This is our third user test. In this test, our goal is to figure out if the VR environment design is intuitive for users to interact. We tested 5 features which are audio instruction; onboarding journey; grab items；remote control items from the control panel and interact with the patient.

We booked the classroom as the test place. And the test lasted for one and a half hours. We tested 12 people in total. We asked the testers to put on the VR headset and explore the VR trauma bay according to our instructions. After they finished the test, testers were required to fill in a survey and take the interview.

For the detailed test plan, please see the appendix.

Result:

After the test, we found those problems in our prototype according to the interview and observation.

* The keyboard is hard to use.
* The audio is overlapped.
* The onboarding system needs to clear bugs.
* The stethoscope is glitchy when people put in on the patient’s chest.
* Some testers will press the button as an exercise when they were watching the hand instruction.
* Testers didn’t know they need to put back the stethoscope.
* Testers didn’t know what is IV fluid and what’s going to happen after they ordered it.
* Testers trying to connect the IV tube to the patient.

Improvement:

Programmer:

* Keyboard’s angle and size
* Fix the audio system
* Programming bugs (e.g The users can skip to input the password).
* Moving - change the initial position, still using walking and controller
* Make the stethoscope can be put back in anywhere;
* Add interactive feedback when things appear in the trauma bay;
* Change the moving way of the scenario description(let the scenario rectangle stay in one place).

Modeling:

* Patient and the bed scale bigger
* Adjust the environment lighting lighter and warmer.
* Connect the IV tube to the patient
* Change the color of stethoscope; (Red)
* Change the color of wall and floor; (Green)

UI:

* The hand instruction needs to give users clear reminding that doesn’t press any button during that.
* Add more instructions (moving, verbally)