**Evaluation Setup - Interviews**

To test the proposed prototype, ‘end users’ were asked to use the application by creating the same project 2 times, making different choices every time. During this process, I monitored them to evaluate their experience and identify where difficulties occur. Note: After I2 this approach changed due to lack of time and the researcher guided interviewees through the application without asking them to interact with the solution themselves.

**Script**

1. Set up a Zoom meeting with each participant. Record it (inform them upfront).
2. Give the following introduction to the solution:

The purpose of this project is to explore ways to enhance IDN (Interactive Digital Narrative) authoring experience with the help of an adaptive sandbox authoring environment. Such a platform provides technical means to build a functioning IDN but adapts based on the creator's goals, aiming for collaboration between itself and the narrative engineer.

The process of creating an IDN can be divided into 4 distinct phases: ideation (where the initial conceptual ideas are established), meaning-making (where the author specifies the actual messages to be conveyed), interaction (where interaction mechanisms are established), validation (where the author can simulate the environment).

This project focuses on visualizing a prototype that illustrates the idea of an adaptable interface of the sandbox authoring system. The proposed prototype is by no means intended as a tool, but rather as a way to illustrate the hypothesis and collect feedback. It is an interactive web-based application connected to a database in the back end with partially implemented functionalities, prepopulated data and hard-coded pieces. It covers the ideation and partially meaning-making phases of IDN creation.

So, I’d like to ask you to imagine that you are Franz Kafka and decided to use this tool for your new creative project: a story where a man becomes a bug (based on an existing short story ‘Methamorphosis’).

1. Ask participants to fill out a questionnaire:
   1. What is your age?
   2. How many years of experience do you have in narratives?
   3. What is your experience in IDN?
   4. What kind of narratives are you creating? (game, VR/AR, journalistic research, interactive documentary, fiction, non-fiction)
   5. In which modalities have you worked? text only, video, audio, 3D, VR, visual(static), mixed
2. Provide an introduction to the tool. What can you do with it? What is the final goal? Show some screenshots.
3. Give participants tasks using the following guidelines:

I’ll ask you to go through the application 2 times with slight differences in choices (I’ll let you know which choices and actions are compulsory in each scenario). Each task has the homepage as a starting point. Can you please use a ‘thinking aloud’ method (thus tell everything you see and which thoughts it triggers in you)? Please feel free to ask any questions during the process and comment on whether you consider the functionality useful and helpful or not.

* Start planning for a new project for the first time:
  + Required choice: Modality: Text. Note: observe that the interface has adapted based on the previous choice.
  + Required choice: Media: Fiction -> Short story -> Absurdist Fiction. Note: observe the UI adaptability.
  + Required choice: Initial Plot Synopsis: This is the story of Gregor Samsa, a young man who finds himself turned into a monstrous insect. As he struggles with his new form, he tries to maintain his humanity while navigating the relationships with his family, who are shocked by his transformation. The family starts having financial issues, because Gregor was the only breadwinner. As time goes by, Gregor feels more isolated while his family grows more resentful to him. Eventually, they neglect him, which leads to his death. Question: which content structure elements would you consider to be relevant in the case of a short story design?
  + Interaction: No Interaction
  + Background Story: Yes. Required actions for the opened modal:
    - Click ‘Generate’
    - Read the output. Question: Would you consider this functionality useful? Is this a good place for it? Where in UI would it fit?
    - Provide the following feedback: Please provide more context on the time and cultural specifics for the story (1920s, unknown central european country). Also make the character of Gregor’s sister Grete more prominent (Gregor and Grete had good and trusting relationships before. He encourages her talent for violin. She initially tries her best to accept his transformation. But then she fully gives up and accumulates a lot of anger and rejection). Lastly, write it using a bit of Dostoevsky style.
    - Regenerate the story by clicking ‘Refine’ button
    - Read the changed output. Question: Would you consider this functionality useful? Where would it fit in the ideation phase?
    - Submit
  + Required choice: Embedded tools: choose all of them
  + Go to Visualization. Question: What do you think about the 'Intent Structure Visualization' functionality? What can be changed?
  + Go to ‘Narrative Design’ page. Question: Which buttons do you see on the right of ‘Narrative Design’ page? Which other approach to narrative space can you consider?
  + Required action(s): Explore the details of 'Bedroom' node. Question: Which elements of the interface have adapted based on your previous choice? Would you consider this useful? Note: There are buttons to use previously chosen embedded tools and to import a component of 1 previously selected modality. Every element can consist of several components of only 1 type - ‘Text’.
  + Required action(s): Explore the details of 'The Office Manager' node.
  + Required action(s): Explore the details of 'Neglect' node.
* Start planning for a new project for the second time:
  + Required choice: Modality: Text + Visual
  + Required choice: Media: Fiction -> Short story -> Absurdist Fiction
  + Required action(s): Content Structure Elements page: add any element, delete 'Death' Event, delete 'Family' Character.
  + Required choice: Interaction: No Interaction
  + Required choice: Background Story: No
  + Required choice: Embedded Tools: None
  + Go to ‘Intent Structure Visualization’ page. Note: observe that the ‘Intent Structure’ page reflects the update in Content Structure Elements.
  + Go to ‘Narrative Design’’ page. Note: observe that the ‘Narrative Design’ interface reflects the update in Content Structure Elements.
  + Required action(s): Explore the details of 'Bedroom' node. Question: What differences in UI do you notice in comparison with the previous activity? Note: There is no more possibility to use embedded tools since none of them was chosen. Further, 2 buttons appeared to import components of selected media (Text+Visual). Every element can thus consist of components of 2 of these types.
  + Required action(s): Explore the details of 'The Office Manager' node.
  + Required action(s): Explore the details of 'Neglect' node.

1. Ask users to evaluate their overall experience by asking them the following questions:
   * What were your first impressions of the prototype?
   * How does the workflow feel?
   * Is there anything you thought was unclear?
   * Is there anything that you were expecting to be that was not available?
   * Assuming the tool is programmed professionally, would you see yourself using it in your creative projects? Why(not)?
   * How would you describe the purpose of the Ideation and Meaning-Making phases?
   * What do you think about the concept of an adaptive sandbox authoring environment, that adapts to the creator's goals and aims for collaboration between itself and the creator?
2. Analyze the results of the evaluation.