QUANTITATIVE EVALUATION - HYPOTHESES, TEST CASES, METRICS

Hypotheses:

- 1. Subjects do not make more than 4 errors in total when conducting the tasks [1,2,7,9].
- 2. Subjects complete tasks 1-5 with a completion rate of 78% [2,5].
- 3. Subjects do exceed a SUS-Score of 70 regarding the complete application [1,2,6].
- 4. The average Task Level Satisfaction does exceed a value of 5 [9].

Test Cases:

- 1. Take a look into your pantry. Search for a recipe with your ingredients: pumpkin, onions, garlic, salad.
- 2. You try to avoid dishes that contain meat. Open the app and set that you want to receive only vegetarian recipe suggestions.
- 3. Check the main screen and look for a recipe with pumpkin as a main ingredient. Add this recipe to your favorites. Where do you find it now?
- 4. You are running out of pumpkin. Try to remove it from your pantry.
- 5. You want to cook the pumpkin soup again. Is there a possibility to replace the hokkaido pumpkin?

(settings of the tasks before have to be set again in the next task e.g. set vegetarian diet also in tasks 3-5)

Metrics:

1. Number of errors

→ wrong clicks, too many clicks, wrong tasks executed [1-3,9,10].

2. **Completion Rate** to measure effectiveness of the application

The completion rate is calculated by assigning a binary value of "1" if the test participant manages to complete a task and "0" if he/she does not. The effectiveness can be calculated by measuring the completion rate [2,5].

$$Effectiveness = \frac{number\ of\ Task\ completed\ successfully}{total\ number\ of\ task\ undertaken} \times 100\%$$

3. Overall SUS-Score for measure the usability of the application [1]

4. Task Level Satisfaction

After users attempt a task they will be given a questionnaire so as to measure how difficult that task was. For this, the SEQ (Single Ease Question) will be used [1,2,8,9].



Figure 2: SEQ (Single Ease Question) which will be used to measure the task level satisfaction [2]

QUANTITATIVE EVALUATION - SETTING

User Test Setup:

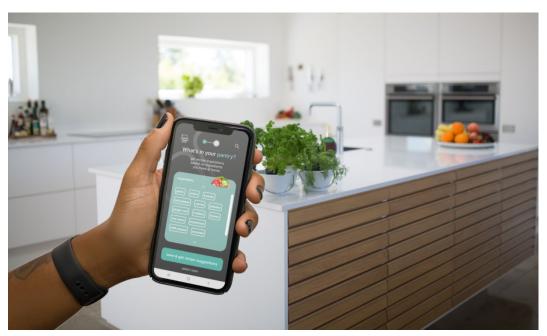


Figure 2: User Test Setup: User will be in the kitchen, checking his pantry for ingredients and meanwhile testing the app FOODIYO.

- Data recording with smartphone camera (screen and voice recording) [4].
- Online or live setting due to covid-pandemic [1,4].
- Used methods: thinking aloud method, video recording & questionnaire

Procedure:

- 1. Subjects are welcomed and briefly introduced to the topic of the study
- 2. Permission for recording is obtained, screen and voice is recorded [1,4].
- 3. Task description is shown via screen sharing or paper (online vs. live).
- 4. Subjects conduct task 1-5 without any advice (app is started again before every task) by using the thinking aloud method [1,3].
- 5. Afterwards subjects are introduced to fill out the SUS questionnaire with regard to the usability of the whole application [1].

6.	After the study: recordings are analyzed in terms of errors, completion rate and SUS as well as SEQ score and compared with the hypotheses [1].

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