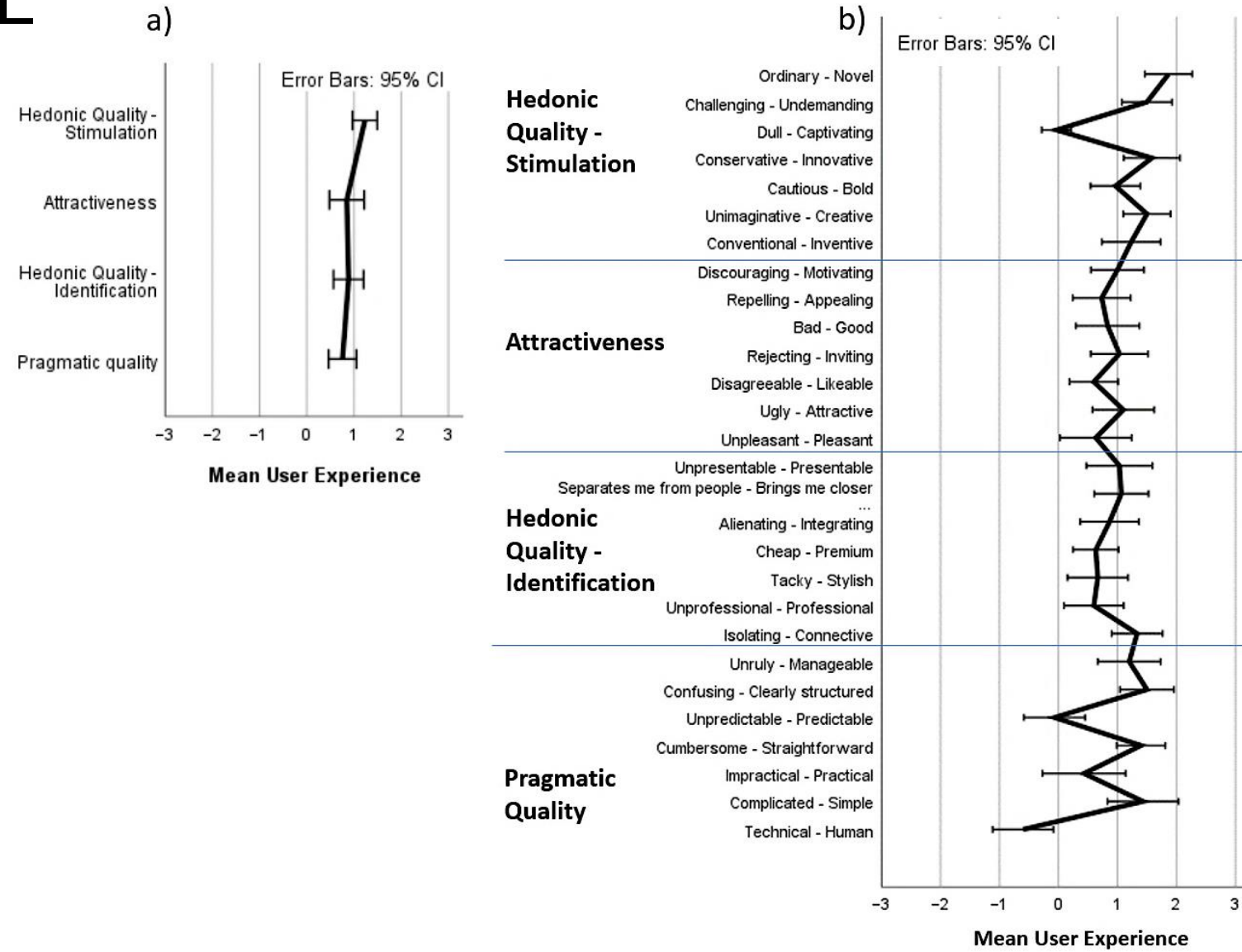


USER EXPERIENCE



a) Use of the smart sleeve evoked mildly positive user experience measured as attractiveness, hedonic quality as identification and stimulation, and pragmatic quality. 3b) User experience of the smart sleeve measured on different items of user experience. 25/28 items are rated positively with values above zero. The graphs show mean and the error bars 95% confidence interval of mean.