Test Report Magic Leap prototype 3

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Introduction

In total, the test was conducted on 5 users. These users were different than the ones who tested the prototype 2 but some are the same as users who tested prototype 1.

First, all answers and notes will be written down, after that a conclusion will be made with recommendations.

Outcome tests

User test – Recreate the scene

Test person 1:
- Didn't understand that shelves could be scrolled
- Thought the buttons on vending machine should be pressed with fingers
- Easy to understand where it is possible to snap the shelf
- Hard time pressing arm mounted menu (probably by holding hand in a direction the device cannot see the finger)
- The user had an easy time manipulating the objects, although the reset on the scaling was annoying

Test person 2:
- Using arm mounted menu for manipulation is not ideal
- Did not know that you could scroll the shelf
- After remembering the controls, rotating the scene was easy
- Arm mounted menu worked good since the user already knew that he should use the finger

Test person 3:
- It was intuitive to press the arm mounted menu buttons with your finger
- Anchoring items is still hard for new users
- User thought trackpad was too sensitive
- The user did not know it was possible to scroll the shelf
- Items getting reset when you press move is annoying

Test person 4:
- User tried using the controllers' trackpad to select arm mounted buttons
- Good first impression of the arm mounted menu
- After learning the basics of the controller the user got faster on recreating the scene
- User did not know he could scroll the shelf
- The reset on the manipulation is annoying but not experience breaking

Test person 5:
- After putting the shelf down it is pretty intuitive how to get objects out of it
- The anchoring takes some time to learn
- After learning the basics, the user got faster at recreating the scene

Test person 6:
- Object snapping did not work properly (no place to put down)
- User used both hands, he is left handed

Questionnaire 2 – General thoughts

Did you understand where the menu was for?

- Yes, it was clear enough
- Big closet was clear enough that items could be grabbed out of it.
- It was logical and looked good
- Clear
- It was intuitive enough
- Easy to understand

Was it clear how to get through the menus to create a new scene?

- Buttons could be placed better
- Did not really know what I was doing with the big red square
- It was hard in the beginning
- It was easy to understand, placement was clear.
- The scrolling was a bit weird
- Needs time to get used to

What is your vision on the arm mounted menu?

- It was easy to use
- Very cool
- Logical that it should be pressed with fingers
- Felt like iron man
- Good idea
- Felt out of place, on wrong arm.

Was it easy to recreate the scene?

- Once the car was placed right, it was easy to do
- yes
- It was good, the controller is super sensitive though
- It was easy to learn
- Yes, within five minutes controls were easy.
- The buttons on the arm to front controller

Conclusion

All in all, the prototype was positively received. When being told what to do, the users could get from A to B easily.

5 out of 6 users did not notice the shelf could be scrolled.

One of the users had a hard time using the arm mounted menu, because he is left handed.

Recommendations

Make a tutorial, so people know what to do without getting told what to do.

Make the menu for left handed people too.

Make signifiers for the shelf to show it is possible to scroll through.