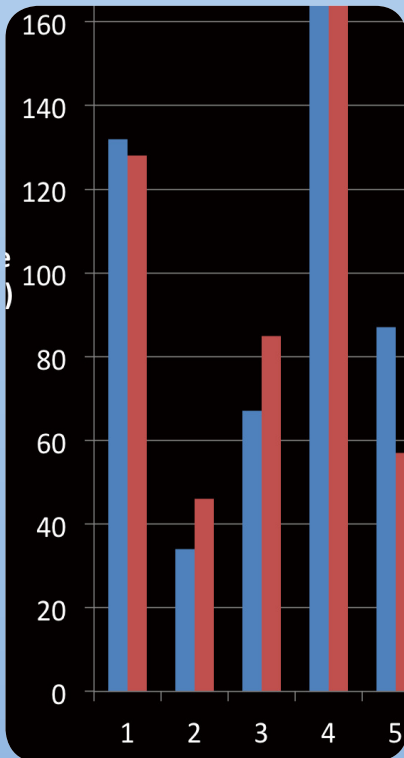# IMMERSIVEVISION

WEEKS 13 &14

In This Issue:
- User Study
- Soft-Opening

USER STUDY

On the 18th and 19th we conducted a user study during which 17 testers were asked to complete an automated test program. Each user was given 6 movies, 3 in regular and 3 in 3D Stereo. The users had to perform 4 tasks in each movie. The tasks involved counting the number of links and identifying patterns in 3D space. Their answers and response time were logged in a external file for later use.

Once we had collected all the data and analyzed it, we came to the conclusion that the data from the user study was inconclusive. The reasons for this were:

- All our play testers were naïve users, and hence the tasks in the test were relatively simple. Almost everyone got the right answer and hence there was no visible distinction between regular and stereo 3D users. This product was developed taking into consideration that the end user would be a professional data analyst.

- There was a slight learning curve to feel comfortable with the mouse and the interface, this could also have skewed the results.

- The test did not have a time limit, as we didn't want to rush the participants through the tasks. This back fired as most of the participants took their time to perform tasks which gave us a lot of inconsistency in response time data which was an important variable to measure effectiveness of the stereo 3D.

SOFT-OPENING

Last week the Immersive Vision team hosted their soft-opening walkarounds. Faculty and staff were invited to our project room for a presentation which showed what we have accomplished up to and including week 14.

We began our presentation by showing our 3 minute video which is an overview and promotion of our project this semester. Then Dan gave a short demo of the interface, and we also went over the results of our most recent user-study.

After our presentation we answered questions from the faculty and staff and also recorded the feedback that we received.

We will be working with our faculty advisors to implement the necessary changes to our project, perform any addition user-tests, and gather and organize our documentation of the work that we accomplished this semester.