Participant Manual
UnifiedXRMotion vs Meta SDK

Korea Institute of Science and Technology Information (KISTI), XR Laboratory

September 4-10, 2025

Study Purpose & Fairness

- Why this study?
    - Compare authoring workflows for identical outcomes in Unity
    - Evaluate usability and workload across SDKs

- Fairness controls
    - Matched Unity/projects/scenes
    - Identical instruction depth & wording
    - Administrator provides only process-neutral help

What You Will Do

- Tasks
  - Task A: Full-body avatar setup (Y Bot)
  - Task B: Hands-only setup (custom hand prefabs)

- SDK Conditions
  - UnifiedXRMotion
  - Meta SDK (Core + Interaction + Movement)

Environment & Materials

- You will use
  - Unity project with prepared template scenes
  - Two step-by-step Manuals (A/B)
  - Meta Simulator for playback verification

- Do before tasks
  - Open the correct template scenes
  - Confirm required packages are present

Rules During the Tasks

- Please
  - Follow the Manual steps exactly
  - Stay within the provided project

- Do not
  - Optimize for speed
  - Search the web or use outside resources

How to Verify Completion

- Verification steps
  - Enable the **Meta Simulator**
  - Press **Play** in Unity
  - Open **Inputs → Movement Tracking Controls**
  - Click **Play random movement**

- **Success =** Avatar or hands animate as expected
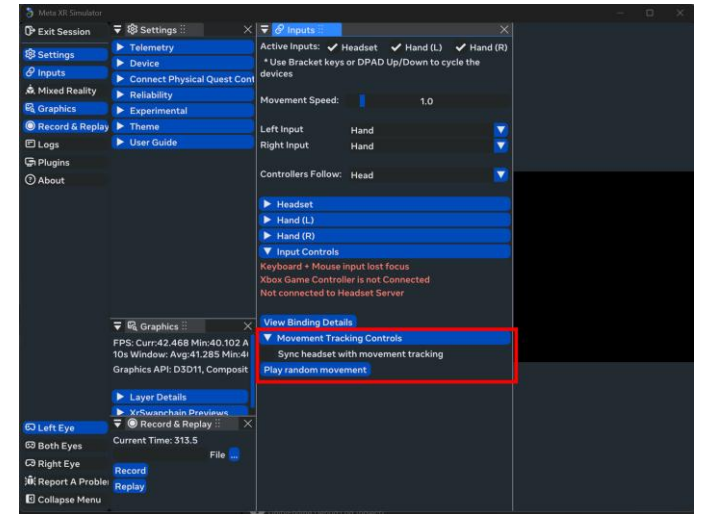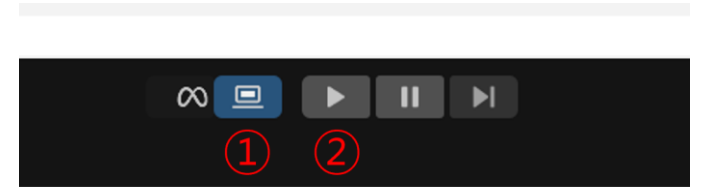
Getting Help (Assistance Policy)

- You may ask
  - Process-neutral questions (procedure, where to find the Manual)

- We will
  - Remind you to re-check relevant Manual steps

- We will not
  - Provide SDK-specific tips or solutions

After Both Tasks

- Post-task measures
    - **NASA-TLX** (workload)
    - **SUS** (usability)
    - Short experience survey

Your Rights

- At any time
  - You may pause or stop without penalty

- Questions welcome
  - Ask clarification before starting

Quick Recap

- **Remember**
  - Follow Manuals exactly
  - Don't optimize for speed or search the web
  - Verify via Simulator → Play → Movement Controls → Play random movement