

## F | Content Analysis of Exit Interviews - Coding

This section includes all the coding from the reaction cards, exit interview and some in between SUS questionnaire and INTUI questionnaire. Every code is represented from both boards. The notation of the codes have been from three different representative of the study group, which haven't been differentiated in the analysis. Which means that the first code have [1,2,3] this can be an indications that every analysts have coded the same meaning. Every time "," appears, means the same subject have said something about the same code. Every time ";" appears a new subject have said something about that code.

### Helix

- Prefers normal pedal boards [1,2,3,26;;;;;;634,635]
  - Prefers analogue sound [634,635]
- would experiment more with a multi effect [4;;;;;;631,632,633]
  - Good as a learning tool [631,632]
  - Exploration [633]
- Multi effect would change workflow [3,5;;;;;;]
- It will get easier to use over time [7,8,9,17,24,25,67,87;182,198,199;231,232,233;;;;;]
  - Learning curve [8,17,67,87;182,198,199;221,232;;;;;]
  - Some tasks were hard to solve in the beginning [231,233;;;;;]
- Will need a manual to use it [10,11,12;181,183;;;396,398;;;]
- Has a big variety of effects [13,69,70,71;;;;;517,518,519;550;]
  - Powerful [69,71;197;;;;;517,519;;]
  - Large capacity [70;;;;;;]
- It will be easy to learn to use it [16;;;;;;]
- It is complex [17,19,85;196,210;219,220,221;326,327,328,364,367;407;504;566;626,627]
  - Depth [210;234;367;;504;551;]
- Essential functions are easy to learn [18,31,66,88;;243,246;;;;;]
- The interface operates smoothly [20,21;;;;;;]
- Design guidelines [22,75;;;;;;]
- It will be hard to learn [23,84,86;183,197;;335;;;;;]
  - Steep learning curve [84,86;183;279;335;371;;;620]

- It is operated on impulse [27,28,29,43,44;;;;;]  
  - Trial and error [29;;;;;]
  - Affordance [44;;;;;]
- Easy to learn [30;;218;;;;;]
- Good for live performances [32;;;;;]
- Editing will not be used during a live performance [33;;;;;]
- It is difficult to set up [34,35;;;;;]
- The hardware is of a good quality [36,37,38,52,53,54,72,73,76,89;;236,237,238;;403;;592;]  
  - First impression [37;;;;;]
  - Some of the buttons felt nice [36;;;;;]
  - Nice to touch [52,53,54;;;;;]
  - Satisfying [89;;;;;]
  - Brushed aluminum [236;;592;]
- Felt lost while exploring the board [39,40,41,42;192,193,194,197;222,230,246;331,349,350;377,380,382,398,400;;611,612,613,624,628,629]  
  - Confusing [40,42;194;228,230,242,243,271;350;377,380,382,398,400;;611,612,613,624,628,629]
  - Overwhelming [41;197;230;331,335;;;]
  - Not straightforward interface [192,194;246;;;;;]
  - Illogical [193;222,239;;;;;]
  - Nonsensical menus [194;;349;;;;;]
- It is demanding to use [45,46;;;;;]
- It is inspiring to use [47,49;;;;;]
- It is easy to use [49,50,51,57,58,59,60,65;;366;;507;;]  
  - Straightforward [57;;;;;]
  - Intuitive [58,59,60,65;;366;;507,510;;]
- It is easy to use the software [55,56;;;;;]  
  - Understandable [55;;;;;]
- It is not intuitive to use [61,62,63;;240,241,244;365;372,373,378,396;;554;614,615,616,618,619]  
  - Design [61,62;;;;;]
  - Some tasks were intuitive some weren't [244;;;;;]
  - Not a smart system [373;;;]
  - Doesn't know how to navigate with all the buttons at once [378;;;]
- It is addictive to use [64;;;;;]
- It is easy to explain to others [68;;;;;]
- It has wobbly switches [74;;;;;]
- It looks good [77;;;389,392,468,469,470,471,479,480,481;;;]  
  - Streamlined [77;;;;;]
  - Nice finish [389,471;;;]
  - Sharp [392,471;;;]

- It has a good build quality [78,80,140,141,144,145;;;500,501,502;592,593;]  
     Sturdy [78,80,140,141,144,145;;238;;;501,502,541;592,593;]  
     Robust [238;;;]
- It is easy to transport [81,82,83;;;510,512;556,558,559,560,561;]  
     Compact [81;;;;;]  
     Tour [82;;;511;]  
     Practical [559;]
- Image [90;;;;;]
- Preferred for tour [121,122,123;;;511;]
- The sound is the most important factor [129,130,131;207;286;;;525;]
- Not going to use the system [176;;;;;]
- It feels like you are programming the sound [177,178,201,202,203,206;;;;;]  
     No feelings [202,204;;;;;]  
     Cold [202;;;536;]  
     Logical [206;;;;;]
- It is too complex [179,183;241;320,329,334,335;;524;545,546,564,567;612]  
     hard to use [183;;;522;]  
     Too many options at the same time [329;;;564;]  
     Forced complexity [334;;;]
- It was time consuming to use it [184,185,186;;318,319,321,324,333,338,339;;547,548,553,555,563;623]  
     Setup [184;;324;;;]  
     Navigation with buttons instead of touchscreen is slow [186;;338;;;]  
     ineffective [319;;;]  
     Slow [547;]  
     Took too much brain power [555;]  
     Took time but it was okay in the end [563;]
- It feels dated [190,191,213,214;;346,347;;;641,642,643]  
     Old [191,213;;347;;;642,643]  
     Start 2000 [213,214;;;;;]  
     Old-school interface [346;;;]
- It has a lot of buttons [195;272;;;524;]  
     Too many buttons [272;;;524;]
- It looks like a synthesizer [195;;;;;]
- It was created by engineers for engineers [200;;;;;]
- It is darker [214;;;;;]
- It is complicated to use [217;;350;384,397;;546;]
- Was guided by reason [229;;;;;]
- It is ordinary [235;;;;;]
- It is useful [235;;;557;]

- It is inconsistent [242,245;;376,379,387,393;;;624,625]
  - Inconsistent navigation [379,393;;;624,625]
  - Multi-function buttons are bad [625]
- It is frustrating [272;;382,383;;]
  - Annoying [382,383;;;617,619,630]
- It is uninspiring [325;;;]
- It has screen clutter [330;;;]
- It is flexible [332;;505;549,552,565,567;]
- Essential functions were easy to use [368;395,398;;]
- Good looking interface [374,376,377,393,394,407;513,514;;]
  - Clean and clear [394;;]
  - Looks good = Sounds good [514;;]
- The interface does not support functionality of buttons [375,377,381;;;611,613]
  - Doesn't indicate which buttons have to be used at what point [381;;;611,613]
- It is irritating to use [381;;]
- It feels unfinished [382;;]
- It is unpredictable [399,400;;]
- Bad navigation [399,400,404,406,407,466,467,470,479,480,481;523;;623]
  - Confusing navigation [400;;;618,623]
  - Too complex navigation [466,467;;;622,623]
- Possibilities [402,407;;]
- Scared to press anything [475,476;;]
  - Petrified in the beginning [476;;]
- Unrestricted [505;;]
- Multi effect are the future [506;;]
- Coordinated [508,509;;]
  - Screens and colours for each effect [508;;]
- Professional [532,537;;]
- Respectable [532;;]
- Classic [536;;]
- Approachable [562;]
- Looks expensive [593;]
- Hard to remember actions [621]
- Navigation speed [622]
- Afraid [630]
- Aversion [630,643]
- Familiar in a bad way [643]
- Faster to setup normal rig [637,638]
- No undo option [384,386]
- No indication of how far you are in the system [385]

## Headrush

- Touchscreen = more power [91,93,94,111;217;250,251,259,273;340,341,342,343,358;408,409,418,419,420,422,424,461;587;]
  - good touch [111;]
  - touchscreen is nice [217;]
  - prefer touchscreen [251,273;340,341,342;409,422;]
  - natural interaction with touch [259;418,419,420;]
  - touch intuitive [343;]
- Infinite capacity [92;]
- no lag [95;]
- Fast processor [95;495,496;]
- Fast experience [96;262;485,497;585,586,587;]
  - time saving [262;485;]
  - fast [262;497;]
- Essential functions were easy to use [97,98,112;294,368;436;588,589;]
- Hard to master [97;]
- Difference in difficulty [97;589;]
- Logitech using same workflow [99;]
- programing interface [100;]
- familiarity [101;260,261,264;344;443,446,455,464;521;]
  - natural navigation because of smartphones [260;464;]
- Professional [102;158,159;486;]
- Good for tour [102,103,104,117;160,163;487;]
  - Useful in live setting [103;]
  - Turné [104;487;]
  - live [117;]
  - good for live performance[163;]
- Useful for transport [103;]
- Good Hardware [105;275,276;356,357;486,488,489,492,493,494;]
  - sturdy footswitches [105;]
  - sturdy [486,488,492,494;]
  - good amount of buttons [489;]
- Touchscreen can be seen as fragile in a live setting [106,107,108,123,141,142;456;539,540,543;]
  - fragile [107;540,543;]
  - Frail [108,123,141,142;]
  - more rugged with touch [456;]
- preference headrush [109,119,124,125;215,217;287,288,289;369,370;425;526;640,642;]
  - work at home = headrush [124,125;425,426;]
  - design principle [216;]
  - UI preference [287,288;642;]
- not as professional as helix [110;531,535;]

- fast editing [112;]
- invites exploration [113,115,120;280,281,282;]
  - improvement [115;]
- interaction with touch is faster than buttons [114;]
- simple [116;249;443,446;499,529;570,596;]
- intuitive [126;170;247,248,250,254;293,304,310,344,366;575,576;640;]
  - more intuitive [247,248;420;]
- good workflow [126,138,139;]
- sound is most important [129,130,131;155,156,157,207;286;525;]
- Good functionality [132,133;155,156,157,169;303;]
  - Laching [132;]
  - set list function [155;]
  - setup [156,169;303;]
  - fascinating [157;]
- Headrush need more layers of complexity [135,136,137;437,438,439;]
  - depth [135;]
  - seems shallow [137;437;]
- easy to use [143;265,277,278,289;412,477;526,527,529;574,578,589,594;]
  - easier to understand [412;]
- likes the routing [146;]
- not intuitive [147,148,149,150;223;302,361,365;571,584;]
  - not clear [147;584;]
  - need tutorial [148;]
- easy to learn [151;224,225;]
- INTUI = some of the task were intuitive, but others wasn't how to choose? [152;]
- difference in difficulty [153;433;576;]
- learning curve [154,173;297,298;498;569;]
  - easy to use when learned [297;]
- useful [157,160,163,167;305;]
- organized = you can make presets before going on stage [161,162,163;265;414,415,416;]
- Comprehensive = a lot of different functionality [164,165,166;300,306,309,367;482;]
  - depth[165,210;300,309,367;]
  - multifunctional [166;]
  - many options [166;482;]
- convenient [167,168;262;450;577;]
- good interface [171,175,208,209,211,212;266;410;491;596;]
  - headrush interface is more appealing [208,209,211,212;]
  - logical interface [266;]
  - clean interface [491;]

- confusing [172,173;271;322,323;428,434;572;]
  - counter intuitive [172;]
  - design flaw [173;]
- Confusion on which buttons do what [323;]
- had a good experience with headrush [174;]
- dated [213,214;345;]
- inspiring = use your energy on what you want to do [252;]
  - direct [253;]
- consistent [255;]
- Hardware layout looks relatively the same [256,257,258;]
  - Hardware design [257;]
  - Sub-par hardware compare to helix [258;]
- easier to find the things you are looking for [267,268,270,274;303,305,353;]
  - straight-forward [270,274;303,305,353;]
- satisfying [269,270;]
- not frustrating [270;]
- Headrush bright screen invites to use as touch [285;]
  - The light sensitivitiy on the Headrush is higher. Which indicates where to focus the attention of the interaction. [283;]
- easy to create a rig [292;435,436,448;484;]
  - fast to setup [435,436;484;]
- Mapping is a bit tricky - from editing to the pedals [295;]
- hidden functions [297,302;608,609;]
- complex [299;602,605;]
- only scratched the surface [299;]
- Would have never used the feature of changing the mode. It'll have taken him a long time, if he was hunting for the mode feature by his own. Would have used the board differently to compensate that subject didn't know where the mode was. [301;579;]
- bad placement of functions [302;]
- iphone wannabe effect [307;]
- flexible [308;]
- mental model fits [311;]
- not revolutionary, but it works [312,314;]
- affordance [313;]
- good design [315,316,317;]
- know where you were on the headrush [351,352,353;]
- good navigation [354,355,358;411,473;]
- segregation of sound control and interface navigation [359;]
- need manual to setup for both systems [360,362;]
- newer than the helix [409;]
- unclear change mode [410,411,465;573;]
- less advanced than helix [413,415;]
- less options than helix [417,418,457;594;]
  - smaller collection [418,457;594,595;]
  - limited options [594;]
  - limiting design [595;]

- footswitches better on helix [422;]
- headrush looks cheaper [423,425,458,459,460;]
- headrush looks not as nice [423;]
- attractive in its own way [429,431;]
- comfortable [432;]
- looks to friendly to look powerful [440,441,442;]
- good feedback [444;]
- less intimidating than the helix [445,447,463;]
- looks like he it has all you need on the screen [447;]
- easy practice [449;]
- easily transported [450;]
- can be used wherever [450;]
- easy recover [451,452,454,472,473,478;]
  - not afraid to make mistakes[451,473;]
  - option to go one step back [452;]
  - forgiving [454,472;]
  - safe [454,462;]
- friendly [455,463,473;521,531,537;]
- Flimsy [458,459;]
- less complicated [462;]
- big difference in approach, but same functions [474;]
- Appealing from a pedal user. to try new combinations, which is tedious while only using pedals [483,484;]
  - comparison with pedals [484;]
- approachable [528;589;]
- Cheerful [530,531,537;]
- looks like an ipad on the headrush [544;]
- uncertain where you are [582,583;]
  - needs more signifiers [582;]
- Slow setup compared to normal pedals [598,599,604,605;]
- overwhelming [601;]
- unnecessary amount of things [606;]
- smart but not useful [607;]
- physical buttons for single effects preffered [610;]