**[Google doc]**

**Testing plan for interactive prototype 1**

This project is an XR redesign of Google Docs.

It aims to bring document writing, collaboration, and management into an immersive 3D space.

Users ultimately simulate XR functionality through gesture-based interactions, enabling them to organize, edit, and manage documents within a virtual environment.

**Testing Objective**

Current Hypotheses:

3D file navigation will be more intuitive than traditional 2D folders.

Spatial document organization enhances users' recall of document locations and content.

Mouse interactions can partially simulate future XR operations and demonstrate the potential for immersive document processing.

Test Objectives:

Evaluate the intuitiveness of user operations within this prototype, the usability of 3D navigation, and overall user experience.

**Testing Methodologies**

Format: In-class one-on-one testing

Method: Have users operate the prototype to complete designated tasks.

Data collection: Observation + Questionnaire

**Prototype description/requirments**

Environment: Google Docs XR preliminary prototype.

Interaction: Ultimately implements simulated XR gestures (select, delete, zoom documents) supporting basic document operations.

Navigation: Features a 3D document rack where users can drag, select, and preview documents.

Features: Though gestures/voice control remain unimplemented, the interface demonstrates core concepts of spatial document management and immersive layouts.

**Data collection method**  
Observation records and questionnaire surveys

**Testing Setup**

Run the program and prepare the survey questionnaire.

**Testing process: (also considering the schedule/time)**

1. Introduction (30s)  
   Explain the project background and objectives to participants.
2. Task Section (3-4min)  
   Present interactive tasks to participants and observe
3. Questionnaire (1min)

Complete the questionnaire and gather feedback  
<https://forms.gle/Cu94j5DMLn3AtHHH9>