Usability Test of the Recording/Presentation Room

April 12,2026

Prepared for: Sara Kate Tippett

Prepared by: Team Oak

Our team tested the Recording/Presentation Room to see if people could record and edit a short video in 10 minutes. We watched people with different skill levels try to use the room. Almost everyone had the same problems. The headphones did not work right away because the sound went to the wrong place. One microphone was much louder than the other. The camera took too long to turn on. The software was hard to figure out because the buttons did not do what people expected. Only 2 out of 6 people finished the task on time. The QR code videos did not help with specific problems. Overall, the room is too hard to use. We recommend fixing the audio setup, clearly labeling equipment, enabling faster camera start-up, and creating short, specific tutorial videos.

Presentation Link: https://youtu.be/_kZtIXR02bw

Introduction:

In this Advanced Reading Copy, on the usability of the Presentation and Recording Room information on the hardware (camera, microphones, AudioFuse interface, lights, speakers), and software (OBS, Resolve, Premiere), and how quickly it can be set up to run. Our goal was to identify current issues that prevent users from efficiently creating and editing short videos under a time limit. 2 out of the 6 participants passed with the required restrictions, with the main issues being audio issues, hardware delays, software confusion, and too general of a tutorial video. We recruited participants with varying experience in this field in order to get a better range of understanding. During the test, even the experienced participants struggled because of these issues. In order to fix these issues, Team Oak recommends improving audio workflow by providing clear, labeled audio inputs/outputs. matching the software's name with the label, default microphone levels being regulated, and ensuring headphones and speakers are plugged in and readily available. The hardware also needs to be upgraded because the camera is slow to start up, and the storage is almost out of space. Finally, a highly recommended fix is to focus the tutorial videos on issues more centered around the software in a timely fashion; no 10-minute videos giving a complete tutorial on OBS. Overall, the setup creates unnecessary friction between the user and the hardware/software. It can discourage people from coming back or prevent people from coming at all through word of mouth. All of our findings were through direct observation of the room and our participants by using timed tests, documenting notes during the test, documenting the functionality of the room, a short survey, and analysis of the final video outputs.

Methods:

To find this information, we first created a flier to distribute to students, displayed it in public spaces, and posted it at the door of the presentation room. The goal of this is to invite people to the presentation and recording room and 'test' them. We gave the participants 10 minutes to create a video with the recording equipment and two mics, edit the video, create a jumpcut, and fix any mistakes along the way. We gathered people of many different backgrounds and skillsets. Some were fluent in OBS, Resolve, and Premiere, some were fluent in only a few, and some had no experience with any of the software in order to remain unbiased and accurate. We were in the room with them during this 10-minute period, watching what they were struggling with. All of the information from each participant was stored in a Google Document to come back to later. After analysis, we noticed a lot of issues regarding the gain on the microphone, the speakers are too low, so you can barely hear the playback, and the camera took too long to turn on and register with the computer.

The participants used the lights, camera, mounted microphone, handheld microphone, wireless Rode microphones, AudioFuse, both monitors, and the computer itself. They used the video camera as a requirement for their video, the needed to speak into 2 microphones to understand the quality afterwards, the lights were optional but some used them, the speakers to the computer were used with some difficulty and the AudioFuse hardware and the AudioFuse Studio software were difficult because audio sources were the same for input 1-2 and for input 3-4. The audio sources didn't have the name of the microphone or AudioFuse on them, making it difficult to locate in a timely manner.

Some participants visited the website on the QR code and found that it was mostly a general link. The website only provides Youtube videos available below a list of other dropdown options. Some stated there weren't videos for specific issues and it would be easier if there were both video tutorials and step-by-step lists available.

Test Participant Details:

Participant #, Experience	Notes During Edit	Time (out of 10:00)	Video Result
Participant 1 : Experience in editing audio for church, record DnD sessions, videography class, and tinkering with DaVinci	Observer had unplugged the transmitter for the Rode mic accidentally, rendering the audio useless. Easily able to insert clip into DaVinci in under 30 secs, attempted to fix sound issues that involved the lost Rode mic. Dubbed over the lost audio with the Rode mic after replugging the transmitter into the computer.	5:58 AM	Audio changes ears in video, Rode microphone too loud, jumpcut included. Dub audio is slightly delayed but barely noticeable. (This is due to the observer's fault during recording)
Participant 2 : No Editing experience, often records short	Observer was able to easily switch audio devices during recording.	3:39 AM	Audio changes ears in video, Rode microphone too loud,

videos in one take, records in OBS	Participant was temporarily confused by Davinci Resolve lacking an icon on the desktop. She was very quickly able to identify the headphones, import media into Davinci Resolve, and add it to the timeline. She accidentally deleted half her video track, but undid it. The Rode mic was far louder than the boom mic by default. After a couple minutes of trying, she was unable to fix the audio levels		jumpcut included.
Participant 3 : Experience using OBS once	Observer was able to easily switch audio devices during recording. Once in DaVinci Resolve, was able to quickly import the clip into the project. After a minute or so of fiddling, he found the headphones so that he could perform the jump cut. Headphones had no identifying markers denoting which audio device they were, so the participant had to	**Ran out of time**	There is audio at the start of the video, just very quiet. There is a cross fade. Once the audio fades out, the Rode mic kicks in and is on the right ear only, whereas the boom mic is in the left ear only. No jump cut, only a fade in the audio.

	experiment with conflicting names in software. Boom mic audio did not save with the video. Was not able to intuitively get Davinci working beyond adding media to the timeline.		
Participant 4: Experience producing, recording and editing	Immediately opens up OBS studio, realizes the camera was off and turns it on and connects it to OBS. He moved into the microphones next, one was already plugged in and he plugs in the hand held next. Then he adds the device to OBS. He struggled to find the name of the second microphone connected to AudioFuse Studio. To edit the video he opened adobe premiere pro, he had to sign in which took up and additional 1:30. Finding the file for the video was simple. However, he did not have enough time to located the cutting tool to make a jumpcut and fix other issues.	**Ran out of time**	Video: Camera worked fine, the gain on both of the mics were up to high by default so listening to him talk was scratchy. Any movements or touching the table made noise. The volume from the speakers were also too low. No Jump cut was made.
Participant 5: Extensive hobbyist with Resolve, OBS, lav mics, boom mics, and editing	Participant opened DaVinci Resolve without hesitation and navigated directly to the Media page to import his clip. He dragged the footage into the timeline with no difficulty and located his cut point efficiently using the playhead. He was already aware of the Rode microphone's sensitivity and adjusted levels before playback. He executed the jumpcut by splitting the clip at two precise points, removing the middle section, and closing the gap. He finished well within the time limit.	2:10 AM	Video: The video contains a clean and well placed jumpcut. Audio levels are properly managed with no clipping from the Rode microphone. No observer audio is present. The edit is complete.

Participant 6: Some experience with OBS and Premiere, minimal mic experience, no prior Resolve experience	Participant opened DaVinci Resolve and recognized the general layout as somewhat similar to Premiere, which helped with initial orientation. Finding where to import media took some time, as she kept looking for a familiar menu based import option before eventually locating the Media page and dragging the clip in. Getting the clip into the timeline was straightforward. The Rode microphone came in extremely loud on first playback, which caught her off guard, and she was unsure whether it was a hardware or software issue. She knew what a jumpcut was conceptually from her video class but struggled to find the split tool since it was labeled differently than in Premiere. After locating it, she made the cut but left a small gap in the timeline where the removed section had been and was unsure how to close it cleanly.	4:22 AM	The video contains a jumpcut, though it is slightly mistimed with a few extra frames remaining before the cut point. The Rode microphone audio is noticeably loud but not clipped. No major errors otherwise.

Conclusion:

We tested six people in the Recording/Presentation Room. Only two finished the task on time. The main problems were the same for almost everyone. The sound did not go to the right place. The Rode microphone was way too louder than the other mic. The camera was slow to turn on. The software was hard to figure out because buttons are confusing or missing. Even people who knew how to edit videos got stuck. The QR code videos did not help with small, specific problems like how to make a jumpcut or find the right microphone input.

To fix this room, we need to make three big changes. First, fix the sound setting so headphones work right away and microphones have clear names. Second, speed up the camera to get one that turns on faster. Third, augment the long QR code videos with very short videos (30 seconds or less) that show how to do one small thing, like making a jumpcut or picking the right audio source. Without these changes, most people will keep failing to use the room the way it is meant to be used.

Appendix A: User Test Results

Figure 1

Usability Test Results:

Participant	Successfully Use Equipment/Software	Successfully Create a Video	Successfully Edit Video	Meet 10 Minute Time Requirement
1	Difficulty with software and audio	Yes	No	No
2	Difficulty with software and audio	No (No audio)	No	No
3	Difficulty with audio only	Yes	Yes	Yes
4	Difficulty with camera	Yes	No	No
5	No difficulty	Yes	Yes	Yes
6	Difficulty with software	Yes	No	Yes

Appendix B: User Survey Data

Figure 1:

How many times have you used the Presentation Room?

Response	Percentage
3-4 Times	20%
1-2 Times	80%

Figure 2:

What have you used the Presentation room for?

Video Recording	40%
Both	20%

Figure 3

Familiarity with Various Video Software (Responses for survey questions 1-5 combined)

Yes	76%
No	24%

Figure 4

Familiarity with Various Audio Equipment (Results for questions 9-14 combined)

Yes	50%
No	50%

Figure 5

Familiarity with Various Camera Equipment (Results for questions 15-17 combined)

Yes	47%
No	53%

Figure 6

Full Survey Results Available Below

PR Survey (Responses)