
3. Not difficult to check the breathing. May be other ways that people are aware of checking the breathing (such as listening close to the chest)
4. The inactive move was confusing. I didn’t know I needed to use the joysticks
5. It was good to get feedback from us during the user test. (when I didn’t know how to move, Emily was quick to help me find the joystick)
6. On-screen tasks for progress tracking
7. My interest was piqued by the rest of the environment and I wanted to play around

Shyen:

1. Hearing Meg IRL and also in the headset. The audio was overlapping so it made it hard to hear the instructions. No labels on the equipment so I don’t know what the things are.
2. Trouble picking it up. Thought it should just be using the front trigger
3. No trouble using a stethoscope to check the breathing. Intuitive use of the stethoscope.
4. No trouble with the instructions. One of the best parts
5. The onboarding tutorial was very good. The realism of the model was very adequate.
6. The keyboard was a nightmare. The angle was wrong for typing the “t”
7. Changing the initial spawn position so that I don’t have to walk towards the patient. Also lots of empty space around the instructions.

Rainie:

1. I didn’t notice the password field. The heart rate monitor was distracting and loud and made me unable to hear the instructions. The heartbeat was too noisy. The stethoscope model was glitchy when I checked the breathing
2. No trouble picking up and dropping the stethoscope
3. No problems checking the breathing
4. I think the onboarding was very clear. I didn’t remember how to move.
5. I like the environment. It was very immersive. The audio was really nice feature even though too noisy
6. Written instructions in the environment would be helpful
7. Feedback when I touch the patient

Yuan:

1. The double audio of Meg’s voice. Putting down the stethoscope was tricky. I had to shake the remote
2. Grabbing was fine but putting it down was hard
3. Not hard to check but the stethoscope was jumping around in my hand
4. Confused by the deactivated moving portion.
5. The environment was amazing. The patient was too small. The texture was a bit washed out. It looked dead.
6. The patient. It felt dead.
7. Try to use just the trigger for grabbing and fix the jumpy stethoscope

Kyle:

1. The echoing audio was annoying. I don’t name of the stethoscope (medical terminology)
2. No trouble. The bouncing stethoscope when interacting with the patient
3. Breathing was no problem.
4. The video was good. I couldn’t see “A” close the scenario though
5. The onboarding tutorial was good. The audio was good. The environment was good but the patient was too small
6. Patient scale. Some help to know which button is which. Shouldn’t necessarily mention what button because I don’t know what is what.
7. Change lighting. Its a bit washed out.

Santiago:

1. Stethoscope disappeared because I released the trigger but then it appears on my hand. I don’t know what the IV fluid is.
2. Knew how to pick it up but otherwise lots of problems because I “dropped it”
3. I did not hear any feedback when I checked the breathing. Maybe more visual feedback. Don’t just rely on sound
4. No problems.
5. I like the project idea. Moving with the joysticks made me dizzy. Teleportation or moving.
6. Feedback. I need to know that I’m doing things.
7. “Cozier” environment.

Cathy:

1. IV fluid. I didn’t know what to do and I couldn’t find it.
2. No problems picking it up or dropping it off but I didn’t know I should take it back to where I got it.
3. No problems checking the breathing but indication would be nice
4. It would be nice if it was interactive (have to actually do the action in order to see the next thing)
5. I like modelling. I like the background audio.
6. More interactive tutorials, more tasks/more involved. More steps/details would make it more immersive.
7. I like it

Julia:

1. Audio + reading at the same time was difficult for me. It would be nice to be able to recall the patient information. Use headphones.
2. No problem picking it up or putting it back down.
3. I did not hear anything but still otherwise did the task.
4. I pressed the oculus button and left the experience.
5. I like the environment. The patient is grey.
6. Audio should be improved (use headphones). The audio echo. The patient is not life-like which creates a disconnect.
7. “Busier” to create more stress

Celina:

1. I did not know some of the medical terminology. I did not see the IV fluid appear.
2. No problems picking it up. I did not know if I needed to drop it or just hold it on the chest when checking the breathing.
3. Breathing stopped after a couple of seconds. Indication would be helpful (visual feedback)
4. Interactive tutorial would be better. I didn’t have enough time to process what was happening on the screen
5. The environment was very realistic.
6. Keyboard was really tricky.
7. The audio was not super clear so visual clues would be good. A list of tasks would be nice

Bill:

1. I didn’t know what “A” was. I didn’t see the IV fluid (it was always there as far as I could tell)
2. Picking it up was no problems. It would be more intuitive if the release instead of collider
3. No problems but haptic feedback would be nice. Can also use 3D spatial sounds.
4. I like the instructions but i want to know the real button positions. The virtual keyboard did not go away
5. The feeling and interactions are pretty good.
6. The audio echo was annoying but I understand. The locomotion needs to be improved. You need to know how you can get closer to the patient (not untethered). Joystick makes people dizzy (change to teleportation or slow it down)
7. Always indicate which items are interactable.

Allyson:

1. Not really confused but some things were not intuitive, after keying the password, the keyboard should disappear automatically before the role selection. The scenario text frame should be static instead of moving because its hard to keep your head totally still
2. No issues but I am very used to teleport and the joystick direction was not as good.
3. Could not get close enough to the patient. I could hear it clearly. I don’t know if I’m close enough to the chest or if the patient is just dead.
4. Accidentally exited because I pressed the oculus button.
5. The entire experience is smooth and I was able to follow all of the instructions.
6. Refer to above. More feedback (visual, haptic, sound)
7. Nothing really. I was confused by the last question because the environment is almost too high tech (will they have this stuff in real life when they become doctors)

Ali:

1. I did not notice anything happen when I asked for IV fluid. I didn’t know I had to get really close to check the breathing
2. No problems with the stethoscope
3. Didn’t know how close to get.
4. Keyboard didn’t go away until I clicked done. Should be automatic. Questioning why I am even in VR because it was just a screen. Disorienting because I’m looking at a screen through a screen
5. Very complete but require polishing
6. Should have better compute power for the testing. Audio was not coming from the monitor
7. Focus a bit on the performance. Research better locomotion.