## **Time on Task (sample logging)**

* Task 1 (Draw Tool): 45 39 47
* Task 2 (Erase Tool): 13 12 11
* Task 3 (Voice Command): n/a headset couldn’t connect to wifi
* Task 4 (Active Tool UI): 11 13 10

## **Debrief Questions**

**General Impressions**

* How did you find the changes to the tools, did they make creation easier and were they intuitive?
* They were nice refinements to the original tools that helped with efficiency and accuracy
* I liked that there was a crosshair dot for drawing, this made precise strokes really easy
* I think the tools were nicer to use than previously, especially the eraser was much more natural however I’m not sure about always leaving it on

**Specific Tools**

* Was the crosshair on the drawing tool helpful for preciseness?
* Yes i found it nice to be able to see exactly where the drawing will start from
* It was really intuitive to see the dots on the fingers and also the midpoint from where the drawing begins
* I think so, however maybe you could change the colour so that its not yellow or not filled out with colour and only a border
* Is the eraser tool working more smoothly now than before?
* Yes the eraser is much better
* The eraser is much quicker but sometimes accidental activation made me had to redraw some parts
* The erase gesture is much more natural however it may need to have a toggle on and off instead of always being able to be triggered in case of accidental movements
* How did you find the active tool UI? Did it help reduce confusion or mistakes?
* I liked the feedback that it gave but noticed it was only reactionary as in after I did actions or used tools
* It would be nice if the active tool UI would show when you select a tool, this may need to mean that toggles for active and inactive are introduced instead of having holding gestures
* I liked how quickly it is able to update and how it has a preview for colour as well
* Did you find the voice commands useful or would you prefer to have these functions on a menu?
* 50/50 I struggle to find voice commands to be very helpful for most tasks and interactions however there are some specific cases such as redo and undo that might benefit user work flow if they are able to be seamlessly called during artwork

**Workflow & Efficiency**

* Did switching between scene and passthrough mode work well?
* N/A voice commands weren't able to be turned on on the headset