

## 1. Training

A training about mixed reality was given to participants. Students were able to play with an introductory application using Microsoft Hololens 2.



## 2. Experiment

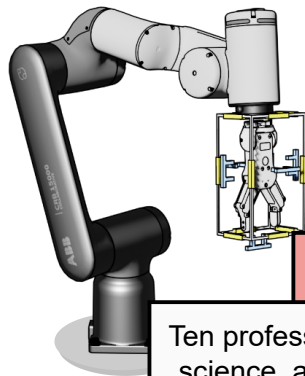
In an experiment in mixed reality, groups of students using different interfaces were asked to manipulate a 3D model of a robotic gripper to a specific position and orientation.

## 3. Survey

Students were invited to answer a survey containing a System Usability Scale (SUS) questionnaire about the interface they tested.

## 5. Interview

Ten professors from robotics, computer science, and user experience classes were invited to test and control the robot using our prototype.



## 4. Prototype

Using the bounding box interface, the one with the highest usability score, we implemented a prototype to control a collaborative robot.

