Email Stress Response UI

# Collected variables (in export order)

* Participant ID
  + T1 - Tn
* Stress Level
  + High v Low
* Email Mode
  + Batch v Intermittent
* Emails Completed
  + # of recorded responses sent
* Email Leftover
  + # of emails not responded to
* Times Clicked Mouse
  + # of times clicked over whole session
* Times Paused
  + # of admin pause activations
* Times Clicked Email Notification
  + # of times user clicked notification v letting the redirect timer expire

System timestamps in local time for each phase

* Baseline Stress Timestamp
* Camera Calibration Timestamp
* Baseline Essay Timestamp
* Stress Condition Timestamp
* Dual Essay Timestamp
* Post Survey Timestamp

Email # Clicked Unread

* Record of number of times participant clicked unread

Essay Baseline Content

* Content for the baseline essay

Essay Baseline Response Time

* Number of seconds that the baseline essay screen is the active screen on the computer system

Essay Baseline TIMES STOPPED WRITING

* Number of times the user clicked away from the essay screen (searching the web, moving windows, etc.).

Essay Dualtask Content

* Content for dual task essay

Essay Dualtask Response Time

* Number of seconds that the dual task essay screen is the active screen on the computer system

Essay Dualtask TIMES STOPPED WRITING

* Number of times the user clicked away from the essay screen (searching the web, moving windows, etc.). This metric does not increase when the email client is running. Only increases when participants are composing their essay and leave the composition area in order to search for information elsewhere or manage multiple tabs. Constraining the metric in this way should allow comparison of composing differences across conditions (if present).

Email # Content

* Email content from participant

Email Interaction Order

* Presented in the order that the emails were received in

Email # Time Until Notification

* The amount of time in seconds that will pass before an email notification is sent to the participant. Intermittent condition will wait to complete a single email before sending another.

Email # Client Started Time

* The time in seconds that has passed when the email client slides into view

Email # Open Email Time

* The time in seconds that has passed when a participant clicks to open an email. This will be similar to email client start in the intermittent condition but reveals a time delay from when the client starts, to when a user actually clicks to open email.

Email # Ending Time

* The time in seconds that has passed when a participant clicks to send an email. Subtracting open and close times is one way to know the amount of time devoted to an email.

Essay Resume Time #

* The time in seconds that has passed to when new text has been entered into the essay text area.

Email # Response Time

* An internal recording of time in seconds of response time to an email. This is a direct recording of time spent and thus is more accurate. Subtracting opening and closing times does not account for time delays to animation and transition. Time begins recording when a user clicks to open email and stops when they click to send email.

# Explanation of program

## HTML

The program uses a slide format to organize the various scenes. Each slide is a <section> and is initially positioned off screen. As a user interacts with the program, scenes are moved into view. There are two overlay screens—timerPane and timeExpired. The overlay screens are used for the countdown timers and transitions. Them emailPane <section> contains all of the emails participants will interact with. The emails are located inside the emailContainer <div>.

## Javascript

All variables are stored at the top of the script. Change these variables to augment the behavior of the program. The convention for time is as follows: for 5 minutes, the time will be represented as 5 \* 60, or 5 times 60 seconds. Below the variables are general functions for controlling various user behaviors (e.g., disabling copy and paste, preventing page refresh). There is an admin feature which will accept three commands. The commands are entered as passwords into the admin box:

* Pause: enter a word that begins with the letter “P” to pause all timers. Reenter a word that begins with the letter “P” to toggle pause. It does not need to be the same word.
  + Ex: Pause, p, p3sf, pause
* Save: enter a word that begins with the letter “S” to export any a saved data. If the program naturally exports data, it will wipe the storage. You will only be able to export data if an error occurred and the user is no longer in their session.
  + Ex: S, save, s422g
* Clear: enter a word that begins with the letter “C” to clear any saved data in storage. You will likely not use this.
  + Ex: C, Clear, clear, cvb

Screens for the program are stored in the variable sceneArray. The program will use this array to control which screens are presented in the viewport. Functions in the javascript file are noted with their behavior. Please reach out if you have questions about the operation and relationship of any code.