User 0:

* Phase 1, after 15 trials arm started to hurt
* Phase 2, more fun with a repelling force applied
* General
  + Bored
  + Back ground/room was distracting
  + Include some instructions at the start for the user to get their orientation
* Ball movement was good, the jitteriness added another testing element, tested reaction movement, tested a fast twitch

User 1:

* motivation similar throughout
* Phase 2 felt lighter
* Good not too much going on, ball was easy to follow without
* Smoothness and speed was good, covered most of the area but a couple of times went out of range

User 2:

* Aimed to ensure the end effector was within the centre of the target in phase 1 and phase 3. Less so in phase 2 (training) as it was harder with forces incorporated and green highlight of the effector made me feel like it was good enough just to make contact with the target.
* Most Accurate 3 1 2 Least Accurate
* Forces were correctly adjusted. A pre-test of the forces before phase 2 would be nice to get an idea of what its going to be like as initially was a shock but adjusted to it very quickly.
* Easy to follow, no problems
* VR environment was good. Enough detail to place user in a closed environment to help focus on task, however, not too much detail so that it would distract from the task. Nice aesthetic.
* Target movement was varied in terms of speed and length which was a good test for different functional movements giving a good range and it also kept me guessing. Target movement felt smooth, even when moving quickly it didn’t feel jerky. Big area covered in terms of ROM, felt arm was stretched enough during the test, however, sometimes target was out of range.#

User 3:

User 4:

* In Phase 1 the ball felt easy to follow and motivation level was high. Phase 2 was difficult but I had high concentration, arm ached towards the end. Motivation dropped in phase 3 and I felt like I was less accurate in following the ball. Phase 1 felt most accurate, phase 3 felt least accurate.
* Phase 2 forces were very strong and changed direction often which was difficult. There was a great difference between phase 2 and 3 forces so phase 3 felt like I had too much control over the ball movement and was overcompensating.
* Felt easy without forces but had low motivation because you could tune out.
* Comfortable environment, not a distracting background
* Target moved slow in general but jumped locations between trials. Wasn’t able to reach some of the screen but most of the area was reachable.
* Wow! What a great study!

User 5:

* Took some getting used to on a 3D scale but seemed to improve my performance over the time. Repetitive so when it came to phase 3 could start to predict where the ball was heading so made it easier to follow it. Most accurate in my third phase.
* Times when I couldn’t reach the ball as it went out of bounds and felt like it was frustrating.
* Cool, never done it before which is why it probably got better as it went along. Liked the room especially the cactus.
* Times when the target went really fast and was hard to keep up with and then oppositely really slow so barely had to move. Still struggled sometimes to follow the target. Target covered a large area of the room.
* The study was interesting. Good concept and lots of real world applications that come with it!

User 6:

* The trials were not too difficult. In phase 1 there was no force to deal with and the ball was easy to follow. In phase 2 the force applied to the apparatus was noticeable and effort had to be made to accurately follow the ball. Again, in phase 3 there was no force and the ball was easy to keep track of and follow.
* I felt as though my accuracy was the best in trials 1 and 3 and felt as though I was equally accurate in both. In phase two my accuracy dropped due to the force applied.
* The force applied could have been stronger as although it made it more of a challenge, it wasn’t properly challenging and so could be slightly stronger.
* The tasks with no forces were slightly boring and too easy.
* The VR environment was nice although there were some points the ball was out of range and if long periods of time were spent in the environment, the screen could be slightly higher definition
* The were points where the target jumped about when resetting but overall movement was easy to follow. The target also went out of range at points and was not able to reach it with the ball.

User 15:

* Phase 1 was fun but half way through phase 2 I could start to feel my arm aching slightly. Felt a little bit sleepy by phase 3. Phase 1 was least accurate. Phase 2 and 3 probably similar or maybe worse in phase 3 due to physical and mental fatigue.
* I would say the forces were quite weak and their duration was so short that it didn’t throw me off too much.
* No forces was very easy and felt long.
* The vr environment was fun. The room was fairly bare with not a lot going on but I guess its not necessary to have an interesting room.
* I did find the game engaging initially but it was quite long to be doing the same thing so it became less engaging.
* Target movement speed could have varied more. It seemed to jolt at the start of each 20 seconds. A significant area was covered.
* General feedback is that the game seemed really fun to begin with but quickly became less engaging due to the monotonous nature of the game.

Questions:

* How did you find phase 1, 2 and 3 trials?
  + Did you notice any differences in your motivation?
  + Can you rank the phases from 1-3, which you thought you were most accurate
* If applicable, how did you find the forces? Was it too strong, too weak?
* How did you find the tasks with no forces applied?
* What do you think of the VR environment?
* Did you find the game engaging?
* Can you briefly comment on the target movement?
  + Speed?
  + Movement smoothness?
  + Was a significant area of the workspace covered?
* Do you have any general feedback about the study?