

Participant details

Pseudonym: _____

Age: _____

Gender: ☐ female ☐ male

Occupation: _____

I have industry experience in: (tick all relevant)

☐ animation

☐ directing

☐ editing

☐ modelling

☐ previz

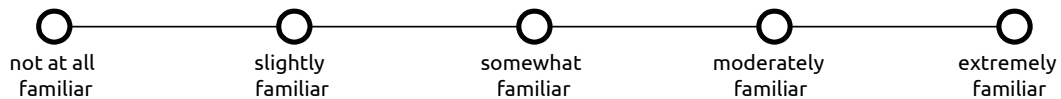
☐ production

☐ scriptwriting

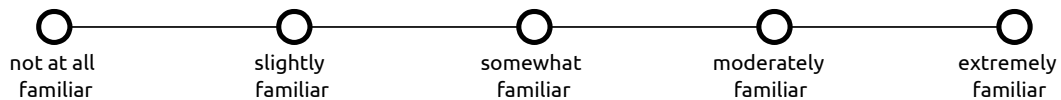
☐ storyboarding

☐ other: _____

My degree of familiarity with game controllers is:



My degree of familiarity with animation software (e.g. Blender, Maya) is:



Usability Survey

1. I think that I would like to use the system frequently.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

2. I found the system to be simple.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

3. I thought the system was easy to use.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

4. I think that I could use the system without the support of a technical person.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

5. I found the various functions in the system were well integrated.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

6. I thought there was a lot of consistency in the system.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

7. I would imagine that most people would learn to use the system very quickly.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

8. I found the system very intuitive.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

9. I felt very confident using the system.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

10. I could use the system without having to learn anything new.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Feedback Form (Comments are optional)

1. The size of the models made them easy to handle.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

2. The stage area was big enough to accomplish the tasks easily

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

3. The models were easily distinguishable from one another.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

4. The models were unpleasant to the touch.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

5. The models were unstable or fell over.

☐ — ☐ — ☐ — ☐ — ☐

never rarely occasionally a moderate amount a great deal

Comment:

6. I was concerned about breaking the models.

☐ — ☐ — ☐ — ☐ — ☐

not at all slightly somewhat moderately extremely

Comment:

7. It was easy to imagine the other models from the model camera's point-of-view.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

8. The accuracy of virtual scenes created from my tabletop arrangements was:

☐ — ☐ — ☐ — ☐ — ☐

poor fair good very good excellent

Comment:

9. The system misidentified models.

☐ — ☐ — ☐ — ☐ — ☐

never rarely sometimes frequently every time

Comment:

10. The system got the positioning of models wrong.

☐ — ☐ — ☐ — ☐ — ☐

never rarely sometimes frequently every time

Comment:

11. The system got the rotation of models wrong.

☐ — ☐ — ☐ — ☐ — ☐

never rarely sometimes frequently every time

Comment:

12. I felt comfortable standing for the full session.

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

13. I found the system easy to use while sitting (cross out if not applicable).

☐ — ☐ — ☐ — ☐ — ☐

strongly disagree disagree neutral agree strongly agree

Comment:

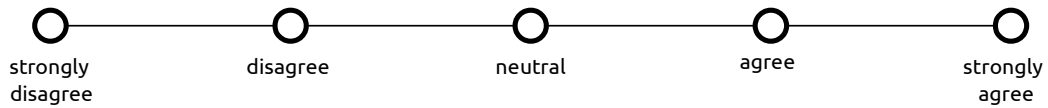
14. I had to look up the controls.

☐ — ☐ — ☐ — ☐ — ☐

never rarely occasionally a moderate amount a great deal

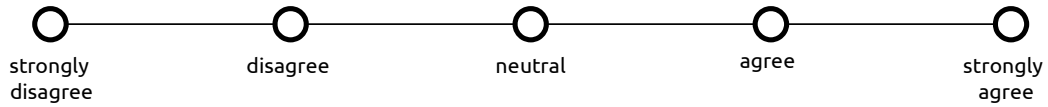
Comment:

15. I felt comfortable and confident using the game controller.



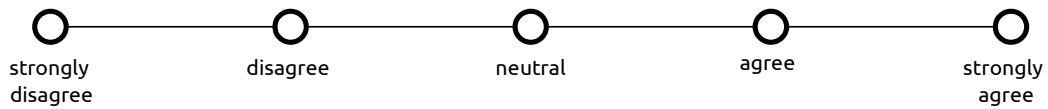
Comment:

16. For this system, I would have preferred to use a mouse and keyboard.



Comment:

17. I would have preferred to use animation software for this task. (e.g. Blender, Maya)



Comment:

18. Usage barrier: The time taken to arrange the models on the table is:



Comment:

19. Usage barrier: The time the computer takes to identify the models is:



Comment:
