

# Markor

## Introduction

Hi X, I'd like to start by thanking you for making the time to speak with us. Hope you're doing well!

Before we get started, to confirm, we'd like to keep this interview to 60 minutes and this interview will be recorded for further analysis. Does that work for you?

Then, we'd like to introduce ourselves as well as the tasks you will perform today. <Tell them our names>

We're academic researchers from XXX and would like to analyze the accessibility of this open-source Android application called Markor. With Markor, you can create your notes as well as to-do lists.

For this app, we will ask you to perform the following tasks.

1. Go through the tutorial pages upon opening the app
2. Locate the create a new file/folder button, and create your personal note and to-do list.
3. Locate the search button and search your created to-do list.
4. Go through the app settings, and change some preferences.

While you're doing these tasks, navigating through the app, we want to understand what you're thinking. So feel free to think aloud, and please say whatever comes to mind as you complete the task.

If you encounter any obstacles during your navigation, you'll have a couple of minutes to explore the solution by yourself. After a couple of minutes, or if you need it, we will give you some hints. Does that make sense?

During the session, if you need a break or want to stop at any time, please let us know. If you're ready, we're gonna start today's session.

## Task Details

1. Go through the tutorial pages upon opening the app.
2. Locate the create a new file/folder button, and create a personal note and a to-do list.
3. Locate the search button and search your created to-do list with its name.
4. Ask users to explore the settings page. Then go back and find the General option, uncheck the feature “Dynamic highlighting”.

## Semi-Structured Interview

1. [recounting user study experience] From your experience today, which advertisements stuck out the most for you?
2. [recounting general experience] In general, what has been your experience with advertisements in apps?
3. [disruptive ads] Has an advertisement ever made you not use an app?
4. [semi-disruptive ads] What did you do last time when an advertisement made it difficult to navigate the app?
5. [installing and buying] Sometimes advertisements want you to install a new app or purchase a product. What has been your experience regarding it?
  - a. Have you ever been tricked into installing an app you didn't want because of an advertisement?
  - b. Have you ever been tricked into buying a product you didn't want because of an advertisement?
6. [feedback] Have you ever contacted the developer of an app because of a negative experience with an advertisement?
7. Do you have any preference for the ads displayed on the app?
8. [talkback] How would you rate your familiarity with the TalkBack.  
Slightly familiar; Somewhat familiar; Moderately familiar; Extremely familiar

# Money Manager (Same for the accessible one)

## Introduction

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Before we get started, to confirm, we'd like to keep this interview to 60 minutes and this interview will be recorded for further analysis. Does that work for you?

Then, we'd like to introduce ourselves as well as the tasks you will perform today. <Tell them our names>

We're academic researchers from XXX and would like to analyze the accessibility of this open-source Android application called Money Manager. With Money Manager, you can keep track of your spending.

For this app, we will ask you to perform the following tasks.

1. Create three expense categories
2. Add your income to your wallet
3. Add three transactions
4. Add your budget plan

While you're doing these tasks, navigating through the app, we want to understand what you're thinking. So feel free to think aloud, and please say whatever comes to mind as you complete the task.

If you encounter any obstacles during your navigation, you'll have a couple of minutes to explore the solution by yourself. After a couple of minutes, or if you need it, we will give you some hints. Does that make sense?

During the session, if you need a break or want to stop at any time, please let us know. If you're ready, we're gonna start today's session.

## Task Details

1. Ask users to open the Money Manager App and see if it's possible to find the **"open navigation drawer button"**
2. After opening the drawer, ask users to select **"Budget Categories"** and then find **"create a new category button"**
  - a. Create the **food** category with amount 300 and then click "Submit"
  - b. Create the **entertainment** category with amount 400 and then click "Submit"
  - c. Ask users to check with the created categories
3. Open the drawer, select **"Month's Expenses"**, then select **"More options button"** and add income **1200** to your wallet
4. Find the "add expense button" and add the following transactions:
  - a. Category-Food; Product Name-Yogurt; Price-23. Then select "Add Transaction"
  - b. Category-Entertainment; Product Name-ESPN+; Price-50.
  - c. Ask users to explore what are the other elements on this page
5. Ask users to go inside the **Food Category** and see the transaction details.
6. Go back to the previous page and then open navigation drawer and select **"Budget Plans"**, and select **"Add Budget Plan Button"**
7. For plan title and description, leave it as **"Test123"**. For the budget amount, leave it as **900 dollars**. Specify the deadline for this plan as **"June 28"**. Then "Add Plan Button"
8. Ask users to edit the budget plan.

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