Project 2 - Usability Testing

Usability Test Script

a.   Thank you for agreeing to perform this usability test. Note that we are testing how easy it is to use the **Fencing 101** Cardboard VR app. This application allows you to learn about fencing, view demos of the positions, and understand the lingo associated with the sport. During this usability test, we are not testing you. We are interested in discovering what problems you encounter while using this app. Don't worry about making mistakes. They will help us improve our application. Finally, only attempt to perform the tasks we are asking you to perform.

b.   Process for loading the app:

   ● A demo of the app is located here:
      https://cs-560.github.io/hw/project3unity/demobuild/webdemo.html
   ● <u>Note</u>: your browser must support WebGL to be able to view the Unity demo.

c.   Perform each of the following "performance" tasks:

   1. You are in the "main menu" scene of the application. Use the mouse, trackpad, or the left and right arrow keys to navigate around the scene.
   2. Press the "help" button to read the help instructions. Once you are done, come back to the "main menu" scene.
   3. Navigate to the "en guard" scene. Watch and listen to the scene.
   4. While in the "en guard" scene, bring up the playback menu (by right clicking).
   5. While in the "playback menu," move the scrollbar cursor.
   6. Close the playback menu.
   7. Bring up the playback menu and navigate back to the "main menu" scene.

d.   Answer the following "preference" questions:

   1. Is this your first time using a VR platform?
   2. On a scale from 1 to 5 (with 1 being the lowest and 5 the highest), how easy was it to perform the tasks?
   3. On a scale from 1 to 5 (with 1 being the lowest and 5 the highest), how did you like the look and feel of the app?
   4. What was your favorite part about this application?
   5. Does this application make you more interested in learning about fencing?

e. Thank you for providing your time and insight to help us improve this application.

Results

Performance Results

Task	Subject 1	Subject 2	Subject 3
1. You are in the "main menu" scene of the application. Use the mouse, trackpad, or the left and right arrow keys to navigate around the scene.	10 sec.	10 sec.	10 sec.
2. Press the "help" button to read the help instructions. Once you are done, come back to the "main menu" scene.	5 sec.	5 sec.	5 sec.
3. Navigate to the "en guard" scene. Watch and listen to the scene.	5 sec.	5 sec.	45 sec.
4. While in the "en guard" scene, bring up the playback menu (by right clicking on macs).	5 sec.	5 sec.	10 sec.
5. While in the "playback menu," move the scrollbar cursor.	30 sec.	5 sec.	failed
6. Close the playback menu.	2 sec.	2 sec.	2 sec.
7. Bring up the playback menu and navigate back to the "main menu" scene.	2 sec.	2 sec.	2 sec.

Preference Results

Question	Subject 1	Subject 2	Subject 3

1. Is this your first time using a VR platform?	Yes	Yes	Yes
2. On a scale from 1 to 5 (with 1 being the lowest and 5 the highest), how easy was it to perform the tasks?	3	4/3	4
3. On a scale from 1 to 5 (with 1 being the lowest and 5 the highest), how did you like the look and feel of the app?	3	4	5
4. What did you like best about the application?	The nifty menu.	The fact that the sword wobbles. It's incredible!	Seeing the 3D model move.
5. Does this application make you more interested in learning about fencing?	No (but to be fair, not much could.)	Actually, yes!	Not really.

Takeaways

- The usability tests went incredibly well, given the fact that this was everyone's first time interacting with a VR platform. The application is quite intuitive after the first few moments.
- There was a lot of excitement around app. Everyone who tested the app wanted to be kept in the loop and re-test the app once all the scenes are implemented.