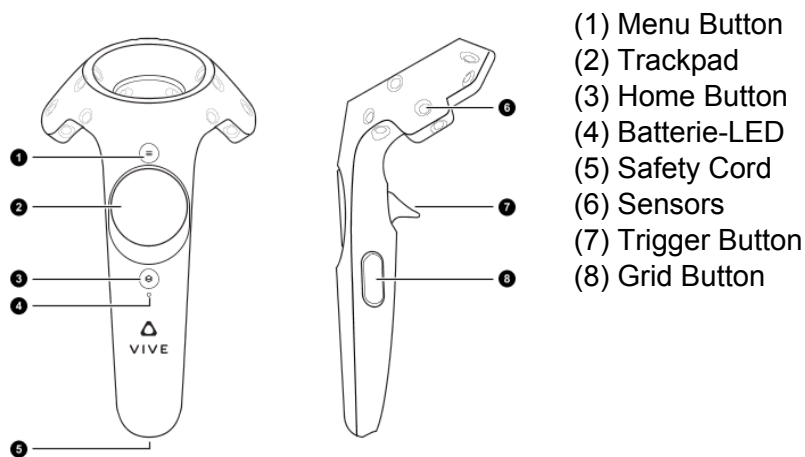# Testing procedure

Step 1: Explain the test environment
- Ask if the tested person has any experience with virtual reality
- The test can be interrupted at any time if the tested person does not feel well.
- Short explanation of the Vive Controller and HMD
  - Buttons, HMD adjustments

(1) Menu Button
(2) Trackpad
(3) Home Button
(4) Batterie-LED
(5) Safety Cord
(6) Sensors
(7) Trigger Button
(8) Grid Button

Step 2: Ease of Use
- The user has time to get a feeling of each navigation method

1. Give the testing person an short introduction of the navigation method
2. Let him test the method on its own (stop time) until he thinks he has a feeling for the method
3. Repeat 1-2 for every navigation method (teleport, jumping, walking in place, walking by leaning)

Step 3: Pick and Place
- The user is teleported into a predesigned room.
- The task is to pick up a Cube and transport it to the other side
- Instruct the testing person that there are various objects located in the map, but his main objective is to reach the other side as fast as possible

1. Teleport user to the map
2. Set navigation method
3. Let him do the task (stop time)
4. Answer the questions
5. Repeat 1-4 for every navigation method (teleport, jumping, walking in place, walking by leaning)

Controls Keyboard

Navigation Methods

Key	Navigation Method
T	Teleport
J	Jumping
W	Walking in Place
L	Walking by Leaning
S	Scaled Walking
F	Free Mode

Target Points / Teleporters

#	Test type	Navigation Method	Room Number
1	Introduction start zone	-	Room 1
2	Pick & Place	Teleport	Room 2.1
3	Pick & Place	Jumping	Room 2.2
4	Pick & Place	Walking in Place	Room 2.3
5	Pick & Place	Walking by Leaning	Room 2.4
6	Jump and Run	Teleport	Room 3.1
7	Jump and Run	Jumping	Room 3.2

Controls Vive

Nav Method	Controls	
Teleport	Trigger Touchpad	-> Grab or interact with objects -> Activate Teleport
Jumping	Trigger	-> Grab or interact with objects
Walking in Place	Trigger Grid Button Touchpad	-> Grab or interact with objects -> Activate Walking in Place -> Scale movement speed
Walking by Leaning	Trigger Touchpad	-> Grab or interact with objects -> Scale movement speed
Scaled Walking	Trigger	-> Grab or interact with objects
Free Mode	Menu Button	-> Change Navigation Method