1. *Judith*

General
- 22 years
- Female
- In Person
- Private space, quiet environment (home)

Notes
- Participant tries to drag and drop the words in the corresponding boxes
- Participant notes: why do I participate in this? what is the purpose of the game?
- Participant notes: add an onboarding to introduce the user into the task of RE.
- Participant notes: maybe add levels to create a beginning and an end of the game.

2. Steven (Friday 22 June 2018, 12:30)

General
- 23 years
- Male
- Semi-public space, quiet environment (library)
- In person

Notes
- Actions are sometimes experienced as unclear 'maybe should have added more descriptions'
- Issueing points is sometimes confusing 'My answer was correct, right?'
- Task of triplet extraction and verification was considered clear.
- Time limit on verification of triplets: 'That makes me less able to think about it'
- Contrast between characters and background can be improved

3. Jan (Tuesday, 26th of June, 2018, 12:30)

General
- 25 jaar
- Dressy, cooperative
- Quiet settings with no other people
- Male

Notes
- Learning curve: in the start it was experience difficult, afterwards it is considered more easy
    - Suggestion from participant: maybe showing an example in a movie
- In the beginning it was a bit unclear for the participant what to expect
- Gameplay: 'If I play against people that I know, I will be triggered more'
    - Suggestion from participant: create a pool to game against specific users
- Comment of participant: Rewards: achieving goals while playing. Now you are always playing alone and the user how spends the most time will be the champion.

4. Meindert (Tuesday, 26th of June, 2018, 20:00)

General
- Private space, quiet environment (home)
- Male

Notes
- Timer for relation verification task is experienced as 'too short'.
- Suggestion of participant: Example could be larger
- Suggestion of participant: Better introduction that explains how to proceed
- Suggestion of participant: Contrast of word boxes within the triplet extraction task could be higher

5. Klariska

General
- Private space, quiet environment (home)
- Female
- 24 Years

Notes
- 15 seconds in the triple verification task are experienced as short.
- After a while, the participant found out that the words would make the relation (before, the participant would put all words after one another).
- Clicking on the triple attributes (boxes) was not considered clear

6. Gert

General
- Private space, quiet environment (home)
- Male
- 22 Years

Notes
- Clicks on 'next sentence' after adding a relation. Suggestion of participant: checkmark visible only after the relation is created
- Unclear what the highlighting of words relative to the active triple attribute means.
- Comment of participant: time to decide should be dependent to length of sentence. Now, it is unequal since you have relatively less time for longer sentences.
- Comment of participant: add a tutorial with 'featured' words.

7. Sander

General
- Private space, noisy environment (student house)
- Male
- 22 years

Notes
- Confusion by adding relations (does not get response). *Researcher note: had to do with the relation already existing.*

- Comment of participant: it is really predictable (?)
- Button 'next sentence' was considered clear

8. Hugo

General
- Male
- 27 years
- Private space, quiet environment (home)

Notes
- Confusion while adding relations (does not get response). *Researcher note: had to do with the relation already existing.*
- Discrepancy: Browser version of participant showed a lot of scrollbars. This might have had an impact on the perceived usability.

9. Roald

General
- Male
- 25 years
- Private space, quiet environment (home)

Notes
- Toggle button of a word is not considered clear.
- Participant notes: biased by work
- Submit button to save a triplet was not experienced as clear.
- Clicking triple attributes (boxes) was not experienced as clear.
- Participant tried to drag and drop words.

10. Vincent

General
- Male
- 26 years
- Private space, quiet environment (home)

Notes
- Relation button was not experienced as clear
- Participant tried to drag-and-drop words
- Checkbox for selecting words was not experienced as clear.
- Participant comment: add an onboarding to introduce the user into the task of RE.
- Participant asks: why do I play this game? what is the purpose of the game?

11. Niels

General
- Male
- 24 years
- Private space, quiet environment (home)

Notes
- Participant tried to drag-and-drop words
- Participant notes: 'plus' icon would be more clear than 'checkbox' button for saving an extracted triplet.
- Participant notes: add an onboarding to introduce the user into the task of RE.
- Participant notes: maybe add levels to create a beginning and an end of the game.
- Participant notes: I would play this during travel.

12. Herbert

General
- In person
- Male
- Private space, quiet environment (home)
- 27 years

Notes
- Submit button for relation extraction was confused with 'next sentence' button.
- Participant notes: why do I participate in this? what is the purpose of the game?
- Participant notes: the system does not feel like a game (despite the point system)
- Participant notes: progress bar to create a beginning and an end of the game.

13. Tim

General
- Private space, quiet environment (home)
- Male
- 28 years

Notes
- Clicking on the triple attributes (boxes) is considered clear, it was one of the first interactions the participant had with the system in the task of triplet extraction.
- However, the affordances of the design are not experienced as clear: participant tries to drag-and-drop the words in the corresponding boxes.
- Participant asked about the purpose of the game 'why do I do this?' Participant recommends making this more clear during the introduction.

14. Rosanne

General

- Private space, quiet environment (home)
- Participant encloses she has dyslexia
- Female
- 25 years

Notes
- Participant first reads sentence, then answers the question.
- The checkboxes of the words are not experienced as clear (were noted after ~30 seconds)
- Clicking on the triplet 'attributes' wasn't clear.
- Participant opinion: 'its heavy textually based, maybe do something more with visual expressions'

15. Philipp

General
- Quiet environment (home)
- Male
- 20 years

Notes
- Interface is considered clear (tech-savy participant)
- Participant was done with his tasks really quick, since the interface was experienced as clear.
- Question from participant: should relations be made language-wise or logic-wise.

16. Eline

General
- Quiet environment (home)
- Female
- 27 years

Notes
- Task of relation validation is experienced as clear
- Animations of relation extraction are experienced as 'irritating'
- Clicking on the triplet 'attributes' wasn't clear. In the end, the researcher had to tell the participant this was possible.
- Sentences are experienced as 'long'. Suggestion from participant: divide sentences in main- and sub-clause.
- The participant would play our game 'at the end of a work-day, when I still have some energy left'.