

Oculus Quest Questions and Answers Excerpt

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Part 1 (May 20, 2019): Oculus Unboxed

As much as we might not think about it, a lot goes in to the 'unboxing experience' of a new product. For many, it's our first time holding a new device in our hands, and you know what they say... first impressions are everything!

Hopefully by now, you've received your Oculus Quest in the mail. If yes, we want to hear a little bit about your unboxing experience! Take some time to answer the questions below in detail:

- 1. What did you think of the Oculus Quest packaging overall? Think about the graphics and material of the box itself. What caught your eye? How did the box 'feel' when you held it?**

Regarding the packaging, I love how simple the display is of the controllers and headset on the box's design (which is angled downwards on the back of the box with an emitting glow; this glow effectively catches the eyes and invites onlookers to gaze into the headset, not knowing the worlds that await upon crossing into the VR experience).

As far as the contents inside are concerned, the feel of getting to slide the inside box outward before lifting up to see the hardware was a gratifying experience. It reminds me of opening up something made from Apple – you know that what you are about to get is something special, something of high value (entertainment-wise and educationally).

The packaging process felt very ergonomic – I love the smaller box to the side of the headset and controllers that contains the power plug/cord, plastic eye piece, batteries and instructions. The presentation feels very neat and organized to the point where I can easily store my equipment back into the box considering how durable the material is of the box and packaging material.

Overall, this was a quick and seamless unboxing which successfully made for a great first impression of owning the Oculus Quest!

- 2. Once you unbox the product, think back to how the contents were arranged...**
 - o Was it clear where to start or how to use the device?**
 - o Was everything organized well? Did anything seem out of place?**

The contents were arranged super well. Maybe because I already am a gamer, my first instinct is to grab the console and controllers and turn the system on – having the hardware taking up 90% of the box isn't something that is easy to ignore...

I think it was very smart to put app instruction inside the headset (I mean it wouldn't make sense to hide it otherwise; lots of gamers like myself ignore the instructions and go straight to the game/controls). Plus, the getting and launching the app is required anyway to setup the device and play.

Putting the instructions in the headset gives people who unbox the product a sense of urgency to try the device (or any device for that matter). I know I am harping a lot about this but the truth is, if a 13-year old (lowest user age of Oculus Quest) receives the product for his or her birthday and was never a VR user previously, interest might not be piqued if there wasn't a disclaimer on how to start as almost anyone would see it upon wearing the headset; otherwise the reaction would've been "cool headset, I wonder how I set it up," followed by putting the device down for (much) later use or having it be ignored completely.

All else, after downloading the app, the instructions in how to proceed from there for software setup were simple.

- 3. How did 'unboxing' your Quest compare to unboxing other tech devices? Better? Worse? No wrong answers here!**

Unboxing the Quest was as comparable as opening up a new Apple product: I felt the senses of getting to see and physically hold a well-made and sophisticated device. However, unlike with unboxing a Mac, iPhone or iPad, unboxing the Quest felt more like getting to see a modern gaming console with the aura of it being Apple device-esque. It felt unique to me in that regard.

- 4. Did the 'unboxing' get you excited to use your Quest? Tell us why or why not!**

I felt excited! Prior to unboxing the Quest, I only had 2 real VR experiences with my first experience having tried out the HTC Vive and Oculus Rift and second

experience having used proprietary equipment (consisting of a headset, earphones, a backpack and a blaster) at a VR gaming center.

Having been intrigued by VR already, now getting to see and own the hardware has allowed me be in the conversation of the VR world – as a player and tester but also as an enthusiast. Seeing and (also physically trying out the Quest) is making me more grateful for getting this experience to have a feel for this technology and the potential there is for the device and VR in general.

Part 2 (May 20, 2019): First Steps (9)

- 1. Overall, on a scale of one through five where one is extremely easy and five is extremely difficult, how was setting up your Oculus Quest device?**

Extremely easy

- 2. What about setting up your device makes you feel this way?
(Please be as specific as possible)**

Using an app in lieu of reading an instruction manual definitely made this process quick and appropriately current with the times. Actually, let me scratch that last part: having the device allow users to draw a play space and how to use all hand controls felt very futuristic but all the more engaging with respect to successfully helping any user navigate the Quest for the very first time.

- 3. Were you confused at any point while setting up the Oculus Quest?
(When we say “setup,” we mean everything from removing the Quest from the box to setting it up with the app).**

No, I never felt confused. It became clear immediately that the app with bluetooth connectivity was the same process that had me activate my Apple Watch. Following instructions throughout was never a challenge and the (hands-on, pun intended) tutorials were fantastic...

- 4. What did you do first? Did you have to repeat any part of the setup?**

No repeating at all. Actually the first thing I did upon setting up is putting the batteries in my controllers, followed by charging the headset before turning it on and downloading/using the app.

5. Did you find the sequence of set-up events logical? Is there anything else that could be done in order to make the setup process go more smoothly?

At least for me, I breezed through the setup process. A rule of thumb for me is to put batteries in where they need to be, charge and then turn on your device(s) and follow instructions for software setup and calibration.

6. What stood out to you about the First Steps? What, if anything, did you like about it? If you haven't completed First Steps, please type "0" and move on to the next question.

(Please be as specific as possible)

Admittedly, I was a bit caught off guard by First Steps. In a positive way. Many things stood out to me about it, namely that it wasn't a shooting game (shooters I have seen are far too common in the VR landscape) and that I felt as though I was interacting with AI in real life by holding hands with the robot and being looked at in a manner similar to an actual human while dancing. It felt kind of surreal but in a cartoony way.

7. Thinking specifically of First Steps, on a scale of one through five where one is very adequately and five is very inadequately, how well do you feel it prepared you for experiencing Quest?

(Select one)

Very adequately

8. What, if anything, would you change about First Steps? If you haven't completed First Steps, please type "0" and move on to the next question.

(Please be as specific as possible)

It's as perfect as it can possibly be, even for first time users of VR. The experience is literally hands-on.

9. Do you think you'd ever play First Steps again? Would you ever encourage someone else to play First Steps? Why or why not?

(Please be as specific as possible)

For me, I would try it out more than once for the time being just because it feels and looks distinct as a genre from other games/demos I've seen. But I do look forward in seeking out other games on the Quest for the future.

I would encourage players to try First Steps out barring fears of embarrassment as a reason that someone might not want to do it in showing their dancing skills while wearing a headset and not actually dancing with a human being in front of others.