

## Distortion Correction on Deformable Displays

### Experiment #\_\_ SCENARIO NOTES

Scenario Name: \_\_\_\_\_ /  
A \_\_ / B \_\_

- Can you notice anything changing(between the two methods)?  
\_\_\_\_\_
- Please explain what you see in your own words  
\_\_\_\_\_
- Can you see a more undistorted image if you move around? Remember to look straight onto the interaction area(this is just to make sure that the user's look from the right viewpoint, since the points were in different areas of the screen).  
\_\_\_\_\_
- Does the image quality affect your ability to judge the two methods?

#### Scenario Specific (circle the mentioned method)

- Do the grid lines look more straight with method A or B?
- Does the text look more readable with method A or B? Does it keep it's relative size better with method A or B?
- Do the columns look straighter with method A or B?
- Do the text and roads look closer to the original size and straighter with method A or B?
- Does the brain scan look more realistic/natural with method A or B?

Points:

- Central \_\_\_\_\_
- Left \_\_\_\_\_
- Right \_\_\_\_\_

#### Other Questions

- Have you seen or used the display before?
- Could you say whether a method was more realistic than the other?
- Is the behavior as you would expect? (for each method)

#### Other Notes