Test Report Magic Leap prototype 4

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Introduction

In total, the test was conducted on 5 users.

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:
- Through the tutorial, the test person found the arm mounted menu without difficulty.
- Tried using the controller to select the buttons on the arm mounted menu.
- Did not know the vending machine was attached to the controller.
- The user tried swiping to navigate the context menu.
- The brush was not visible enough
- After some time, the user got comfortable with the controllers and it went faster.
- Wants copy paste.

Test person 2:
- Arm mounted menu took some time to trigger
- The user did not have any trouble putting the vending machine down and starting a new session.
- User does not know the context menu was on the controller
- User tried using his hand to interact with the context menu.
- How to change colour on the brush was not clear enough and the fact that there is a context menu for tools.
- The 2 steps to move an object was hard to master for this user.

Test person 3:
- The user found the arm mounted menu with no problems and also interacted with it at the first try.
- The user found the context menu without a problem
- The user tries to slide on the touchpad
- The brush colour change is not clear (how to use touchpad)
- The user needs more info on how to drop the tool
- After a bit the user is mostly autonomous with the task
- Context menu does not render sometimes, because the user holds it to close to the FOV

Test person 4:
- The user found the arm mounted menu with ease
- The user put the shelf down with no problem
- The user navigated through the context menu pretty quickly
- The user managed to change color easily but did not know the brush has a context menu
- After some time, the user got a lot faster and autonomous.

Test person 5:
- The user tried the controls while the tutorial was playing.
- Pressed break time during the tutorial and spawned the piano which made the user distracted.
- The user tried using the context menu with his left hand
- After learning his way through the context menu, the user got faster.
- User needs indication that there is a context menu for the brush
- The brush needs indication that it is usable.
- User used both hands for precise tonings.

Questionnaire 2 – General thoughts

Was the tutorial clear? What could be improved?

- It would help to have a quick overview of the inputs and learn them by doing tasks.
- In the beginning I was not focused, tutorial itself gave me good vibes.
- It was quite helpful
- Was clear,but fast.
- It was clear, helps a lot.

Was the feedback received clear? What could be improved?

- FOV is small, indicate that an item is out of the FOV.
- Sound feedback was great
- There are many different things within the application.
- Button combinations were sometimes hard
- It does help when I want to complete actions.
- Selection was clear with white prisms
- It pretty good

Was the whiteboard clear to use? Was it clear the tool on the side was usable?

- The brush was invisible, maybe highlight it.
- I automatically got the brush after placing the whiteboard.
- I had some difficulties with selecting colours
- Brush needs visual feedback
- More info on context selection.

Was it easy to replicate the scene? Context menu?

- Selecting items and have another interaction to move them is extra work
- At first I did not notice the menu, the icon for touchpad movement was hard to understand.
- It was nice to control.
- It is doable
- The movement goes really smooth when learned.

Could this be a useful tool in the future?

- Not in its current form, it is too bulky.
- It could get when optimized and shareable. It needs more intuitive ways of control.
- It helps visualizing what you want to say.
- There is potential
- It would be an added value to visualize stories or graphs during meetings.

Where there any physical or psychological strains?

- The device gets hot on the forehead.
- Empty room would optimize the test.
- Glasses itself are clunky.
- Not really.

Conclusion

The tutorial gave the testers a good introduction, but it needs to get fine tuned to really make the app self-explanatory.

The selection of a tool was not a convenient process.

The extra selection to move an object gave the user more precise control on one side, but on the other side it makes the experience more tedious, because users expect the object to move when selected.

The scrolling of the shelf is overlooked

Context menu in front of controller is better for precise manipulation.

Recommendations

Continue the tutorial on selection of a tool or at selection of object. The context menu on the controller needs to get explained.

Tools need more visual feedback when selectable.

Selecting the color on the brush needs to get clearer.