Questionnaire

1. Demographics

Name: _____   Age: _____

Surname: _____   Gender: _____

Order:	Blender		Virtual Reality System	

2. Background

1) How often do you use animation suite like (Blender, Autodesk Maya, etc.)?

☐ never   ☐ sometimes   ☐ once a moth   ☐ once a week   ☐ everyday

2) How often do you use Virtual Reality system such as HTC-VIVE, Oculus Rift, Cardboard?

☐ never   ☐ sometimes   ☐ once a moth   ☐ once a week   ☐ everyday

3. System Usability Scale SUS [1]

Rate each statement in a scale from 1 (strongly disagree) – 5 (strongly agree).

	Blender	VR
I think that I would like to use this system frequently.		
I found the system unnecessarily complex.		
I thought the system was easy to use.		
I think that I would need the support of a technical person to be able to use this system.		
I found the various functions in this system were well integrated.		
I thought there was too much inconsistency in this system.		
I would imagine that most people would learn to use this system very quickly.		
I found the system very cumbersome to use.		
I felt very confident using the system.		
I needed to learn a lot of things before I could get going with this system.		

[1] J. Brooke, ``SUS-A quick and dirty usability scale,'' Usability Eval. Ind., vol. 189, no. 194, pp. 4-7, 1996

3. User's satisfaction

Rate the interaction with the system in a scale from 1 to 5.

	Blender	VR
1 (Terrible) – 5 (Wonderful)		
1 (Difficult to use) – 5 (Easy to use)		
1 (Frustrating) – 5 (Satisfying)		
1 (Too slow) – 5 (Fast Enough)		
1 (Rigid) – 5 (Flexible)		
1 (Dull) – 5 (Stimulating)		
1 (Difficult to learn) – 5 (Easy to learn)		

[2] N. Pantuwong, ``A tangible interface for 3D character animation using augmented reality technology,'' in Proc. 8th Int. Conf. Inf. Technol. Elect. Eng. (ICITEE), Oct. 2016, pp. 1-6.

4. User's preferences

For the Task 1, I preferred to use: □ Blender   □ VR
For the Task 2, I preferred to use: □ Blender   □ VR
For the Task 3, I preferred to use: □ Blender   □ VR
For the Task 4, I preferred to use: □ Blender   □ VR
Overall (i.e., considering all the tasks), I preferred to use: □ Blender   □ VR

Reason(s):
_____

_____

5. Completion time

	Task 1	Task 2	Task 3	Task 4
Blender				
VR				

6. Comments

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