**[Google Doc]**

**Testing plan for interactive prototype 2**

This prototype brings traditional document handling into an XR environment, allowing users to browse, rotate, zoom, and select text within an immersive space.

Using Meta Quest controllers: The joystick rotates documents, while the trigger activates a ray for word-by-word selection and highlighting.

The goal is to validate whether XR methods enable more natural document manipulation and precise text selection in classroom demonstration scenarios.

**Testing Objective**

Verify whether two key interaction types are learnable, usable, and reliable

Determine whether users can quickly interact with the device

Identify whether anomalies occur during interactions

**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: Final implementation will simulate XR gestures or triggers (grabbing, selecting text, rotating, zooming documents, adjusting brightness), supporting basic document operations.

Navigation: Equipped with a document rack, users can grab, rotate, preview documents, select text, and adjust brightness.

Features: Gesture control is not yet implemented; this interface demonstrates core concepts of basic document functionality and immersive layout.

**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/ujNs2VikKf2JFg3o8>