**Dimension and Wearables – LR**

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| **Quality Dimension of Wearables** | **Article** |
| **Perceived Usefulness**  PU1: I find the device useful in my health monitoring  PU2: Using the device enables me to accomplish my target physical activities effectively.  PU3: Using the device would improve my health monitoring.  PU4: Using the device makes it easier in my health monitoring. | (Low & Ramayah, 2023) |
| **Perceived Usefulness**  PU1: I think that smart wearable devices are useful for my life  PU2: Using smart wearable devices increases my productivity  PU3: Using smart wearable devices helps me conveniently perform many tasks | (Park, 2020) |
| **Perceived Ease of Use and Usefulness**  D1: using sports bracelet when exercising reduces my lack of exercise problem  D2: using sports bracelet when exercising can enhance the result of my exercise  D3: using sports bracelet can increase my determination to exercise  D4: using sports bracelet can increase my frequency of doing exercise  D5: using sports bracelet can increase my work satisfaction  D6: using sports bracelet can increase my quality of life  D7: using sports bracelet can reduce the stress from my work and life | (C. Liu et al., 2020) |
| **Perceived Usefulness**  PU1: I think that smart wearable devices are useful for my life  PU2: Using smart wearable devices increases my productivity  PU3: Using smart wearable devices helps me conveniently perform many tasks | (Park, 2020) |
| **Perceived Usefulness (PU)**  PU1 Using the system will make one's life more effective.  PU2 My life will become more convenient when I use such systems.  PU3 It is very useful to use wearable systems in life. | (Li et al., 2019) |
| **Perceived Usefulness (PU)**  Using a smartwatch is useful in my daily life.  Using a smartwatch makes my daily life more efficient.  Using a smartwatch increases my productivity.  The information gained from using a smartwatch is helpful to me | (Choe & Noh, 2018) |
| **Perceived Usefulness (PU)**  PU1 Using the smart bands would help me monitor my physical health.  PU2 I think using smart bands would help me improve my physical health.  PU3 Using the smart bands would enhance my effectiveness in monitoring my physical health.  PU4 Based on my perception of smart bands, I believe they provide good features | (Rajanen & Weng, 2017) |
| **Perceived usefulness (WPU)**  WPU1 I find the wristband useful in my job.  WPU2 Using this wristband would improve the quality of my daily life. | (Choi et al., 2017) |
| **Perceived usefulness (SPU)**  SPU1 Using this vest in my job will help improve my safety.  SPU2 I think this vest will be helpful for my job.  SPU3 Using this vest would enable me to work safely. | (Choi et al., 2017) |
| **Perceived Usefulness (PU)**  PU1 Wearable devices are very useful to my life in general  PU2 Wearable devices provide very useful service and information to me  PU3 Using wearable devices improve the quality of the work I do  PU4 Using wearable devices increase my productivity  PU5 Using wearable devices enhances my effectiveness on the job | (H. Yang et al., 2016) |
| **Expected usefulness**  I find such a bracelet to be useful for evacuations | (Kwee-Meier et al., 2016) |
| **Usefulness**  Using my smartwatch improves my performance.  Using my smartwatch increases my productivity.  Using my smartwatch enhances my effectiveness.  I find my smartwatch to be useful. | (Siepmann & Kowalczuk, 2021) |
| **Perceived usefulness (PU)**  PU1: Using smart healthcare services improves my health management performance.  PU2: Using smart healthcare services increases my productivity for my health management.  PU3: Using smart healthcare services enhances my effectiveness in my health management.  PU4: Using smart healthcare services is useful in my health management. | (K. Liu & Tao, 2022) |
| **Perceived usefulness (PU)**  Using the healthcare wearable device would be useful in my personal health management  Using the healthcare wearable device would help me develop healthy habits  Using the healthcare wearable device would help me maintain healthy status | (Cheung et al., 2020) |
| **Perceived Usefulness**  Using the healthcare wearable device would be useful in my personal health management  Using the healthcare wearable device would help me develop healthy habits  Using the healthcare wearable device would help me maintain healthy status | (Cheung et al., 2019) |
| **Perceived usefulness**  PU1: Using the smartwatch helped me effectively complete the task.  PU2: I found the smartwatch to be useful for completing the task.  PU3: Using the smartwatch improved my ability to complete the task. | (K. J. Kim, 2016) |
| **Perceived usefulness**  Wearing this product would improve the quality of my life.  Wearing this product would increase my efficiency.  Overall, I find wearable devices useful. | (An, 2021) |
| **Perceived usefulness**  PU1: It would be convenient for me to have smartwatch.  PU2: Using smartwatch increases my learning achievement.  PU3: Using smartwatch makes it easier for me to better understand my courses.  PU4: I think smartwatch can help me in performing my learning activities.  PU5: Overall, smartwatch is useful to me. | (Al-Emran et al., 2022) |
| **Perceived Usefulness (PUS)**  PUS1 Using wearable medical devices enables me to check my health condition quickly.  PUS2 Using wearable medical devices makes it easier to accomplish my health condition checking.  PUS3 Using wearable medical device save my time and effort. | (Q. Yang et al., 2022) |
| **Perceived usefulness**  PU1 With WDH, I can achieve my goals faster.  PU2 With WDH, I can handle my concerns efficiently.  PU3 With WDH, I can easily do what I want to do.  PU4 I think using WDH should be useful overall. | (J. Jeong et al., 2021) |
| **Perceived Usefulness**  Using the healthcare wearable device would be useful in my personal health management  Using the healthcare wearable device would help me develop healthy habits  Using the healthcare wearable device would help me maintain healthy status | (Cheung et al., 2019) |
| **Perceived ease of use**  PEOU1: I find it easy to use smartwatch, even when using it for the first time.  PEOU2: It is easy for me to become skillful in using smartwatch.  PEOU3: Smartwatch is flexible to interact with.  PEOU4: Every feature and function in the smartwatch is easy to understand.  PEOU5: Overall, using smartwatch in learning activities is easy for me. | (Al-Emran et al., 2022) |
| **Perceived Usefulness**  Smartwatches could make my life more effective.  Smartwatches could help me organize my life better.  Smartwatches could increase my productivity | (Chuah et al., 2016) |
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| **Perceived Ease of Use**  PEU 1: The device is so simple; it is easy to understand.  PEU 2: Learning to operate the device would be easy for me.  PEU 3: Interaction with this device is clear and understandable | (Low & Ramayah, 2023) |
| **Perceived ease of use (PEOU)**  PEOU1: My interaction with smart healthcare services is clear and understandable.  PEOU2: Interaction with smart healthcare services does not require a lot of my mental effort.  PEOU3: I find smart healthcare services to be easy to use.  PEOU4: It is easy to use smart healthcare services to do what I want. | (K. Liu & Tao, 2022) |
| **Perceived ease of use**  The use of wearable devices is clear and understandable.  It's easy for me to master most of the functions of my wearable devices.  Overall, I find wearable devices easy to use. | (An, 2021) |
| **Perceived ease of use (PEOU)**  Learning to use the healthcare wearable device would be easy for me  It would be easy for me to become skilful at using the healthcare wearable device  I think the healthcare wearable device is easy to carry  I have access to the healthcare wearable device everywhere | (Cheung et al., 2020) |
| **Perceived Ease of Use**  PEU1: My interaction with smart wearable devices is clear and understandable  PEU2: Using smart wearable devices is easy for me  PEU3: Interacting with smart wearable devices does not require mental effort | (Park, 2020) |
| **Perceived Ease of Use**  PEOU1 I think the interaction with the smart bands is clear and understandable.  PEOU2 It would be easy for me to become skillful at using smart bands.  PEOU3 I think it is easy to get the smart bands to do what I want it to do.  PEOU4 I think that it takes low mental effort to use smart bands. | (Rajanen & Weng, 2017) |
| **Perceived ease of use**  PEU1 Features of WDH should be easy for me to learn.  PEU2 How to use WDH should be easy for me to understand.  PEU3 WDH should be available to anyone. | (J. Jeong et al., 2021) |
| **Perceived ease of use**  PEOU1: Using the smartwatch was easy for me.  PEOU2: I found the smartwatch easy to use.  PEOU3: I found it easy to get the smartwatch to do what I wanted it to do. | (K. J. Kim, 2016) |
| **Perceived ease of use (SPE)**  SPE1 This vest would be easy to carry.  SPE2 Wearing this vest would not interfere with my work.  SPE3 I expect to feel comfortable doing my work when wearing this vest. | (Choi et al., 2017) |
| **Perceived Ease of Use (PEOU)**  PEOU1 I think wearable systems are easy to use.  PEOU2 My interaction with smart wearable systems is clear.  PEOU3 I can easily learn how to operate such systems. | (Li et al., 2019) |
| **Perceived Ease of Use**  Overall, using a smartwatch is easy.  Using a smartwatch does not require much effort.  (PE) It is not be hard to learn to use a smartwatch.  Using a smartwatch is clear and easy to understand. | (Choe & Noh, 2018) |
| **Perceived ease of use (PEOU)**  PEOU1: My interaction with smart healthcare services is clear and understandable.  PEOU2: Interaction with smart healthcare services does not require a lot of my mental effort.  PEOU3: I find smart healthcare services to be easy to use.  PEOU4: It is easy to use smart healthcare services to do what I want. | (K. Liu & Tao, 2022) |
| **Perceived ease of use (WPE)**  WPE1 It would be easy for me to read data on this wristband.  WPE2 Learning how to use this wristband is easy for me | (Choi et al., 2017) |
| **Perceived Ease of Use**  Learning to use smartwatches is simple.  Using smartwatches is self-explaining.  Smartwatches are easy to use. | (Chuah et al., 2016) |
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| **Hedonic Motivation (HM)**  HM1: Using an activity tracker is fun.  HM2: Using an activity tracker is enjoyable.  HM3: Using an activity tracker is very entertaining | (T. B. Kim & Ho, 2021) |
| **Hedonic Motivation (HM)**  HM1 Using smartphone fitness apps is fun  HM2 Using smartphone fitness apps is enjoyable  HM3 Using smartphone fitness apps is very entertaining | (Neeraj Dhiman et al., 2019) |
| **Hedonic Motivation (HM)**  1. Using wearable trackers is fun  2. Using wearable trackers is enjoyable  3. Using wearable trackers is entertaining | (Joshi et al., 2021) |
| **Hedonic Motivation**  HM1. Using m-learning is enjoyable  HM2. Using m-learning is fun  HM3. Using m-learning is very entertaininga | (Sitar-Tăut, 2021) |
| **Hedonic Motivation**  Using a wearable device is fun.  Using a wearable device is enjoyable.  Using a wearable device is very entertaining. | (Rubin & Ophoff, 2018) |
| **Hedonic benefits**  HB1 Using this smartwatch is fun.  HB2 Using this smartwatch is enjoyable.  HB3 Using this smartwatch is entertaining | (Chuah, 2019) |
| **Hedonic Motivation (HM)**  HM1. Using a wearable health monitoring technology service is fun.  HM2. Using a wearable health monitoring technology service is enjoyable.  HM3. Using a wearable health monitoring technology service is very entertaining | (Binyamin & Hoque, 2020) |
| **Hedonic motivation (HM)**  HM1 - Using WHT is fun.  HM2- Using WHT is enjoyable.  HM3- Using WHT is entertaining. | (Talukder et al., 2020) |
| **Hedonic motivation (WHM)**  WHM1 Using this wristband would provide more fun for daily work.  WHM2 Using this wristband would be entertaining. | (Choi et al., 2017) |
| **Hedonic motivation (HM)**  Using smartwatch for health and fitness monitoring is fun.  Using smartwatch for health and fitness monitoring is enjoyable. | (Beh et al., 2021) |
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| **Performance Expectancy**  1. I find the wearable trackers useful in my daily life.  2. Using wearable trackers helps accomplish things more quickly.  3. Using wearable trackers increases my productivity. | (Joshi et al., 2021) |
| **Performance expectancy (PE)**  PE1. Using a wearable health monitoring technology service helps me accomplish my healthcare activities more quickly.  PE2. Using a wearable device would improve my access to my health information.  PE3. A wearable health monitoring technology would improve the quality of my healthcare.  PE4. Using a wearable health monitoring technology would improve my ability to manage my health. | (Binyamin & Hoque, 2020) |
| **Performance expectancy (PE)**  PE1 I feel HWDs are useful in collecting health information.  PE2 Using HWDs enables me to obtain health information quickly.  PE3 Using HWDs provides me with health information that I need.  PE4 If I use HWDs, I will increase my chances of managing my health. | (Wang & Scheepers, 2012) |
| **Performance Expectancy**  PE1. I find m-learning useful in my daily life  PE2. Using m-learning increases my chances of achieving things that are important to me  PE3. Using m-learning helps me accomplish things more quickly  PE4. Using m-learning increases my productivity | (Sitar-Tăut, 2021) |
| **Performance Expectancy**  I find a wearable device useful in my daily life  Using a wearable device helps me accomplish things more quickly  Using a wearable device increases my productivity | (Rubin & Ophoff, 2018) |
| **Performance Expectancy (PE)**  PE1- I find the wearable healthcare technology useful in my daily life.  PE2 - Using WHT helps accomplish things more quickly.  PE3- Using WHT improves the quality of my daily healthcare activities.  PE4- Using WHT gives me the opportunity to improve health self-management. | (Talukder et al., 2020) |
| **Performance Expectancy**  PE1 I find mHealth useful in my life.  PE2 Using mHealth increases my chances of meeting my needs.  PE3 Using mHealth helps me in managing my daily healthcare more quickly.  PE4 Using mHealth service increases my capability to manage my health. | (Almegbel & Aloud, 2021) |
| **Performance Expectancy**  PE1 I find smartphone fitness apps are useful in my daily life  PE2 With the help of these apps, my chances of achieving things are increases  PE3 These apps help me to accomplish things more quickly | (Neeraj Dhiman et al., 2019) |
| **Performance Expectancy (PE)**  PE1 mHealth service can be useful in managing my daily health.  PE2 I believe using mHealth service can improve the efficiency of health care in general.  PE3 mHealth service can be beneficial to me.  PE4 mHealth service can be valuable to my healthcare  PE5 mHealth service can be advantageous in better managing my health. | (Cao et al., 2022) |
| **Performance Expectancy (PE)**  PE1 I find Telehealth highly useful in my life  PE2 Telehealth could enhance the level of convenience in accessing medical care services  PE3 Using Telehealth increase my capability to manage my health | (Napitupulu et al., 2021) |
| **Performance expectancy (PE)**  PE1 Using IoT-based wearable fitness trackers allows me to manage daily activities in an efficient way.  PE2 Using IoT-based wearable fitness trackers makes the daily activities easier.  PE3 Using IoT-based wearable fitness trackers allow me to accomplish daily activities more quickly | (Kao et al., 2019) |
| **Performance expectancy (PE)**  PE1 I find wellness wearables useful in my daily life  PE2 Using wellness wearables daily will increase my chances to improve my performance  PE3 Using wellness wearables daily enables me to accomplish tasks more quickly  PE4 Using wellness wearables will increase my productivity in doing daily activities  PE5 Using wellness wearables will increase my chances of achieving things that are important to me | (Niknejad et al., 2018) |
| **Performance expectancy (PE)**  I find smartwatch useful for health and fitness monitoring in my daily life.  Using smartwatch for health and fitness monitoring would enable me to act related to my health more quickly.  Using smartwatch improves the quality of my daily healthcare seeking. | (Beh et al., 2021) |
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| **Effort expectancy (EE)**  EE1. Learning how to use wearable health monitoring technology is easy for me.  EE2. My interaction with wearable health monitoring technology is clear and understandable.  EE3. I find wearable health monitoring technology easy to use.  EE4. It is easy for me to become skillful at using wearable health monitoring technology. | (Binyamin & Hoque, 2020) |
| **Effort Expectancy (EE)**  EE1 Learning how to use mHealth service is easy for me.  EE2 My interaction with mHealth service is clear and understandable.  EE3 I find mHealth service easy to use.  EE4 It is easy for me to become skillful at using mHealth service. | (Cao et al., 2022) |
| **Effort Expectancy (EE)**  EE1 I find using Telehealth would be simple  EE2 My interaction with Telehealth is clear and understandable  EE3 Learning how to use Telehealth is easy for me | (Napitupulu et al., 2021) |
| **Effort expectancy**  Learning to use the watch will be easy to me.  It will be easy to make the watch do what I want it to.  It will be easy to use the watch | (E.-J. Lee, 2021) |
| **Effort Expectancy**  Learning how to use a wearable device is easy for me.  My interaction with a wearable device is clear and understandable.  I find a wearable device easy to use.  It is easy for me to become skillful at using a wearable device | (Rubin & Ophoff, 2018) |
| **Effort Expectancy**  EE1. Learning how to use m-learning is easy for me  EE2. My interaction with m-learning is clear and understandable  EE3. I find m-learning easy to use  EE4. It is easy for me to become skillful at using m-learning  EE5. Using m-learning is as easy as using any other systems I have previously useda | (Sitar-Tăut, 2021) |
| **Effort expectancy (FE)**  EE1 Learning how to use wellness wearables is easy for me  EE2 Using wellness wearables does not require a lot of mental and physical efforts  EE3 My interaction with wellness wearables is clear and understandable  EE4 Wellness wearables will be easy to use  EE5 It is easy for me to become skillful at using wellness wearables | (Niknejad et al., 2018) |
| **Effort expectancy (FE)**  1. I can interact with Mi Band clearly and understandably.  2. I could easily become skillful at using Mi Band.  3. I think Mi Band is easy to use.  4. I think learning how to use Mi Band is easy. | (Chuang & Chen, 2022) |
| **Effort Expectancy**  EE1 How to use these apps and technique is easy for me  EE2 My interaction with smartphone fitness apps is clear and understandable  EE3 I find smartphone fitness apps are easy to use | (Neeraj Dhiman et al., 2019) |
| **Performance expectancy**  I will find the watch useful in managing my health.  Using the watch will enable me to accomplish tasks quickly.  Using the watch will allow me to be more involved in health and work-out. | (E.-J. Lee, 2021) |
| **Effort Expectancy**  EE1 Learning how to use mHealth is easy for me.  EE2 My interaction with mHealth is clear and understandable.  EE3 I find mHealth easy to use.  EE4 It is easy for me to become skillful at using mHealth services. | (Almegbel & Aloud, 2021) |
| **Effort Expectancy (EE)**  EE1- Learning how to use WHT is easy for me.  EE2- I find WHT is easy to use.  EE3- It is easy for me to become skillful at using WHT. | (Talukder et al., 2020) |
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| **Self-actualization (SA)**  SA1- Learning WHT gives me the opportunity for personal development.  SA2- Learning WHT increases my feeling of self-fulfillment.  SA3- Learning WHT gives me a feeling of accomplishment. | (Talukder et al., 2020) |
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| **Perceived Enjoyment (PE)**  PE1 Using wearable devices is truly fun  PE2 I know using wearable devices to be enjoyable  PE3 The use of wearable devices gives me pleasure  PE4 The use of wearable devices makes me feel good | (H. Yang et al., 2016) |
| **Perceived Enjoyment**  PE1: Interacting with smart wearable devices is fun  PE2: I enjoy using smart wearable devices  PE3: Using smart wearable devices gives me a lot of enjoyment | (Park, 2020) |
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| **Perceived Cost**  PC1: There are financial barriers to using smart wearable devices  PC2: I think that smart wearable devices are expensive  PC3: Overall, using smart wearable devices costs me a lot of money | (Park, 2020) |
| **Price value (PV)**  Smartwatch is reasonably priced.  Smartwatch is good value for money.  At the current price, smartwatch is provide good value | (Beh et al., 2021) |
| **Perceived value (PV)**  PV1 Using wearable devices offers value for money  PV2 Compared to the effort to put, using wearable devices is beneficial to me  PV3 Compared to the time to spend, using wearable devices is worthwhile to me  PV4 Overall, using wearable devices delivers me good value | (H. Yang et al., 2016) |
| **Perceived Cost (PCO)**  PCO1 Wearable medical devices are not cheap.  PCO2 Wearable medical devices are unreasonably priced.  PCO3 I am not satisfied with the price that I paid for the wearable medical device. | (Q. Yang et al., 2022) |
| **Price Value**  Wearable devices are reasonably priced.  Wearable devices are good value for money.  At the current price, wearable devices provide good value. | (Rubin & Ophoff, 2018) |
| **Perceived value**  PV1 Compared to the efforts I need to put in, using wellness wearables is beneficial to me  PV2 Compared to the time I need to spend, using wellness wearables is worthwhile to me  PV3 A wellness wearable represents good use of my time and money  PV4 The overall value of my experience using wellness wearables is outstanding  PV5 Taking all the pros and cons into consideration, using wellness wearables is beneficial to me | (Niknejad et al., 2018) |
| **Perceived Product Value (PPV)**  PPV1 Wearable medical devices are beneficial [52]  PPV2 Using wearable medical devices valuable to me.  PPV3 I think the wearable medical device is worthwhile.  PPV4 Overall, using wearable medical devices delivers good value to me. | (Q. Yang et al., 2022) |
| **Perceived value (PV)**  PV1 Smartphone fitness apps are reasonably priced  PV2 Smartphone fitness apps are good value for the money  PV3 At the current price, smartphone fitness apps provides a good value | (Neeraj Dhiman et al., 2019) |
| **Price**  1. Wearable trackers are reasonably priced.  2. Wearable trackers are good value for the money.  3. At the current price, wearable trackers provide good value. | (Joshi et al., 2021) |
| **Price Value**  PV1 It enables me to use health services at a reasonable price.  PV2 mHealth services is good value for the money.  PV3 At the current price, mHealth provides a good value | (Almegbel & Aloud, 2021) |
| **Price value (PV)**  PV1. Wearable health monitoring technology service is reasonably priced.  PV2. Wearable health monitoring technology service offers greater benefit than its cost.  PV3. At the current price, wearable health monitoring technology service provides good value. | (Binyamin & Hoque, 2020) |
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| **Visual attractiveness (VA)**  VA1 The user interface of wearable devices (i.e., colors, boxes, menus, etc.) is attractive  VA2 Wearable devices looks professionally designed  VA3 The overall look and feel of wearable devices is visually appealing  VA4 Overall, wearable devices look attractive | (H. Yang et al., 2016) |
| **Aesthetics**  AES1 WDH’s screen design (menus, icons, etc.) should be creative.  AES2 WDH’s overall design should be luxurious.  AES3 WDH’s overall look and feel should look good.  AES4 WDH’s screen design (colors, menus, and icons) should be attractive | (J. Jeong et al., 2021) |
| **Design aesthetics:**  (1) The screen design (i.e. colors, icons, menus, etc.) is attractive.  (2) The smartwatch looks professionally designed.  (3) The overall look and feel of the smartwatch is visually appealing. | (Hsiao, 2017) |
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| **Playfulness**  Using the watch will be entertaining.  Using the watch will be pleasant.  Using the watch will be exciting. | (E.-J. Lee, 2021) |
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| **Perceived Reliability**  PR1 I obtain accurate and error free services from mHealth service providers.  PR2 I can rely on the service provided by mHealth service provider.  PR3 mHealth service is consistent over the time.  PR4 mHealth services maintain standard continuously. | (Almegbel & Aloud, 2021) |
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| **Enjoyment**  PE1: I experience great pleasure when using a smartwatch.  PE2: I feel satisfied when I use a smartwatch.  PE3: I feel pleasure when I use a smartwatch.  PE4: I find enjoyment when I use a smartwatch.  PE5: Overall, using the smartwatch in learning activities is fun. | (Al-Emran et al., 2022) |
| **Enjoyment**  I find using the smartwatch to be enjoyable.  The actual process of using the smartwatch is pleasant.  I have fun using the smartwatch. | (Siepmann & Kowalczuk, 2021) |
| **Perceived enjoyment**  PEJ1 While using wellness wearables, I experience pleasure  PEJ2 I enjoy using wellness wearables  PEJ3 Using wellness wearables is truly fun.  PEJ4 Using wellness wearables would be interesting  PEJ5 Generally, using wellness wearables makes me feel good | (Niknejad et al., 2018) |
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| **Personalization (PER)**  PER1: Smart healthcare services provide personalized services that are based on my information.  PER2: Smart healthcare services personalize my health management experience.  PER3: Smart healthcare services personalize my health management by acquiring my personal preferences.  PER4: Smart healthcare services personalize and deliver healthcare services to me according to my information.  PER5: Smart healthcare services deliver personalized healthcare services. | (K. Liu & Tao, 2022) |
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| **Health Information Accuracy**  The health information provided by the wearable healthcare technology is accurate  The health information provided by the wearable healthcare technology is trustworthy | (Cheung et al., 2019) |
| **Perceived Technology Accuracy (PTA)**  PTA1 I can rely on the health services provided by wearable medical devices.  PTA2 I am wearable medical devices offers consistent results over time.  PTA3 I think wearable medical devices have good working standards continuously.  PTA4 I think wearable medical devices are reliable.  PTA5 I feel confident that wearable medical devices are offering error-free results. | (Q. Yang et al., 2022) |
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| **Attractiveness**  ATT1: The smartwatch was stylish.  ATT2: The smartwatch was hot.  ATT3: The smartwatch was hip. | (K. J. Kim, 2016) |
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| **Goal pursuit Motivation**  Using my smartwatch keeps me motivated to exercise regularly.  Using my smartwatch pushes me to increase the effort I put toward exercising.  Using my smartwatch motivates me to exercise harder than I have in the past.  Using my smartwatch keeps me motivated to live healthier.  Using my smartwatch, motivates me to work towards a healthier lifestyle.  Using my smartwatch motivates me to live healthier than in the past. | (Siepmann & Kowalczuk, 2021) |

**Goal pursuit Motivation**

Using my smartwatch keeps me motivated to exercise regularly.

Using my smartwatch pushes me to increase the effort I put toward exercising.

Using my smartwatch motivates me to exercise harder than I have in the past.

Using my smartwatch keeps me motivated to live healthier.

Using my smartwatch, motivates me to work towards a healthier lifestyle.

Using my smartwatch motivates me to live healthier than in the past.

**Text Mining Analysis of Major Quality Dimensions in Wearable Devices**

**Final List:**

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| **Construct** | **Related Terms (Based on the literature – Survey Items)** | **Related Studies** |
| Hedonic Motivation (Intrinsic Motivation)) | enjoyable, enjoyment, enjoy, pleasant, flow experience, pleasure, fun, interesting, satisfied, satisfaction, feel good, happiness, happy, happier, entertainment, entertain, exciting, playfulness, playful, feeling of accomplishment, | (Fagan et al., 2008), (Allam et al., 2019), (Waterman et al., 2008), (Wang & Scheepers, 2012), (Lowry et al., 2012), (Hsu & Chiu, 2004), (Venkatesh et al., 2012) |
| Connectivity Support | pair, sync, connect, | (Elnoshokaty et al., 2022) |
| Customizability | customize, custom, personalize, personalization, | (Abouzahra & Ghasemaghaei, 2020; Elnoshokaty et al., 2022) |
| Perceived Ease of Use | easy, clear, understandable, easy to use, mental effort, trouble free, simple, controllable, easy to learn, | (Fagan et al., 2008), (Wang & Scheepers, 2012), (Lowry et al., 2012), (Venkatesh & Davis, 1996), (Davis, 1989) |
| Appeal | cool, appearance, aesthetic, stylish, fashion, accessory, pleasing aesthetics, color, design,  texture, uniqueness, unique, size, look, | (Dehghani, 2018; Dehghani et al., 2018; S. C. Jeong et al., 2017; J. Kim & Park, 2019; V.-H. Lee et al., 2020) |
| Perceived Value | price, value, cost, monetary, money, | (Venkatesh et al., 2012), |
| Perceived Usefulness (Extrinsic Motivation) (Tracking Functions, Notification/Dialog Support, Communication) | rejuvenated, simplify, control over, reduce, accomplish more, save time, work more quickly, accomplish, accomplished, accomplishes, accomplishing, achieve, achieved, achieves, achieving, advantageous , beneficial, check, checked, checking, checks, complete, completes, completing, completing, convenient, conveniently, develop, developed, developing, develops, effective, effectively, effectiveness, enable, enables, enhance, enhanced, enhances, enhancing, handle, handled, handles, help, helpful, helps, improve, improved, improves , improving, increase,  increased, increases, increasing, maintain, maintained , maintaining, manage, managed, manages, managing, monitor, monitored, monitoring, monitors, obtain, obtained, obtaining, obtains, perform, performed, performing, performs, provide, provided, provides, providing, reduce, reduced, reduces, reducing, save, saved, saves, saving, useful | (Fagan et al., 2008), (Allam et al., 2019), (Lowry et al., 2012), (Rezvani et al., 2017), (Venkatesh & Davis, 1996), (Hsu & Chiu, 2004) , (Davis, 1989), (Park, 2020), (Low & Ramayah, 2023), (C. Liu et al., 2020), (Park, 2020), (Li et al., 2019), (Choe & Noh, 2018), (Choi et al., 2017), (H. Yang et al., 2016), (Kwee-Meier et al., 2016), (Siepmann & Kowalczuk, 2021), (K. Liu & Tao, 2022), (Cheung et al., 2020), (Cheung et al., 2019), (K. J. Kim, 2016), (An, 2021), (Al-Emran et al., 2022), (Q. Yang et al., 2022), (J. Jeong et al., 2021), (Cheung et al., 2019), (Al-Emran et al., 2022), (Chuah et al., 2016) |
| Device Quality | quality, system quality, service quality, battery life, charge, long time, battery last, | (Park, 2020), |
| Credibility Support | accuracy, accurate | (Ahmad et al., 2020) |

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