# Design Points

# Scenes

### Main Menu:

* Launch test
* Start experiment (starts at scene1 & goes through to scene 3)
* Select scene (takes you to a screen where you can individually select scenes)
* Settings
* Quit

### Calibration Scene (Test Scene):

Press button when a light turns green (general reaction time – a control of sorts)

### Scene 1:

Car emergency stops in front of you.

### Scene 2:

Pedestrian crosses road in middle of the street.

### Scene 3:

Traffic light turns red.

### Variables:

* No distractions (control stimulus)
* Passenger talking
* Loud music playing
* Relaxing music playing
* On the phone (handsfree + not handsfree)
* Lots of signs & billboards
* Audio cue when to brake (beep)
* Visual cue when to brake (coloured light)
* Visual + audio cues for when to brake
* Audio cue when you're going over the speed limit
* Satnav instructing you

# Experiment

### Test Timeline:

1. 3 variables & order chosen
2. Scene order chosen
3. Scenes paired with variables
4. Scenes run in order with the user’s input to start them
5. User inputs the required action during the test
6. Test stops and results are recorded by saving results to a file + printing results on screen (to be written down in case of technical fault)
7. 1 to 3 minute break between scenes
8. Next scene starts
9. Repeat steps 5-8 until the test is finished
10. Turn off any recordings and finalise results

### Quantitative Data:

* Reaction times per scene & distraction (table: scene columns, distraction variables rows)
* Average reaction times per person (if 1 person has a slow reaction time for everything it may skew the results)
* Boolean value (crash or not) per scene & distraction
* Boolean value per scene (user was too early. Did they activate the stop before the trigger even began?)
* Feedback forms (SSQ/VRSQ, questionnaire – 1 to 5 rating for each answer, etc.)

### Qualitative Data:

* Demographic data (age, sex, race, work, relationship status)
* Screen Recordings of tests in the oculus
* Camera recordings of the user testing the application (if they allow)