VR Puzzler – User testing (alpha version – 02/21/17)

1. **How big do you think you are in this virtual world compared to real life?**

Yolanda: I feel normal sized (maybe a little smaller).

1. **Can you describe the mood of the room to me?**

Yolanda: Scary, dark, eerie.

1. **Is there anything that is difficult to see, or does not come across well visually that you would like to see?**

Yolanda: The torches could be better defined (no fire).

# Interface testing

1. Are you seeing a panel of some sort?
2. How big would you say it is?
3. What do you think this panel is for?
4. What do you think happens if you click on the button?
5. What do you think this next panel is for?

# Movement testing

1. How did you feel about the speed of that movement?
2. Would you describe yourself as feeling sick?
3. Were there any height changes or anything disorientating in the movement?