VR thing

Persona

Marta, 26 – Nurse

“I need coffee”

Hard worker that takes extra odds and end jobs. She has little time for games but enjoys time with friends and seeking new experiences.

VR experience: None but is very curious about it.

Statement of purpose:

Puzzler is a VR app that allows users to experience a small VR experience that does not require a large time investment to enjoy.

User test 1

What is the mood?

Dark and spooky.

Is everything comfortably visible?

Yes the room is in view, mountains behind but nothing interesting to see there.

Do you feel the appropriate size?

Seems like a fantasy place so I’m not sure what’s appropriate, I feel a little shorter than

What I am.

Is there anything distracting from the orbs?

Yes some walls not quite together, some flickering in the corners, and it seems overall a

Too dark.

User Test 2

What do you think will happen if you click the button?

The game will start.

User feels the menus are easy to understand, but is a little confused about where to look to click the button, added the GVR reticle and the problem is solved.

User Test 3

Can you describe the movement?

I just zipped into the room.

Did the movement cause any discomfort?

It made me slightly dizzy for a second.

Would you be more comfortable with it slower?

No, I like that speed, it was fun.

Do you think extended exposure to that movement could make you sick?

I don’t think so, I just didn’t expect it at first.

User Test 4

Is the object of the game clear, and is it easy to understand the steps required to complete the puzzle?

Yes, pretty clear, but I think the ball should flash brighter.

Are there any comments, concerns or suggestions?

I think the movement going back to the start menu is too fast. Also the crickets and music are too loud for me. Other than those I think it is really neat.