

A Usability Design Approach of Tailored Visualizations for Mobile Applications

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Kurzfassung

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Abstract

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Contents

Kurzfassung	ix
Abstract	xi
Contents	xiii
1 Introduction	1
1.1 Motivating Scenario	1
1.2 Problem Statement	2
1.3 Aim of the work	2
1.4 Methodological Approach	3
1.5 Structure of the work	5
2 State of the Art	7
2.1 General Definition of Usability	7
2.2 User Classification	10
2.3 Paper Prototyping	15
2.4 Focus Groups	18
2.5 Existing Approaches of energy-saving Applications	19
3 Methodology	27
3.1 Survey for User Segmentation	27
3.2 Elicitation of Requirements with Paper Prototyping	28
3.3 Creating a Catalogue of Design Guidelines	30
4 Questionnaire for user segmentation	33
5 Design and evaluation of the Paper Prototype	35
5.1 Design of Paper Prototype	36
5.2 Menu navigation	36
5.3 Latest	37
5.4 Design Guidelines for tailoring interfaces to user segments	41
5.5 Recommendations for improvement for the ASCR App	41

6 Evaluation	43
7 Critical reflection	45
8 Summary	47
List of Figures	49
List of Tables	51
Bibliography	53
Appendix A	62

1

CHAPTER

Introduction

In the age of social media, where information is tailored to users' interests, preferences and state of education, the question arises how to integrate this phenomenon into common mobile applications. Especially when the aim of the application is education or changing a user's behavior an adoption of the user interface to various requirements might be beneficial.

This thesis investigates whether tailoring the interface of a mobile application to a user's characteristics, preferences and state of knowledge has effects on the usefulness of the application. The state of knowledge and the needs of the users are gathered into user groups, in order to limit the amount of possibilities.

1.1 Motivating Scenario

This thesis is written in cooperation with Siemens AG Austria, within a research project that deals with the Seestadt in Aspern in Vienna. The Seestadt is one of the biggest city development projects in Europe¹. The Aspern Smart City Research GmbH & Co KG² (ASCR) is an exclusive technology partner of Siemens AG. The Aspern project has the overall goal of finding smarter solutions for energy consumption with the help of smart grids, power supplies, building systems, intelligent power grids and communication technologies. Another side goal is an optimal interaction of all these components. The ASCR infrastructure manages the data coming from smart grids and smart buildings such as temperature, energy consumption, water consumption, power demand as well as external data sources such as weather, city events, energy market, traffic reports etc.

¹<https://www.aspern-seestadt.at/> Accessed 10.01.2018

²<http://www.ascr.at/> Accessed 10.01.2018

[PDE15]. In total 1.5 million values are measured per day ³. To create something useful out of this amount of data is a big task.

Take, for example, an application that informs you about your electricity consumption. What can be assumed, is that the user wants an easy-to-use and beneficial application for the user. Users are different and so are the motives why someone uses an application, e.g. saving energy, monitoring consumption, pure interest etc. A company or a mobile application developer of course wants to develop an application that serves as much people as possible. But what to do when the target group is defined but consist of people with distinct interests and different level of knowledge?

The problem that we observed is that the majority of users lack the feeling for the size of one kilowatt hour. The same can be witnessed when it comes to CO₂ emission. The unit of kilograms of CO₂ is an information that mostly only experts can grasp and can relate to.

1.2 Problem Statement

In the field of software development the interaction with the user is important, including the consideration of a user's knowledge. Numerous applications aim at motivating the user to save energy or CO₂ but neglect the incomprehensibility of units of measurements one does not deal with on a daily basis. The sense of trying to motivate the user to save energy by displaying the electricity consumption in kilowatt hours, might have less impact than setting it at least in relation to an average consumption of electricity or even visualizing it with a playful approach. On the other hand, for someone who is easy on these types of measurement a visualization with colours or graphs might be too much.

So, the problem we are facing is to develop a mobile application that is beneficial for all types of users, starting from users who do not have a feeling for kilowatt hours or kilograms of CO₂ and may not even be interested in energy topics up to users having a great affinity for electricity and carbon-dioxide emission.

To address this bandwidth of user knowledge and visualization possibilities, this thesis investigates the usefulness of tailoring a mobile application to a users knowledge. Furthermore design principles and criteria that shall help front-end developers, usability engineers as well as software architects to develop applications customized to a users level of knowledge shall be investigated.

1.3 Aim of the work

The overall goal of this thesis is to identify different type of users, to evaluate existing applications and to analyse the benefits or even drawbacks of providing user interfaces in

³<http://www.report.at/index.php/energie/wirtschaft-a-politik/item/91884-lebendes-stadtspiel> Accessed 10.01.2018

a mobile application tailored to a user type.

This thesis contributes (1) a questionnaire for identifying the energy type of a user (2) an evaluation of a mobile application in the field of consumption data and home automation (3) paper prototypes for a mobile application with interfaces tailored to user types (4) a catalogue of criteria of design principles for tailoring visualizations for eco-feedback

The central research question is the following:

Are there benefits of providing visualizations tailored to user segments?

The central research question can be answered after having found a solution to the sub-questions:

RQ 1: What are the characteristics of a user segment with the same energy consumption interests? In order to answer this research question we conduct a literature review in this area, where we want to find out different user types, the characteristics, the state of knowledge and the preferred way of interaction with them.

RQ 2: Which criteria do questions have to meet, that shall identify the type of a user? The findings of RQ 1 will have an influence on the questionnaire needed for defining which group a user can be assigned to. The questionnaire shall be short and shall precisely identify the type of a user.

RQ 3: What are the design possibilities when it comes to tailoring interfaces to a user segment in the scope of electricity consumption data? This question can be answered by evaluating existing approaches of eco-feedback applications and analysing their approach of trying to change a user's behaviour. One application will be investigated in particular and will be the basis for the paper prototypes.

RQ 4: Do the characteristics of user groups correlate with the users' preferred type of visualization? The results elicited for RQ 1 are the foundation for defining the user groups. The outcome of RQ 3, the paper prototypes, will be presented to the test users found with the questionnaire of RQ 2. The correlation between the groups and their preferred type of visualization will be determined in workshops with the user types.

1.4 Methodological Approach

In order to answer the research questions the methodological approach comprises the following steps:

1. Literature Review

The first step is to dive into the topic of usability engineering, especially different forms of visualizations and graphical user interfaces in the scope of mobile applica-

tions. That implies a research about paper prototyping, usability testing in the mobile context as well as user classification and evaluation of user interfaces. The goal is to get an insight of all relevant aspects which will serve as foundation for the following steps and also to get a base that shall help at answering the research questions.

2. Comparative analysis of alternatives and comparison of existing approaches

In this step, the market and competition analysis which was done when the problem arose will be done in more depth. The questions that shall be answered in this steps are the following.

- Which applications are there within the topics of energy saving and CO2 awareness?
- Which approaches and visualizations do these applications make use of to present feedback?
- How do these applications tailor their visualizations to different requirements?

3. Creating a questionnaire for user classification

In this step one contribution of this thesis is created, the questionnaire for the identification of the segment a user can be assigned to. This will be a short questionnaire that shall identify the correspondence to the main characteristics of a user segment such as interest in energy topics, typical usage patterns of consumption, technical competence etc.. The questions shall help to answer RQ 2 Then the questionnaire will be sent out in order to find at least one person for each user segment.

4. Design of Paper Prototypes

The second step is to create paper prototypes. The prototypes shall follow usability guidelines found out in the previous steps. The whole paper prototyping process will be close to the Step-by-Step guide for creating Paper Prototypes proposed by Arnowitz et al. [AAB10]. This includes first, the definition of the goal followed by identifying the tasks that users shall be able to do with the App. Next, hand-sketched drafts will be drawn, showing the application with menus, dialog boxes, notifications and buttons.

5. Elicitation of requirements with Paper Prototyping

The third step is to do the Paper Prototyping session in order to elicit the requirements for the graphical user interfaces and overall for the app. According to [Lan04] the numerous benefits of early usability studies are vastly superior. It may seem low-tech, but conducting usability tests at this step show what users really expect on a quite detailed level which gives maximum feedback for minimum effort [Wei03].

At first the people that could be clearly assigned to one user segment will be invited to a paper prototyping workshop. The workshops for each user segment will be

held separately in order to avoid the distortion of results and to create a mutual independent outcome. The feedback from the users show what they expect from the app which is of great value for the further design of the app [Sny03] and for the following evaluation.

6. Evaluation

In this step the mobile application from ASCR will be empirically evaluated against the outcomes of the paper prototyping session and its benefits and drawbacks will be defined. The outcomes of the paper prototype sessions will help answering RQ 4, which deals with the correlation of user characteristics and the preferred type of visualization

7. Refinement of design principles catalogue

Finally, based on the findings of the evaluation a design principle catalogue will be created. The catalogue will comprise motivations of the user types, requirements definitions and example implementations from the evaluated paper prototypes.

1.5 Structure of the work

The remainder of this thesis is structured as follows: Chapter 2 provides an overview of related work where existing approaches of tailoring user interfaces are discussed beginning with an overview of the foundation of interfaces, the usability. This chapter is concluded by a comparison of existing approaches.

Subsequently in Chapter 3 the methodology is presented, where the guidelines for the survey for user segmentation and a step-by-step guide for paper prototyping is explained and the approach for the definition of design guidelines is outlined.

Afterwards, in Chapter 4 the main work of this thesis, the paper prototypes, the prototyping workshops and the evaluation of the ASCR mobile application, is presented. Within this chapter implementation-specific details are discussed.

Chapter 5 critically reflects and compares the implementation with related work and discusses open issues.

This thesis is concluded in Chapter 6 with a summary and a discussion on future work.

CHAPTER 2

State of the Art

In the following sections the theoretical background for the topics that this thesis deals with will be presented. In particular, it starts with a general introduction to usability engineering followed by a definition of usability in the mobile context. Then the field of mobile application is continued with a dive into adaptive interfaces. Of particular relevance to this thesis is the work on user segmentation of Smart Cities Demo Aspern on which our user classification is based upon and which is the answer to the following research question:

RQ 1: What are the characteristics of a user segment with the same energy consumption interests?

This chapter goes on with an introduction to paper prototyping containing a comparison of computer-based to paper-based prototypes and outlines paper prototyping as a tool for elicitation of requirements and for usability testing. The use of focus groups is discussed before we compare existing approaches of energy-saving programs including a look at persuasive systems followed by a comparative analysis of used design guidelines in existing approaches.

2.1 General Definition of Usability

The International Organization for Standardization (ISO) defines usability as the "Extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency and satisfaction in a specified context of use" [Bev98]. This definition comprises three measurable attributes which are the following [Din98]:

- **Effectiveness:** Accuracy and completeness with which users achieve specified goals.

2. STATE OF THE ART

- **Efficiency:** Resources expended in relation to the accuracy and completeness with which users achieve goals.
- **Satisfaction:** Freedom from discomfort, and positive attitudes towards the use of the product.

The ISO standard also identifies three factors that should be considered when evaluating usability, which are the user, the goal and the context of use. The user is the person who interacts with the product. The goal is the intended outcome and the context of use applies to users, tasks, equipment (hardware, software and materials), and the physical and social environments in which a product is used.

In addition to the above ones Nielsen [Nie94a] identified five attributes of usability and factors having an impact on how the user interacts with a system:

- **Learnability:** The user should get work done rapidly which is possible if the system is easy to use.
- **Efficiency:** Once the user has learned to operate with the system, the productivity should be high.
- **Memorability:** In case a user does not use the system in a longer period, it should, nevertheless, be easily remembered without having to learn everything all over again.
- **Errors:** When using the system, the user makes few errors and is able to return and recover easily after an error. Further, catastrophic errors must not occur.
- **Satisfaction:** The system is highly accepted as the user has positive attitudes towards the system and finds it pleasant to use.

2.1.1 Mobile definition of usability

The focus on usability and interaction between human and hand-held electronic devices has its origin within the emergence of mobile devices. With the emergence and rapid deployment of mobile technologies a number of additional studies like [Ryu05] and [Gaf09] have focused on the usability of mobile devices. The approach of Nielsen, mentioned above, was expanded with the scope of mobile applications by Zhang and Adipat [ZA05] who highlighted a number of issues by the advent of mobile devices. The issues mentioned are:

- mobile context
- connectivity
- small screen

- different display resolution
- limited processing capability and power and
- data entry methods

They mention that these restrictions are especially a problem when it comes to usability testing methods, as all these issues must be considered in order to select an appropriate research methodology. It must be kept in mind that contextual factors on perceived usability can occur when they are not considered in a study [ZA05].

Almost concurrently, mobile device manufacturers have been developing their own usability constraints, such as Google and Apple. The Apple iOS Human Interface Guidelines¹ states the iOS design principles that should be considered during the application development process, such as: aesthetic integrity, consistency, direct manipulation, feedback, metaphors and user control.

Also Google has developed Android user interface guidelines², which guide developers to take into account the following guidelines: the icon design guidelines including the size and location of icons and buttons, contextual Menus and their responsiveness, simplicity, size, and format of text and the widget design guidelines that describe how to design widgets that fit with others on the home screen. These guidelines also explain how these characteristics should be considered during the development and testing of Android applications.

Harisson et al. [HFD13] build up on the terms mentioned before and introduced a PACMAD (People At the Centre of Mobile Application Development) model which was designed to address the limitations of existing usability models when applied to mobile devices. PACMAD extends the theories of usability with more aspects such as *user task* and *context of use*. The existing usability models such as those proposed by Nielsen [Nie94b] and ISO [Bev98] also recognize these factors as crucial parts on which the successfullness of the usability of an application depends. The difference is that PACMAD includes all the factors into one model to ensure a complete usability evaluation.

2.1.2 Adaptive interfaces in mobile applications

Deka [Dek16] discusses how data-driven approaches are tools for mobile app design. They state that designing mobile apps is a complex layered process that affects researchers, designers, and developers who work together to identify user needs, create user flows, determine layout of UI elements, define visual and interactive properties with the help of design prototypes, and evaluate effectiveness of designs both heuristically and with extensive user testing. His approach is to simplify the app design with a more data-driven process by leveraging design data from the vast array of already existing apps. Deka

¹<https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes/>. Accessed 06.08.2018

²https://developer.android.com/guide/practices/ui_guidelines . Accessed 06.08.2018

advocates interaction mining that captures the static part, such as layouts and visual details, as well as the dynamic part, like user flows and motion details, of app design. His approach is in contrast to design mining approaches that mainly have focused on mining static UI layouts and visual details [KST⁺13, AY15].

Fogarty and Hudson [FH03] presented a programmatically approach for the optimization problem of usability interfaces. Their approach is numerical optimization and they provide an experimental toolkit to support optimization for interface and display generation.

The decades of research in adaptive user interfaces were summarized by Gajos et al. [GWW08]. They conclude that personalized user interfaces have the ability to improve user satisfaction and performance, when the interface is adapted to the device, task, preferences and abilities of a person. To automatically generate user interfaces they use decision-theoretic optimization which includes functional specifications of the interface, constraints of the devices e.g. screen size and a list of available inter-actors, a typical usage trace and a cost function. The cost function holds user preferences and the expected speed of operation. Gajos et al. especially focus on the preferred UI elements of a user. As this thesis aims at finding interfaces for users that fit different types we first need to classify users into different user segments.

2.2 User Classification

Weiss [Wei03] laid a huge emphasis on the first, and according to him, the most important step in the design and development process, the understanding of the audience. The purpose of the audience definition is to describe the target group, its' traits and ranges.

2.2.1 User Segmentation according to Smart Cities Demo Aspern

Aspern Smart City Research GmbH & Co KG (ASCR) also lays emphasis on understanding the user. The research group defines a smart user as a person who has the knowledge for sustainable decisions in relation to his or her lifestyle. Saving CO₂ and energy should be the overall goals of a smart user.

Nevertheless, not all smart users are the same and not all share the same state of knowledge or interest. Therefore, in 2015 ASCR conducted a socio-scientific study to find out how much know-how a smart user has in the field of technology and energy and also how much interest they have in the topics of energy and sustainability. The research was done in an apartment block named D12, where the possibility to test solutions is given, as the apartments in this block are equipped with systems that collect data including

- electricity consumption
- room temperature
- warm/cold water consumption and

- air quality.

Over half of the households in the apartment block D12 agreed on making their data available for research purposes and to participate in surveys and workshops. In total, 85 households took part in the study in 2015. In the starting phase two studies were done. At first a qualitative study with personal interviews with selected tenants of the building D12 was done followed by a quantitative study with written questionnaires. One outcome of these studies was the segmentation of users into groups. Different types of users were clustered into four segments according to their state of knowledge and their interest in technology and energy. The user groups also serve as target groups for the development of new technology solutions such as home automation, mobile application and for the development of a range of services. The segmentation into groups also makes communication easier as the used methods of communication can be tailored to the needs of a group.

The qualitative study with its interviews was done before the tenants moved into the apartments in Seestadt. Surprisingly the majority stated that it has basic knowledge for the interpretation of the energy consumption and energy data in general. Often they stated that they do not know how much one kilowatt hour is. In most cases the main source of information for energy topics is the energy consumption calculation. Unfortunately the calculation does not state the behaviour or the devices which use up the most energy. Exactly these two aspects are the most wished information for the users when it comes to saving energy.

The aim of a segmentation in its statistical way is to find distinct groups with significant differences [PS83]. Within a group the characteristics should be homogeneous. An established way for segmentation in statistics is to do two statistic procedures, beginning with a factor analysis, followed by a cluster analysis [Tuf11].

The factor analysis reduces dimensions [WOB10]. In the quantitative questionnaires multiple variables are collected and in the factor analysis these variables are reduced to so called latent variables or factors. Therefore, the factor analysis shows which dimensions are underlying the whole questionnaire.

In the socio economic study of ASCR an explorative non-rotating factor analysis was calculated. Afterwards the scree test showed the amount of factors, which was in this case four. In terms of content the analysis of the factor showed the following dimensions:

- **Comfort-centred:** This factor covers aspects like home automation, energy relevant user behaviour such as lighting and circulation behaviour and hot water usage.
- **Technology-centred:** Also covers aspects like home automation but more with the sense of interest in the technology rather than the comfort aspect.
- **Data sensibility:** Concerns regarding the further use of the collected data.

- **Living in Seestadt:** The aspect of living in the Seestadt as an extra dimension shows that it is some kind of prestige to live there.

Finally a cluster analysis was done to identify the user segments. Cluster analysis is an exploratory process with the aim of finding groups of similar objects [Tuf11]. Different hierarchical analysis were calculated to find an appropriate amount of clusters. Appropriate means in this case having a big enough group of cases/persons and groups with distinct features. The data set comprised 121 handed back questionnaires and the cluster analysis could identify four clusters. The four clusters correspond to the four user groups. The result of the cluster analysis is shown in 2.1 and explained in the following.

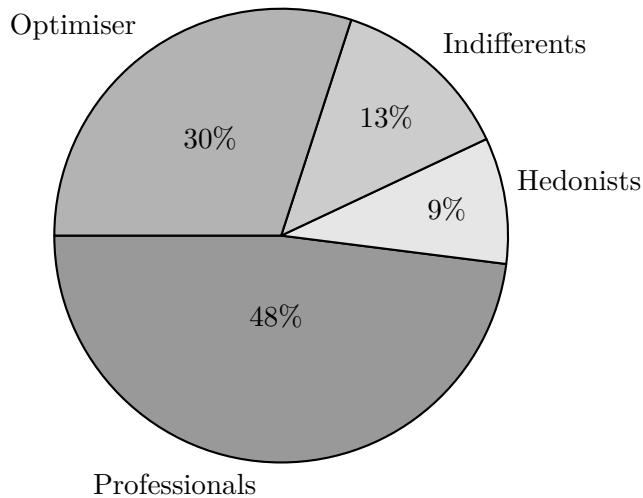


Figure 2.1: Result of the cluster analysis: Four user groups

"Professionals" (48 %): The Professionals are the biggest group. The members of this group are technically competent and interested in topics concerning energy.

The main characteristics are:

- High proportion of persons having an abitur or university graduates
- Highest proportion of people in managerial positions, a quarter works (also) at home
- All household sizes (also households with children)
- Knowledge about energy
- High technical competence and interest in technology. Technical competence in this sense means experience with home automation or programming skills.
- Interested in sustainability

- Use of media or Internet is primarily for professional purposes

Typical segment behaviour regarding home equipment:

- "Reasonable" use of hot water ("I do not shower longer than necessary")
- "Reasonable" use of lighting ("I turn down the light when I leave a room")
- Make use of the "ECO-Button" (installed tool in the apartments of D12 which helps to save energy) when leaving the apartment

Due to their technical expertise, their experience with home automation and their interest in energy issues they are the most appropriate target group for home automation and mobile application solutions. Rationally justified explanations and instructions for use meet their information style. Professionals also expect more detailed information in individual offers such as energy feedback.

"Optimizer" (30 %):

The second largest segment comprises people who primarily aim to optimize energy costs. Optimizer have little knowledge about energy and are no technophiles.

The main characteristics are:

- High proportion of persons having an abitur or university graduates
- Highest proportion of people in managerial positions
- More women
- All household sizes (also households with children)
- Interested in sustainability
- Little to no knowledge about home automation
- No technophiles
- Use of media or Internet is not very noticeable

Typical segment behaviour regarding home equipment:

- Prefer to air manually rather than to make use of the automatic ventilation system
- A quarter never uses the "ECO-Button"

2. STATE OF THE ART

The use of the home furnishings indicates a poor understanding of their usability or less time of interaction with them. Due to their much lower competence in energy and technology compared to the professionals, the planned solutions and measures should focus on the following points:

- Clear and concrete instructions for behaviour, for example in the form of energy-saving tips or concrete, close to reality explanations and benefits.
- Avoid technical language in communication and use personalized examples.
- Reduce energy feedback to essential information. Optimizer do not need detailed explanations.
- Enable trouble shooting: Optimizer want a quick solution to an energy problem, as they do not want to spend lot of time on energy topics.

"Indifferents" (13 %):

The "Indifferents" have low competence in energy and technology and no interest in energy topics or sustainability.

The main characteristics are:

- Young segment
- High proportion of non-workers
- No interest in sustainability
- Low technical competence (no experience with home automation)
- Information research and streaming is above average

Typical segment behaviour regarding home equipment:

- Hedonistic use of hot water: They enjoy taking long showers and baths
- Smallest number on different device types
- Little satisfaction with the provided air ventilation

The "Indifferents" have low interest in the research topic and it's solution in general. To address this group with the necessary knowledge and to awaken their interest for energy and sustainability, a bigger effort has to be done than for the above groups. A typical representative of this group is a person who has just moved out from the parental home and who now has to organize the household on his/her own and to develop independence.

"Hedonists" (9 %):

The "Hedonists" are technical competent but are indifferent to energy and sustainability topics.

The main characteristics are:

- Young segment
- More mens, more single households
- Technical competent and partly with programming skills
- Intensive use of mobile Applications and the Internet
- Hedonistic use of gaming and social media

Typical segment behaviour regarding home equipment:

- Highest number on different device types
- Carefree use of lighting and hedonistic use of hot water
- Frequent use of "ECO-Button"
- High satisfaction with the provided air ventilation
- Weak identification with Seestadt

The youngest segment has good preconditions to make a good use of mobile application with feedback of their energy use. Nevertheless, the motivation to deal with energy topic is rather low. The hedonistic lifestyle with its strong convenience and comfort orientation is in the foreground. Despite the high usage of Apps it may be difficult to win them around for energy feedback. The comfort gain is of great relevance.

2.3 Paper Prototyping

With the knowledge of the characteristics of the different user groups, the next step, the Paper Prototyping can be done more easily. It may seem low-tech, but conducting usability tests at such an early stage show what users really expect on a quite detailed level which gives maximum feedback for minimum effort [Wei03].

According to [Lan04] the numerous benefits of early usability studies are vastly superior. Besides saving time and money by solving problems before the implementation even begins, Paper Prototyping stimulates creativity as it allows to experience with different ideas before committing to one [Sny03].

Different types of prototypes for different purposes in software engineering exist. Leffingwell and Widrig [LW] proposed a classification tree for prototype selection that categorises prototypes according their use case. Prototypes are categorised as throwaway versus evolutionary, horizontal versus vertical and architectural versus requirements prototypes. Prototypes can also be categorized according to their representation into textual and visual prototypes, whereby Asur and Hufnagel [AH93] define rapid prototyping as the use of tools for quick prototype construction. A division into executable and non-executable prototypes can also be made as mentioned from Kotonya and Sommerville [KS98] and Wiegers [WB13].

2.3.1 Computer-based versus paper-based Prototypes

Nielsen [Nie90] has compared the effectiveness of using interactive prototypes with static paper prototypes. The result of this study showed that evaluators discovered significantly more problems with the high-fidelity prototype than with the low-fidelity prototype.

Sefelin et al. [STG03] builds up on the same approach as Nielsen and also investigated the differences between computer-based and paper-based low-fidelity prototypes. In contrast to Nielsen, they discovered that both types lead to almost the same quantity and quality of critical user statements although users prefer the comfort of computer prototypes. Similarly, Virzi et al. [VSK96] claimed that the sensitivity to find usability problems does not differ between low- and high-fidelity prototyping.

However, there are still a lot of reasons, as discussed by Rudd et al. [RSI96], to implement a paper prototype for example when the available prototyping tools do not support the components and ideas, which shall be implemented. Another benefit of a paper prototype is the low fidelity, as no software skills are needed for paper prototyping. Besides that, paper prototyping leads to a lot of drawings which can contain more ideas than predefined computer-based prototypes. For requirements engineering Vijayan and Raju [VR11] recommend a throwaway paper prototype rather than expensive Prototypes. One reason for that is also the absence of the technology barrier.

Lim et al. [LPPA06] concretized the comparison of high- and low-fidelity prototypes to mobile applications. They figured out that major usability issues were identified by all the three types of prototypes, namely, the fully-functional prototype, the computer-based low-fidelity prototype and the paper-based. The major issues especially in the mobile context are unclear meanings of labels, icon/symbol/graphical representation issues, locating appropriate interface elements, mental model mismatch and appearance/look of the product.

A highly recommended introduction into effective prototyping is provided by Arnowitz et al. [AAB10] as well as by Bernard and Summers [BS10] who inducted into dynamic prototyping. Dynamic prototyping is some kind of mixture between sketches, drawing of ideas and real prototypes, which builds the bridge from low-fidelity to high-fidelity prototyping.

2.3.2 Elicitation of Requirements with Paper Prototyping

Research has shown that paper prototypes are beneficial for many users for articulating their requirements as they already see some possible interface elements [VR11]. Clients have a hard time, even sometimes with the help of a software developer, specifying completely, exactly and correctly the exact requirements of a software before seeing some versions of a product [HD98].

Vijayan and Raju propose a new approach to requirements elicitation using paper prototype [VR11]. Their case study indicated that the paper prototype method is a suitable method for requirements elicitation for small and medium sized projects. They describe a paper prototype as a visual representation of what a system will look like which can be drawn or created with graphics programs. Their approach is divided into the following steps:

- Domain knowledge acquisition
- System understanding
- Requirements elicitation
- Prototype validation
- Requirements stabilization

In contrast to many systems development methodologies who address the problem of identifying user requirements but generally focus on the analysis of user requirements Vijayan and Raju argue that paper prototyping focuses more on the elicitation of requirements from the users [VR11]. Sharma and Pandey [SP13] revisited requirements elicitation techniques and listed throwaway paper prototyping as an innovative technique under the numerous other elicitation tools. They conclude that despite the common use case of usability testing, with paper prototyping satisfactory results in requirements elicitation can be obtained.

The parallel activity of Prototyping and requirements gathering is described by Caspers [Jon98]. He even says that especially in agile development methods, the prototypes may even substitute other forms of requirements gathering. Young [You02] also recommended numerous requirements gathering practices. Among the preferred ones are storyboards. As they are multiple drawings depicting a set of user activities that occur in an existing or envisioned system or capability they are very close to or even a kind of paper prototyping. Users and developers draw what they think the interfaces should look like and continued until real requirements and details can be discussed and agreed upon. Being so close to paper prototypes storyboards are also inexpensive and eliminate risks and higher costs of prototyping.

2.3.3 Paper Prototyping as a Usability Testing Technique

Still and Morris [SM10] re-emphasize the importance of usability testing in the user-centred design process and argue that at this early stage usability testing is most effective. They married low fidelity paper prototyping with medium fidelity wire-frame prototyping and called this blank-page technique. Meaning that the user navigate to dead-ends and has the task to describe and create what they would expect there. This technique allows insights into users' mental models regarding site content and design which provides developers with useful data concerning how users conceptualized the information encountered. This more substantial early influence of users almost always translates to better usability. The blank-page technique is described from Maguire and Began [MB02] as brainstorming. Nevertheless, they additionally list Paper Prototyping as a quick and easy way to detect usability issues in response to user feedback.

Focusing on the quickness and risk management of paper prototyping Cynder [Sny96] showed how only six days of doing paper prototyping lowers risk. They spent two days usability testing the paper prototype. For each test session two people were used who matched the profile of a typical user. Their approach in the session was to somehow let the user alone with the prototype without giving a demo or explaining how to use the interface. The only thing they did, was to observe the user at interacting with the prototype. Cynder describes that the team was surprised by many of the issues they saw. In some cases, aspects about which the developers strongly argued the users didn't even notice. At the same time, huge problems that no one had anticipated were uncovered. Summarizing Cynder writes that usability testing with the help of paper prototyping gave everyone on the team a sense of what the real issues that would affect the success of the next release were.

Grady [Gra00] describes usability testing with paper prototypes as a win-win situation for both the designer and the end user. The study revealed how beneficial paper prototyping is for usability issues, as a lot of problems were released even in the first usability test session. The second usability test run allowed a more in-depth evaluation of the fundamental structure of the site and additionally uncovered issues that were missed during the first usability test. The third usability test on the full-blown site revealed even fewer problems than the previous tests.

2.4 Focus Groups

Dumas et al [DDR99] describe a typical focus group as a discussion among multiple real users which is led by a moderator. They argue that focus groups provide information about users' opinions, attitudes, interests, preferences and a self report about their performance. What focus groups usually don't do is giving you an insight into how they behave with the product. The people are carefully chosen, as in usability tests, to represent the potential users of the product.

An experimental prototyping method for play testing was evaluated by Eladhari and

Ollila [EO12]. They used focus tests as a type of play test. In a focus test questions are asked in an interactive group setting which comprises of potential users who talk about their perception, belief, opinion and attitude toward the prototype.

A user-centered model for this type of Web site design was developed by Kinzie et al. [KCJK02]. The model includes techniques for needs assessment, goal and task analysis, user interface design and rapid prototyping. The model includes document review, interviews, focus groups, surveys and observation and is proven as effective across diverse content arenas and is appropriate for applications in varied media.

2.5 Existing Approaches of energy-saving Applications

Providing households with better feedback on their energy consumption behaviour has been identified as an important tool for achieving sustainable behaviour change. But understanding why people engage in environmentally responsible behaviour is a complex topic over many disciplines beginning from education to economics over sociology, psychology and philosophy [FFL10]. Feedback on individual or group behaviour with the goal of reducing environmental impact is called eco-feedback technology [MM98, HKH⁺04, FFL10]. Eco-feedback builds up on a variety of domains such as energy consumption [Hol07], water usage [ABS05], transportation [FDK⁺09, TSF12] and waste disposal practices [HKH⁺04].

A lot of people lack awareness of energy wasting in their homes. Making people aware about inefficiencies in their energy consumption behaviours could contribute to large energy savings at city level. In course of this assumption Mohammadmoradi [MGM⁺17] designed several intentionally simple energy-saving activities with the goal of a high user engagement. They argue that often users do not understand what to do exactly to save energy, so they tried to help citizens to understand how they use energy and even to find more ways to do so. One activity per week was given to the users. The activities ranged from counting all lights, appliances and electronics in the home over finding the appliances that consume the most energy to turning all lights off and enjoy the evening with the family. An interesting point of their evaluation was, that to increase the amount of saving activities should focus on evening hours. To summarize the approach of Mohammadmoradi we can say their main principle for the design of eco-feedback is simplicity.

Eco-feedback has similar roots as persuasive systems and it may seem as an extension of the research in persuasive technology but actually it dates back much further to the research in environmental psychology. Models of proenvironmental behaviour provide a philosophical approach on which to base the designs of eco-feedback technology, as they explain the why of the behaviour but often they lack specific strategies for changing behaviour. Froehlich et al. [FFL10] bridges the gap between findings from environmental psychology and the design and evaluation of eco-feedback systems.

2.5.1 Persuasive Systems

Of particular relevance in the field of persuasive systems is the work from Fogg [Fog02] who introduced computers to be persuasive social actors. In order to let the computer be persuasive, psychological cues are proposed, such as preferences, motivations and/or personality, in short the computer should seem to have personality. This can be achieved by text messages that convey empathy, e.g. "I'm sorry that...", or icons that portray emotions. In the area of psychological cues, one of the most powerful persuasion principles is similarity [Taj10]. The greater the similarity, the greater the potential to persuade, so the more people feel similar to the computer technology products the more they are readily persuaded [Fog02].

Influencing can also happen through language. Whether asking questions ("Do you want to continue the installation?"), offering congratulations for completing a task ("Congratulations! You won!") or reminding the user to update software written or spoken language can lead people to infer that the computing product is animated in some way. Especially, persuading through praise, with the help of language, photos, symbols or sound effects can lead users to be more open to persuasion [Fog02].

Fogg's [Fog02] functional triad and the design principles presented in it constitute the first and so far most utilized conceptualization of persuasive technology. Nevertheless, there is a weakness of this model as it does not explain how the suggested design principles can be transformed into software requirements and implemented as system features.

2.5.2 Comparison of persuasive system design principles in existing approaches

Tailoring and personalizing the content to the potential needs, interests, usage context or other factors is outlined by [OKH09] in the context of a persuasive system. They studied how a persuasive system must be designed with tailored and personalized content to maximize the change in the user's behaviour.

Design principles for primary tasks

The weakness of Fogg's model, the absence of concrete realization of the proposed design principles in software requirements, was overcome by Oinas-Kukkonen and Harjuma [OKH09]. Their design principles for the primary task support are explained in the following and we added further example approaches which implemented the proposed design principles and should explain the guidelines even better.

- **Reduction:** The system should reduce the time and effort that a user needs to spend on performing the target behaviour.

An example for a mobile application that makes use of this design principle is Matkahupi, which automatically tracks the transportation modes and CO₂ emissions

of the trips of the user and utilizes this information to present a set of actionable mobility challenges to the user [JNS⁺13].

Another mobile application that helps to reduce the time for performing a special behaviour is PmEB. It supports healthier eating habits by listing proper food choices at fast food restaurants [LTG⁺06] and therefore also helps at behaving as wanted by providing support.

- **Tunnelling:** Guiding users through an attitude change process by providing means for action brings them closer to the target behaviour.

Spagnolli et al. [SCG⁺11] proposed EnergyLife, a mobile application with a gamification approach that provides different levels which are adapted to the current state of knowledge.

- **Tailoring:** The System should provide information tailored to potential needs, interests, personality, usage context or other relevant factors for the user group.

Gamberini et al. [GSC⁺12] focuses on feedback tailored to users' consumption behaviour and giving according recommendations for behaviour change.

- **Personalization:** If a system offers personalized content and services for its users it has a greater capability for persuasion.

PEIR, the Personal Environmental Impact Report [MRS⁺09] offers personalized estimates of environmental impact and exposure.

- **Self-monitoring:** System should provide means for users to track their own performance or status to support the user in achieving goals.

Power Advisor, a mobile application developed by Kjeldskov et al. [KSPP12] provides self-monitoring through personalized information about the user's power consumption.

- **Simulation:** System should provide means for observing the link between the cause and effect with regard to users' behaviour.

McCalley and Midden [MM02] proposed a computerized machine washing simulation. Feedback on consumption was given after each wash and in combination with self-chosen or assigned goals 21% less energy than the control group was used.

- **Rehearsal:** A system that provide means for rehearsing a target behaviour enables people to change their attitudes or behaviour in the real world.

PowerAgent is a mobile application that let the users first play a simulation game to learn wanted behaviours and then let them enact and rehearse these behaviours at home in the family context [BGK07].

Design principles for dialogue support

An interactive system should of course provide system feedback to a user. Oinas-Kukkonen and Harjumaa also proposed several design principles related to implementing computer-human dialogue support in a manner that helps users keep moving towards their goal or target behaviour [OKH09]:

- **Praise:** Praising users can make them more open to change their behaviour.
Petkov et al. [PGKK12] found out that people prefer positive rather than negative reinforcements in persuasive applications.
- **Rewards:** When the target behaviour is rewarded a user is given credit for performing the target behaviour.
The Energy Piggy Bank gives users virtual badges and points when performing the target activities [BLWM17].
- **Reminders:** By reminding the user of the wished target behaviour it becomes more likely that the user achieves his goals.
The participants in the study of Kjeldskov et al. [KSPP12] mentioned that it was very important to keep reminding them about their own goals.
Helen et al. [HGH10] recommend presenting prompts at opportune times to remind individuals to take specific actions and to establish habits. As the habit becomes well instantiated, these prompts can gradually disappear.
- **Suggestion:** Offering fitting suggestions about how to behave provides the system with greater persuasive powers.
One of the main techniques of the Energy Piggy Bank, is the habit formation that encourage to do a specific activity during a time period [BLWM17].
- **Similarity:** People are more ready to change their behaviour when a system somehow reminds them of themselves in some meaningful way.
In the pervasive game PowerAgent the person playing has the role of a secret agent and the phone has the role of the boss, the mysterious Mr. Q who gives the player special missions to save the planet from the energy crisis. As the user and Mr. Q, the person in the phone have the same mission, the user share similar goals and therefore similarity is here implemented in one of the best ways [BGK07].
- **Liking:** A visually appealing system is more likely to change a user's behaviour.
The 7000 Oaks and Counting project [Hol07] uses an animation of a series of tree images to show the estimated number of trees needed to offset the emitted CO₂.
The users of PEIR, the Personal Environmental Impact Report, proposed by [MRS⁺09] see green icons of trees appear if impact and exposure are low relative to friends, and smoky and smoggy icons appear if impact and exposure are high.

Stepgreen [PQNB12] is a system that presents the information color-coded and changes according to the household consumption, varying from light green when consumption is low to dark red when the consumption reaches abnormal levels.

- **Social role:** If a system adopts a social role, the system is more likely to persuade. The ECO project approach is a learning framework with a network in background that [BMM⁺14] provide learning experience marked by social interactions and participation.

Design principles for system social support

In the social support category the design principles make use of leveraging social influence that shall help at persuading the user's behaviour.

- **Social learning:** If a person can observe the outcomes of others who perform the target behaviour (s)he will be more motivated to do the same.

The feedback of the data monitoring system developed by Petersen et al. [PSJ⁺07] implemented social learning strategies as each dormitory could see how other dormitories were doing during the competition.

- **Social comparison:** By providing means for comparing one's own performance with others the system users have a greater motivation to also perform the target behaviour.

EnergyWiz, a mobile application that enables users to compare with their past performance, neighbours, social media contacts and other EnergyWiz users [PKFK11].

- **Normative influence:** If a system leverages normative influence or peer pressure the likelihood that a person will adopt the behaviour of it's peers increases.

Normative messages put in hotel rooms saying, "The majority of guests in this room reuse their towels." increased the likelihood of towel reuse by hotel guests by 33% [GCG08].

- **Social facilitation:** A system that provides means for discerning other users who are performing the target behaviour, system users are more likely to be persuaded.

Users of the Energy Piggy Bank Game [BLWM17] can recognize how many users are trying to save energy at the same time as them.

- **Cooperation:** A system can make use of the natural drive to co-operate by providing means for co-operation, which increases the motivation of a system user to adopt a target attitude or behaviour.

The mobile application EnergyWiz [PKFK11] provided a group in Facebook which shows the users that they are not alone in energy saving and allowed them to discuss about energy saving topics.

2. STATE OF THE ART

- **Competition:** A system can make use of the natural drive to compete by providing means for competing, which increases the motivation of a system user to adopt a target attitude or behaviour.

The Energy Piggy Bank Game [BLWM17] offers a leader-board with all the names of the competing users and their points.

- **Recognition:** By offering public recognition for users who perform the target behaviour to increase the likelihood that users will adopt a target behaviour.

In the Energy Piggy Bank Game each team member's contribution to the group's score is visualized and the number of activities done by each group member is clearly visible in the group area [BLWM17].

2.5.3 Comparison of further design guidelines in existing approaches

The "one-size-fits-all" approach that the majority of energy feedback technologies makes use of is criticized by Helen et al. [HGH10]. Providing the same feedback to differently motivated individuals at different stages of knowledge, readiness and willingness to change is not beneficial. In their paper, they develop a motivational framework based on the transtheoretical model. So, the design guideline they used for eco-feedback are stages of behaviour change. The different stages are precontemplation, contemplation, preparation, action and the last stage is maintenance, relapse and recycling. Criticism to this model is that rather than being in one stage, users can be at a different stages for each action [MPV83].

Fischer [Fis08] specialized on feedback on household electricity consumption and examined which kind of feedback is most successful. Her research concluded the following recommendations for feedback.

In order to be successful, meaningful, effective in persuading and satisfying for the users feedback should

- be based on actual consumption data
- be given frequently (daily or more) and over a longer period
- have the possibility to interact and choose
- involve appliance-specific breakdown
- involve historical or normative comparisons
- be presented in an understandable and appealing way

Nevertheless, attention should be paid, as not all recommendations may hold for all target groups.

2.5. Existing Approaches of energy-saving Applications

A critical survey of interaction design for eco-visualization was done by Pierce et al. [POB08]. Their paper described feedback types and use-contexts for classifying eco-visualizations and also strategies for designing effective eco-feedback visualizations. They offer two strategies to support conservations goals. The first strategy is to offer behavioural cues and indicators and the second is to provide tools for analysis. Both should provide clear and useful information or feedback. Two strategies are proposed for creating incentives to conserve, especially for the contexts where financial incentives are not present. As monetary incentives are not possible they suggest to creating social incentives and to connect behaviour to material impacts of consumption. They also offer strategies that focus on more experimental aspects for visualizing consumption. The first strategy should encourage playful engagement and exploration with energy. The second should project and cultivate sustainable lifestyles and values. Thirdly, public awareness should be raised and discussion should be facilitated. The final strategy should stimulate critical reflection.

CHAPTER 3

Methodology

In this chapter the methodology including the used concepts such as survey for user segmentation, paper prototyping for usability testing and elicitation of requirements is described. Finally, we describe the design methods for the catalogue of design principles.

3.1 Survey for User Segmentation

The questionnaire that we created for finding test users for the Paper Prototyping Session follows the design guidelines of Andrews et al. [ANP07]. The guidelines say that electronic surveys should be designed to...

- support multiple browsers and platforms [YT00]
- prevent submitting multiple times [YT00]
- to present questions in an adaptive or logical manner [KPM97]
- allow saving the work in long questionnaires with more than 50 questions [Smi97]
- collect both quantified selection option answers and narrative type question answers [YT00]
- have the possibility to thank the users for completing the survey [Smi97].

Google Form is a web application out of the Google Web Apps that follows all these guidelines, which was the reason for choosing it for our survey.

As the motivation to find subjects who completes a survey increases as the question difficulty increases [ANP07], when the aim is to have numerous replied questionnaires the survey should comprise of simple and not to much questions.

3. METHODOLOGY

In general, online survey platforms offer convenient and reliable data management [CB00]. By design, Google Form protects against the loss of data and facilitates data transfer into a database, in this case Google Spreadsheets for analysis.

Before sending out the survey and after deciding on the survey tools, contents and platforms it is very important to carry out a pilot [Lum07].

3.1.1 Evaluation of the Questionnaires

The user segments on which this thesis builds upon are described in 2.2.1. Smart Cities Demo Aspern did a survey and used cluster analysis to define clusters. These clusters had distinct features. The answer of one user of the questionnaire can then be evaluated against each user segment with its distinct features. This evaluation amounts to a correspondence of one answer set to a user segment.

According to Kazi and Khalid [KK12] there are three types of validity, which is the degree to which an assessment measures what it is supposed to measure. The three types are content validity, criterion-related validity and construct validity. The validation technique for identifying the correspondence of a user to a user segment is the criterion-related validity as it best describes the equivalence to the segment characteristics.

3.2 Elicitation of Requirements with Paper Prototyping

For the Paper Prototype a Step-by-Step guide proposed by Arnowitz et al. [AAB10] is used. To create a Paper Prototype the following steps should be done:

1. **Create scenario.** Before starting to draw anything the main user goals and tasks have to be portrayed. This can be done in a scenario narration.
2. **Inventory UI elements.** The next step is to make a checklist of all UI elements that may be needed to support the scenario.
3. **Create UI elements.** All the UI elements from the checklist from the previous step are now created in paper form. There are a lot of tools and materials that can come in handy at this step. The following list of materials might help the process: paper, sticky notes, whiteboard, sketchbook, notebook, napkin, cards, overhead sheet, cardboard, carton, scissors, markers, UI stencil, correction fluid and tape and transparency sheet. We experienced that paper, scissors, a pen and coloured pencils were sufficient for our paper prototypes.
4. **Run through scenario.** In this step a dry-run through the scenario with the paper prototype should be done and missing parts should be found and recreated.
5. **Internal review.** The last step in the first round is the internal review with the team where the audience is defined, the goals for each version of the prototype are

reviewed, the expectation of the reviewers are found out and the next steps are planned.

We partly did this step before, as the test users were already found out with the survey.

The next Step-By-Step Guide is following the first. It was also proposed by Arnowitz et al. [AAB10] and is for testing the Paper Prototype:

1. **Revise scenario.** The internal review may have uncovered some tweaks that you want to change. Be careful for changes at the scenario as it may cause a ripple effect which can lead to necessary changes in user interface elements or even new screens. Keeping changes to minimum is recommended. If changes are necessary keep in mind that this can lead to non comparable results in the end.
2. **Revise inventory UI elements.** Until now maybe multiple runs through the prototype have been done and you noticed that some vital pieces of the interface are missing. Now is a good time to check completeness of the UI elements check-list. Developing a set of UI elements for cases that you did not anticipate may be also useful.
3. **Create UI elements.** Check if the collection of the UI elements is still complete and create some more if needed.
4. **Pilot run through scenario.** Before presenting the prototype to the user it has to be tried out first. You can give the Prototype to anyone, e.g. a team member, to try it out. The aim here is to find missing pieces to be prepared for everything they do. The run through will ensure that you haven't created a half-baked prototype.
5. **Internal review.** In this step the scenario and the prototype supplies are revised again with the team. Also the goals and the expectation of the reviewers are revised.
6. **Prepare Kit.** Before running the prototype session the papers have to be arranged in a way that makes it easy to find the various UI elements. Also blank paper, sticky notes and pens should be prepared for further ideas.
7. **The Prototype Session.** The user study session is an interactive process where one or more participants and a facilitator are involved. In a dialogue the participant completes tasks provided by the facilitator. The session is used to get user opinions about early design and task flow ideas represented on paper. The sessions are typically recorded for later examination. The feedback from the users show what they expect from the app which is of great value for the implementation later on [Sny03]. Weiss [Wei03, p. 144] proposes to invite not only one, but two respondents at a time for paper prototype usability tests. He mentions that two respondents feel more comfortable in the casual environment that paper prototyping creates, whereas one single respondent can easily become overwhelmed by the experience.

3. METHODOLOGY

8. **Reiterate.** After each prototype session a review and evaluation about what went good and what bad can be done. Although it might be tempting to change things after each session, it is better to wait until all the planned user sessions are done to do an overall comparative review at the end.

3.3 Creating a Catalogue of Design Guidelines

A common challenge is to interpret the results of empirical studies and derive design guidelines which are not too specific but also not too general to make them applicable without additional interpretation effort. The methodology for the deduction of design guidelines for this thesis is inspired by De Bruijn's and Spence's [DBS08] framework for theory-based interaction design.

ID	DA1
Title	Maximisation of information exposure
Description	Expose users to as many representations of information items as possible commensurate with maximising the likelihood of those representations being correctly interpreted in terms of the information being represented.
Effect	The more of these items being presented to the user the greater the likelihood will be that one is perceived that is relevant to a user's interests.
Upside	(1) Queries need not be explicitly formulated, as the relevant items will be recognized as such when encountered. (2) Irrelevant items will be forgotten with no cost in cognitive effort
Downside	Any display area is finite, giving rise to a trade-off between the number and size of items being presented simultaneously, and their presentation duration.
Issues	Comment is often made concerning the effects of information overload. This is not so relevant here, because no additional cognitive effort is involved in perceiving, interpreting and then forgetting information that is irrelevant. However, any action triggered does require focused attention. It is therefore important that this DA be applied to situations in which the likelihood of encountering a relevant item is relatively small. If multiple items of interest are likely to be encountered, then it is important that either a) the items can be easily prioritised, or b) the items can be dealt with sequentially.
Theory	Current theory suggests that irrelevant information is rapidly forgotten at no additional cost.

Figure 3.1: Exemplary design action of De Bruijn and Spence [DBS08]

--- 3.3. Creating a Catalogue of Design Guidelines

The design action is headed by an **identifier** and a **title** indicating as clearly as possible the expected result of applying the design action. The **description** clarifies the brief title, followed by the **effect** that the design action will have. The design action further includes an **upside** and **downside** section that describes advantage and trade-offs respectively. The **issues** sections considers issues that are neither positive nor negative. In the last part of the design action the **theory** is provided as an opportunity for the designer to dive deeper. Nevertheless, the designer does not necessarily need to understand it in order to apply the guideline.

CHAPTER 4

Questionnaire for user segmentation

In the State of the Art chapter the User Segmentation 2.2.1 from Smart Cities Demo Aspern on which this thesis builds up upon is explained. With regard to the Paper Prototyping session we need users that clearly can be allocated to a user segment. To find users for each user segment we created a questionnaire. This questionnaire answers the second research question:

RQ 2: Which criteria do questions have to meet, that shall identify the type of a user?

The user survey leaned on to the first questionnaire of the quantitative study of Aspern Smart City Research. The original questionnaire of ASCR comprised of 48 questions. The factor analysis of the returned questionnaire identified the four dimensions: Comfort-centred, Technology-centred, Data Sensibility and Living in Seestadt. The following cluster analysis found out four segments. For the definition of the segments only two of the four factors were relevant for describing the characteristics of a user group. For our study we focused on these two factors which are the comfort and the technology orientation. So, we took all the questions of the original questionnaire which answers were identified by the cluster analysis to be significant for the user segmentation. Out of the 48 questions of the original questionnaire ten were relevant for allocating a user to a user segment.

For creating and sending the survey we used Google Forms. As the motivation to find subjects who complete a survey increases as the question difficulty increases [ANP07], our questionnaire only comprised of ten questions and the average time for answering the whole questionnaire only took one minute. We sent the questionnaire to 57 people, trying to have a good distribution of different ages, educational levels, jobs and interests. 41 questionnaires were returned.

4. QUESTIONNAIRE FOR USER SEGMENTATION

For evaluating the response we used Google Spreadsheet and Microsoft Excel. The answers of each person was evaluated against the characteristics of each of the four user segments. Of course not every user could easily be assigned to exactly one user segment. For each user the correspondence to each of the four user segments was calculated and expressed in percent. The ones who had a clear correspondence of more than 50 % to one user type were chosen as test users for the paper prototyping, the usability tests and the user study later on. So at least one user for each user type was chosen.

Given the answer of the first research questions and the results of the survey we can give a conclusive answer to RQ2. The questions shall concern the main characteristics of every user type regarding the factors technology and comfort. This means the survey should include questions that:

- check the interest in energy
- investigate the knowledge of the consumption of electric devices
- detect the importance of saving at energy costs
- determine whether a user programs from time to time
- find out if home automation possibilities are used
- examine the pattern of showering or taking a bath
- check the behaviour of switching out the light when leaving a room
- ask if the light is sometimes forgotten to be switched off when leaving the apartment
- ask for the preferred use of lighting

Additionally, the questions shall be short, comprehensive and easy to answer, as mentioned in 3.1. The whole questionnaire can be found in Appendix A.

Design and evaluation of the Paper Prototype

This chapter describes the design and the evaluation of the paper prototype. The design was done on paper and with the knowledge of usability issues in mind. The existing approaches of eco-feedback applications have been evaluated in the section 2.5. Especially the design principles were the basis for the hand-sketched drafts. The evaluation was done in a paper prototype session with the users found with the questionnaire. The workshops were held not only done to test usability but first and foremost to answer

RQ 4: Do the characteristics of user groups correlate with the users' preferred type of visualization?

The mobile application of ASCR will be investigated in particular and will be the basis for the paper prototypes.

As described before in 2.3.2 we follow the Step-by-Step guide of Arnowitz et al. [AAB10] to create a Paper Prototype. The first task of the Step-by-Step guide is to define the tasks in a scenario narration.

Scenario narration The main goal of the mobile application for which the paper prototype is sketched is to give eco-feedback. This feedback shall primarily focus on the consumption of electricity, water and heating and the emission of carbon-dioxide. So the history consumption rate of these data shall be available to look into. A comparison of the consumption during different time intervals shall also be possible. This comparison can be drawn to one's own consumption but also to a comparable household, to an average consumption rate of the neighbours, the city or the European Union. On a dashboard the current measured values, the consumption of the day and some current settings shall be shown. The management of the home automation system shall also be available via the app. Tips for saving money by saving energy shall also be given.

5. DESIGN AND EVALUATION OF THE PAPER PROTOTYPE

Energy saving-tips shall be tailored to the characteristics of a user type. Especially for Hedonists the menu item "Project" will be interesting. Here projects are listed, which show possible further home automation items that can help at energy saving. A user can read frequently asked questions in the FAQ section.

5.1 Design of Paper Prototype

Having in mind the above mentioned tasks we designed multiple versions of the paper prototypes that resulted from several runs through the Step-by-Step guide for the creation of a paper prototype of Arnowitz et al. [AAB10].

5.2 Menu navigation

We developed a navigation drawer and adapted it to the requirements of each user type, as shown in Figure 5.1. The sorting of the menu items was adapted to the main motivation why a user uses the app.



Figure 5.1: The proposed screen for the navigation drawer

Guideline 1: Adapt navigation drawer to requirements of user type

Sort the items of the navigation drawer according to the motivation of a user type. An effect would be that a user can quickly interact with the app as the preferred items are on top. The sorting reduces the time a user has to search for his/her primary task. However,

the different sorting can be irritating when a user compares the app to a user who is a different type of energy user and therefore has another look of the app.

Evidence The paper prototype session with the professionals has shown that Professionals primarily use the app for monitoring their consumption rate, therefore the Dashboard is the first menu item. The main motivation of Optimizer is to save money with the app. Indifferents primarily use the app because it makes fun which means that they would use it if the gamification approach is in front. Indifferents are interested in energy saving tips more if they can success in the game Hedonists' primary use case for the app is home automation. For the Indifferents and the Hedonists their main motivation is presented under the first menu item.

Requirements

- As a Professional I primarily use the app to monitor my consumption rate.
- As an Optimizer I primarily use the app to save money
- As an Indifferent I primarily use the app for fun
- As a Hedonist I primarily use the app to manage my home automation gadgets

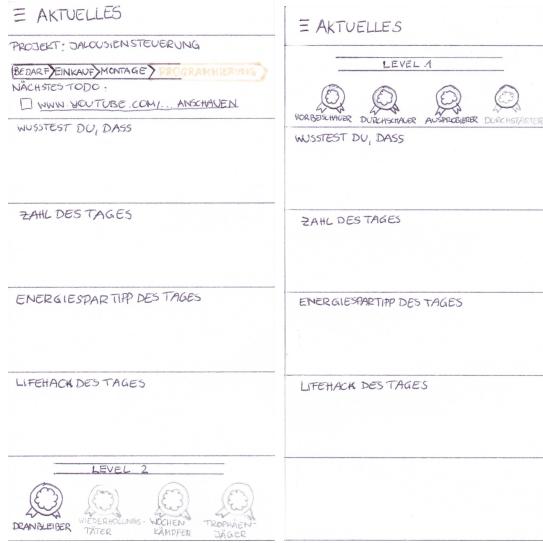
5.3 Latest topics

In the latest topics section a user can see informations that are daily new. Professionals and Hedonists

Professionals: The user study revealed that Professionals have high interest in energy issues. As they are deep into the topic and prefer more detailed information in individual offers they can have a look on the energy consumption on a very detailed level, such as a consumption rate on a granularity of minutes. Professionals also should have a possibility within the application to compare energy consumptions of different time intervals. According to the user study Professionals also like to compare themselves to others. Professionals also like rationally justified explanations and instructions for use. Notifications should give tips on saving energy or CO₂, give concrete instructions for use and provides deeper information in Energy topics. This results in the following tasks for professionals:

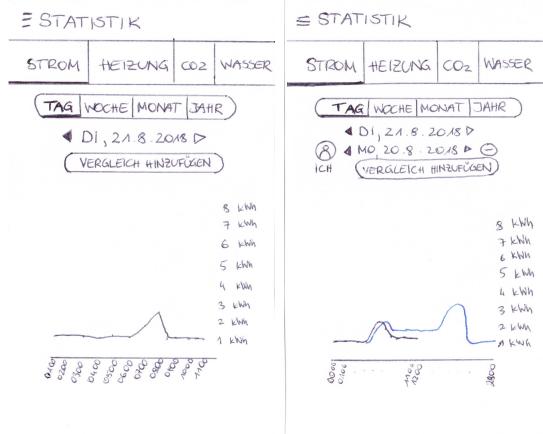
Optimizer: Optimizer primarily aim at optimizing energy costs, so the app should give easy to find tips on how to save energy and therefore costs. Optimizers also prefer less time of interaction and rather like unclear instructions. Therefore the notifications also should give concrete instructions on how to save energy or CO₂. Optimizer also like to know the concrete benefits of a certain behaviour change. The explanations shall be as close to reality as possible and technical language shall be avoided. The energy feedback is reduced to essential information and the

5. DESIGN AND EVALUATION OF THE PAPER PROTOTYPE



(a) Professional and He- (b) Optimizer and Indifferent

Figure 5.2: The proposed screen for the navigation drawer



(a) Professional and He- (b) Optimizer and Indifferent

Figure 5.3: The proposed screens for statistics

detailed graphs for energy consumption that the Professionals get, should not be visible at a first glance for an Optimizer. The saved costs after a behaviour change shall also be visible to provide some kind of reward for the new habits. For Optimizer also trouble shooting shall be easily accessible, in order to reduce the time they are spending with the application and not to loose them on the way.

5.3. Latest topics

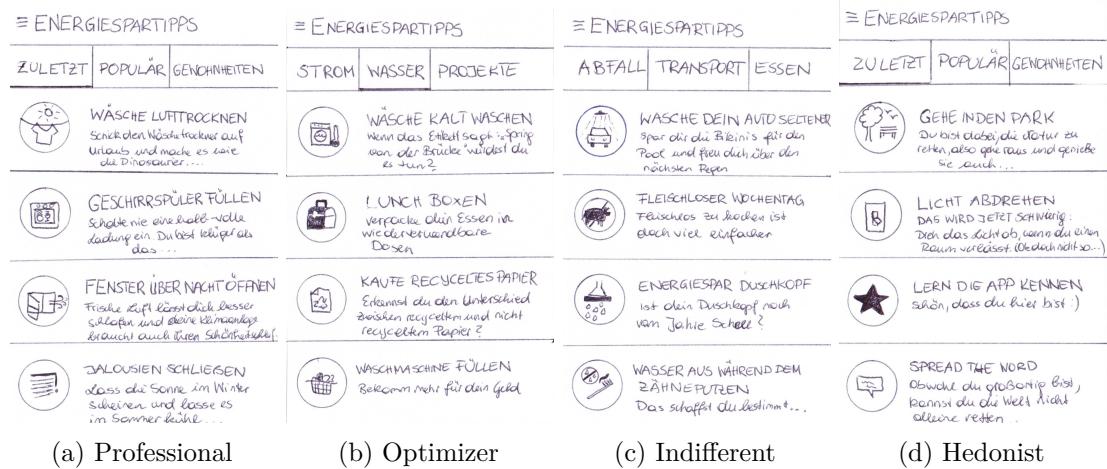


Figure 5.4: The paper prototype screen for energy saving tips

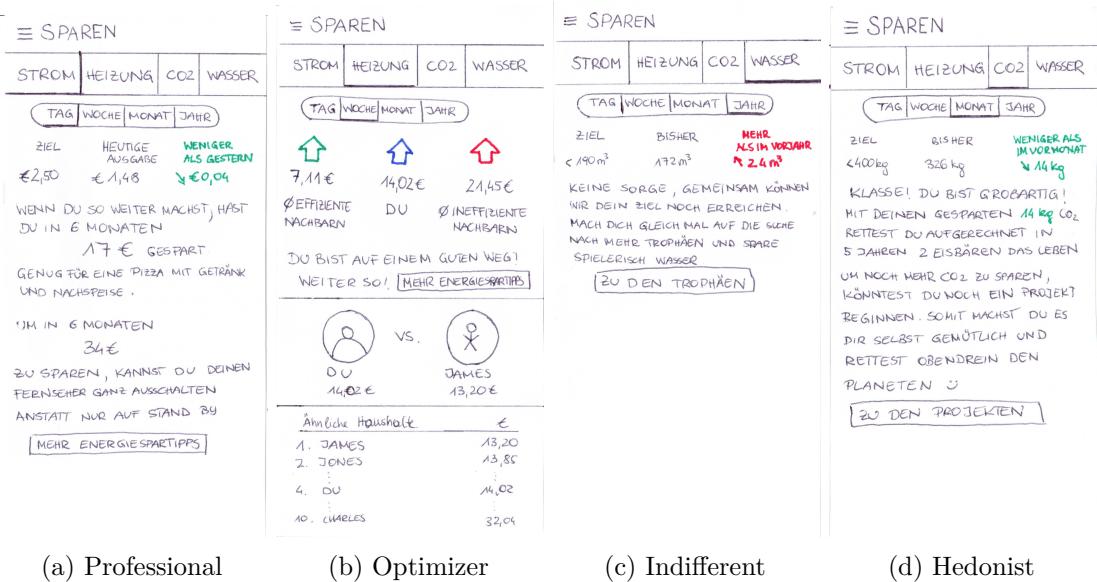
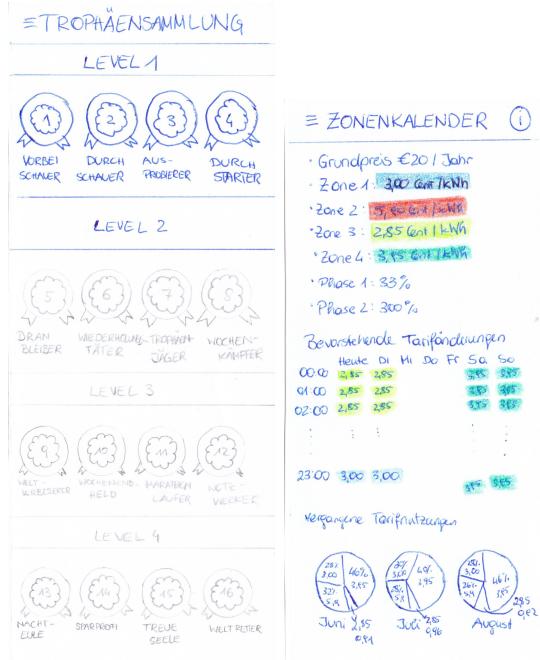


Figure 5.5: The paper prototype screen for saving

Indifferents: The Indifferents have low interest in energy topics in general, so the main requirement of the application for this type of user is in the first run to sensitize them for the topic, to raise awareness and to make electricity and CO₂ saving appealing to them. To awaken their interest for energy and sustainability a gamification approach will be used. For opening the application once a day the user earns points. Points are also earned for clicking on notifications and reading the article. Tips for saving energy or CO₂ should not concern longer usage of laptops or entertainment screens, as streaming and use of social media

5. DESIGN AND EVALUATION OF THE PAPER PROTOTYPE



(a) Professional and He- (b) Optimizer and Indifferent

Figure 5.6: The proposed screens for statistics

is an important leisure activity for Indifferent.

Hedonists: The youngest segment, the Hedonists, are keen on developing technical solutions. The interest in technology can be used to give instructions for programming technical devices and using home automation. The primary motive for the Hedonists is not to save energy but the interest in technology. This will be considered in the notifications and tips of the day. The hedonistic lifestyle with its strong convenience and comfort orientation is in the foreground. For a hedonist the comfort gain is of great relevance. Programming and establishing home automation aspects is a great interface between the aim of saving energy and the affinity of technology.

el be shown in a dashboard, in about how much electricity, water and heating a user consumed, how much carbon-dioxide was produced and how the values can be made better in the sense of reducing consumptions. The screens shall be adapted to the user type to make the information and tips more attractive to a user's interests. The interfaces shall be different for each user but every user should basically have the possibility to do all tasks.

- As a user I want to have a look on your consumption rate of the last day/week/month/year

2. Compare your consumption rate of the last day/week/month/year with the consumption rate of the same week one year earlier.
3. Compare your consumption rate of the last week with the average consumption rate of your neighbours
4. Find tips on how to save more energy
5. Find out what to do to save costs for electricity
6. Find out how much you have saved in the last week
7. Earn trophies by interacting with the App
8. Start a project to install a home automation gadget that saves energy in the long run
9. Report a problem

In order to elicit the requirements for the graphical user interfaces and to find usability mistakes we make use of Paper Prototyping.

5.4 Design Guidelines for tailoring interfaces to user segments

Measurements Use Euro rather than kWh as measurement unit for Optimizer and Indifferents Use kWh rather than Euro as measurement unit for Professionals and Hedonists

Communication Hedonists prefer praise Use concrete instruction for Optimizer and avoid detailed information/Optimizer prefer concrete instructions to detailed information

Trouble Shooting Present a hotline for trouble shooting for optimizer/Optimizer prefer calling when an error occurs Present FAQs before telephone number for Hedonists and Indifferents and Professionals

Energy-saving Hedonists prefer to do projects that save energy for them in the long run Hedonists are comfort-oriented Do not present energy saving tips to Hedonists when they limit comfort Professionals are interested in deeper information for saving tips Professionals do not see gamification approaches as a motivation for saving energy tips Optimizer want to know how much they can save by following an Energy-saving tip Indifferents woul

5.5 Recommendations for improvement for the ASCR App

5. DESIGN AND EVALUATION OF THE PAPER PROTOTYPE

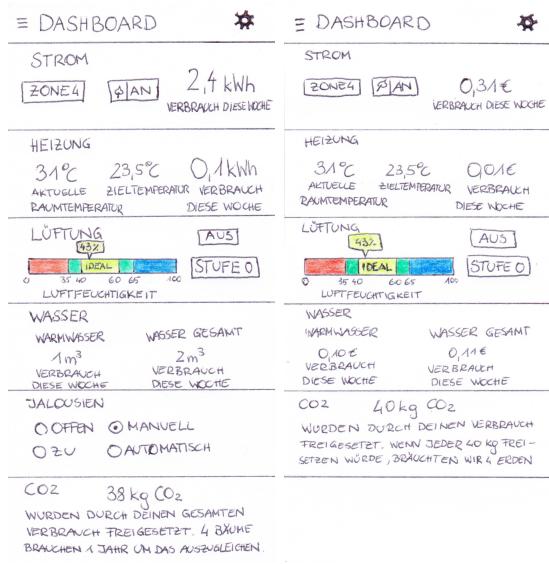


Figure 5.7: The proposed screen for the dashboard

6

CHAPTER

Evaluation

7

CHAPTER

Critical reflection

CHAPTER

8

Summary

List of Figures

2.1	Result of the cluster analysis: Four user groups	12
3.1	Exemplary design action of De Bruijn and Spence [DBS08]	30
5.1	The proposed screen for the navigation drawer	36
5.2	The proposed screen for the navigation drawer	37
5.3	The proposed screens for statistics	38
5.4	The paper prototype screen for energy saving tips	38
5.5	The paper prototype screen for saving	39
5.6	The proposed screens for statistics	40
5.7	The proposed screen for the dashboard	42

List of Tables

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Appendix A

Energieinteresse

Wie sehr treffen die folgenden Aussagen auf Sie zu? Stufen Sie ab zwischen 1=trifft sehr zu und 4=trifft gar nicht zu

* Erforderlich

1. E-Mail-Adresse *

2. Ich nehme mir Zeit, um mich mit dem Thema Energie auseinanderzusetzen *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

3. Ich weiß, welche Geräte in meinem Haushalt die meiste Energie verbrauchen *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

4. Es ist mir sehr wichtig, bei den Energiekosten zu sparen *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

Selbsteinschätzung

5. Programmieren Sie gelegentlich selbst in einer Programmiersprache? *

Markieren Sie nur ein Oval.

Ja

Nein

6. Nutzen Sie in Ihrer Wohnung Steuerungs- und Einstellungsmöglichkeiten? (z.B. Heizungsanlage programmiert, TV-Sender eingestellt, Timer-Funktionen genutzt) *

Markieren Sie nur ein Oval.

Ja

Nein

7. Wie würden Sie sich selbst am ehesten einstufen? *

Markieren Sie nur ein Oval.

- Ich dusche oder bade gerne lange, das ist für mich Erholung und Genuss
- Ich dusche nicht länger als notwendig
- Alles, je nach Situation

Beleuchtung

Wie sehr treffen die folgenden Aussagen auf Sie zu? Stufen Sie ab zwischen 1=trifft sehr zu und 4=trifft gar nicht zu

8. Ich drehe immer das Licht ab, wenn ich einen Raum verlasse *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

9. Ich vergesse häufig das Licht abzudrehen, wenn ich die Wohnung verlasse *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

10. Ich habe gerne möglichst viele Lampen eingeschaltet *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

11. Es ist mir eher egal wie viele Lampen in der Wohnung eingeschaltet sind *

Markieren Sie nur ein Oval.

1 2 3 4

trifft sehr zu trifft gar nicht zu

Bereitgestellt von



