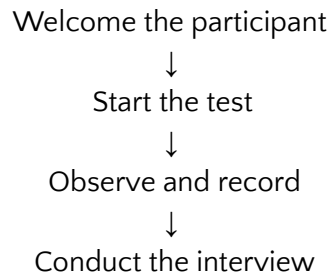


InSync Test Workflow



Welcome message for the participant: (2min)

- Welcome to this playtest! You'll be experiencing a portion of an immersive installation project. Before we set off, let me give you some background to set the stage.
- We are returning to a planet we once deserted. Recently, a life signal was detected from this ancient world.
- As our skilled explorer, your mission is to venture into its mysterious subterranean environment. Your goal is to uncover the source of this life signal, and take mental notes during the journey.
- You will need the blindfold to protect your eyes from pollution in the air, but don't worry, (look them in the eye), we will stay close to you along the journey. Feel free to move around in the zone as you wish after the host lets you go. There's no right or wrong way to experience this. Just relax, enjoy, and let us know if you feel uncomfortable or if you need anything.
- Would you mind if I take a video of you while you are walking in there? The video will only be used for our test analysis.

Things to observe during the test:

- Take a video of the participant
- Participant's duration of stay in the zone
- Participant's walking route
 - Which of the walls did the participant touch
 - Areas where the participant stayed for a long time
 - Areas that the participant skipped
- Potential risk in the zone

Interview questions for the participant:

Could you write down your name and contact information?

- What's your immediate feeling?
- Can you sketch to show the layout of the zone you just went through?
(Take a photo of the sketch)
- What emotions did you feel while exploring this zone? Did these emotions change throughout your walk? Please draw a graph to explain.
(Show the emotional arc chart, which is at the end of this document)
 - Can you connect these emotional points to the sketch you drew?
(Let the participant refer to the sketch while answering the questions below)
 - Was there any moment you wanted more or less of?
 - Was there any moment that you felt you were lost or clueless?
 - Was there any moment that you felt you were having fun?
 - (If the participant stayed somewhere longer or skipped somewhere)
 - Why did you stay here longer? What was your thought?
 - Why did you skip here? What was your thought?
- How would you rate your experience on a scale of 1-10? (1 = least like, 10 = most like)
- Did the introduction before the experience affect your emotions? (Optional, depends on where the participant is blindfolded)

- As a player, did you ever expect anything else you could do in this zone?
- (Show the actual layout to the participant) If you could redesign the design of this zone to make it more interesting to explore, what would you do?

Tunnel vs. Narrow Path Questions: (If only test Zone 1 & Zone 2)

1. Describe the layout/structure of the zone you just went through?
(Take a photo of the sketch)
2. From your point of view, describe what you were doing or what happened inside the zone.
3. Did you realize that there was an alternative path? (The tunnel or the narrow path). If Yes, why did you choose this path and not choose the alternative?
4. What's your feeling about the path you chose?
5. What's your feeling about the "tail"?

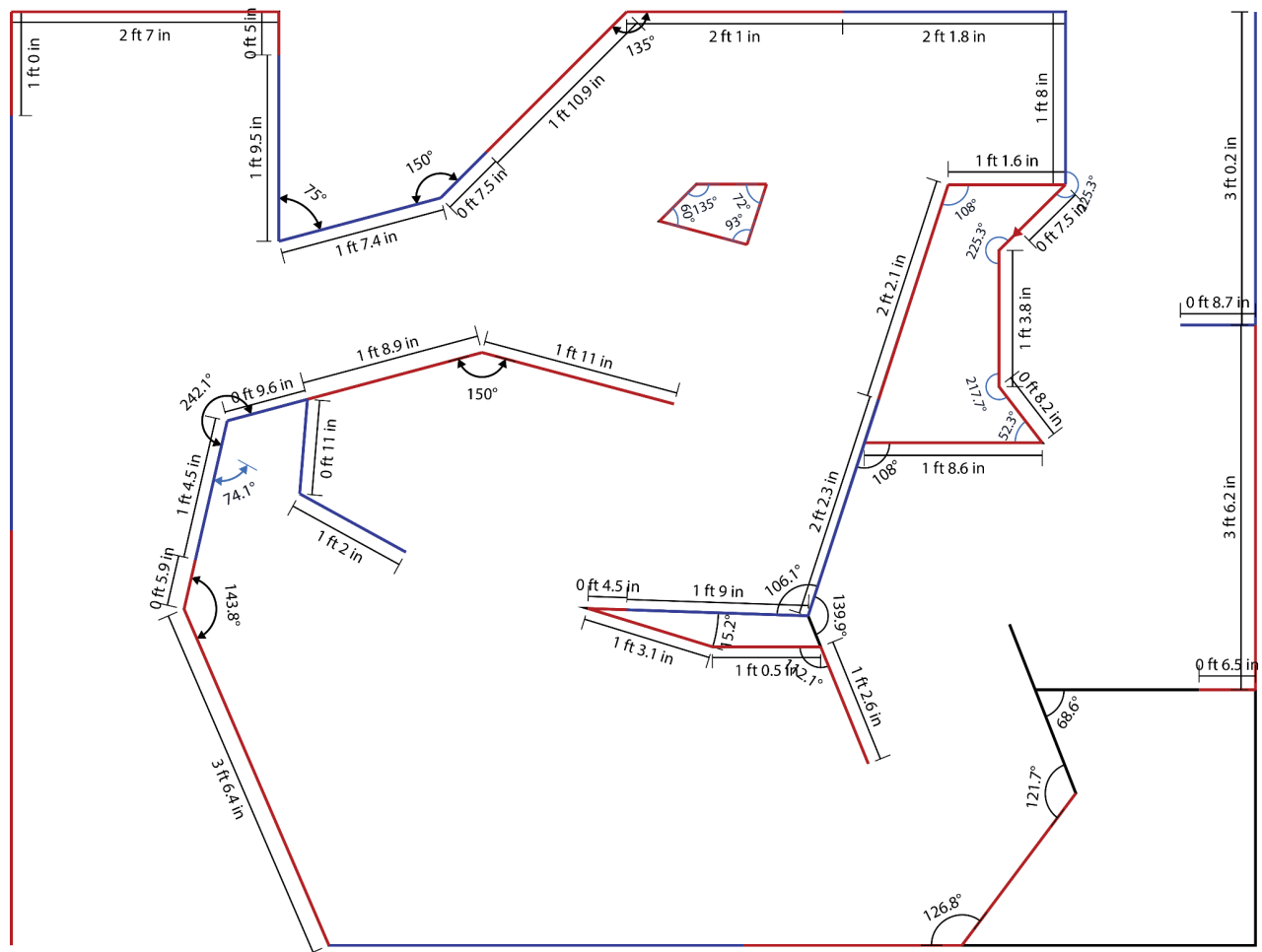
Additional Questions for Feb 7:

- Observe player's reaction to different materials in the zone
- In terms of texture and materials of objects, is there anything in the zone that impressed you or drew your interest when you touched it?

InSync Test Sheet

Name of Participant: _____ Date: _____

Walking Route:



Duration of Stay: _____

