Supplementary Material for:

(When) Is a Summary Really Worth a Thousand Words?– How Textual and Visual Customer Review SummariesAffect Cognitive Load During Online Purchase Decisions

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Appendix A Online Shopping Site

Note: For all experimental groups, the position of the smartphones and the position of the customer reviews are randomized to avoid any potential order biases.

No Summary Group

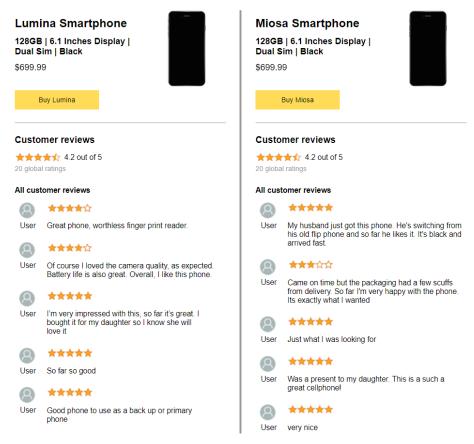


Figure 1. No Summary Group

Textual Summary Group

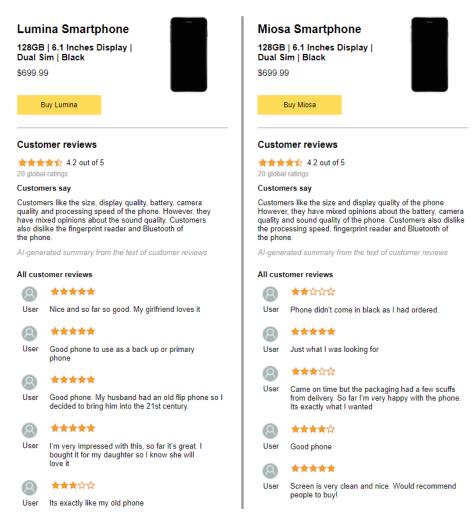


Figure 2. Textual Summary Group

Visual Summary Group

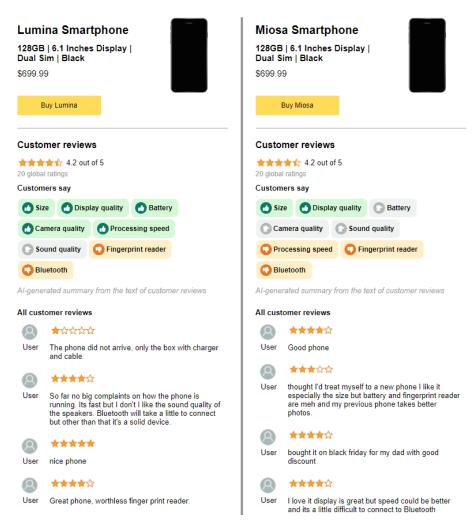


Figure 3. Visual Summary Group

Textual x Visual Summary Group

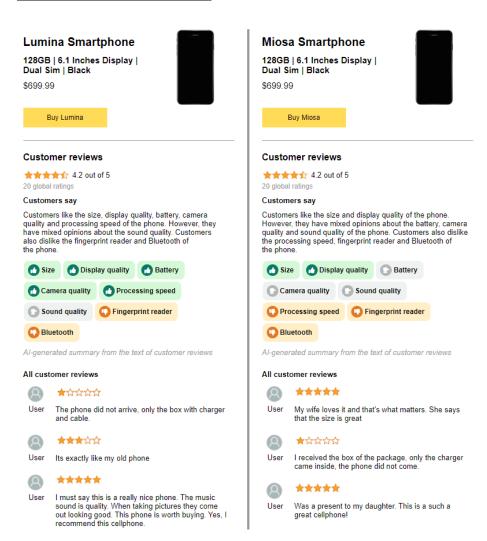


Figure 4. Textual x Visual Summary Group

Appendix B Overview of Items Used in the Experiment

Dependent Variable

Table 1. Items for Cognitive Load

Cognitive Load	
It was exhausting to find the important information to decide on a smartphone.	
The way the provided information was presented on the online shopping site was very impractical for learning about the qual- ity of the smartphones.	Adapted from Klepsch et al. (2017)
It was difficult to recognize and link the crucial information to decide on a smartphone.	
All items are based on a 6-point Likert scale ($I = Strongly Disagree to 6 = Strongly Agree$).	

Control Variables

Table 2. Sociodemographic Questions

Sociodemographic Questions		
Age		
Gender		
Education		
Income		

Table 3. Items for Familiarity with Online Shopping, Customer Reviews, and Smartphones

Familiarity with Online Shopping, Customer Reviews, and Smartphones

Familiarity with Online Shopping How often do you shop online?

Familiarity with Customer Reviews

How often do you read online customer reviews before buying a product online?

Familiarity with Smartphones

What is your experience with smartphones?

Table 4. Items for Attitude Toward AI

Attitude Toward AI

I feel positive toward AI technologies.

I feel that using AI technologies is pleasant.

Using AI technologies is a good idea.

Using AI technologies is a smart way to get things done.

Adapted from Choung et al. (2023)

 $All\ items\ are\ based\ on\ a\ 6-point\ Likert\ scale\ (1=Strongly\ Disagree\ to\ 6=Strongly\ Agree).$

Table 5. Items for Decision-Making Styles

Decision-Making Style

When I am in the car listening to the radio, I often check other stations to see if something better is playing, even if I'm relatively satisfied with what I'm listening to.

I often find it difficult to shop for a gift for a friend.

Adapted from Schwartz et al. (2002)

Choosing a movie from streaming services is really difficult. I'm always struggling to pick the best one.

All items are based on a 6-point Likert scale (1 = Strongly Disagree to 6 = Strongly Agree).

Table 6. Items for Information Processing Styles

Information Processing Styles

Textual information processing style

I enjoy tasks that require the use of words.

I do a lot of reading.

I like to learn from words.

Visual information processing style

My thinking often consists of mental "pictures" or images.

Adapted from Childers et al. (1985)

I generally prefer to use a diagram rather than a written set of instructions.

When I forget something, I often try to make a mental "picture" to remember it.

All items are based on a 6-point Likert scale (1 = Strongly Disagree to 6 = Strongly Agree).

Appendix C Reading Span Task

Note: To measure participants' actual working memory capacity, we implemented a reading span task following the algorithm of Oberauer et al. (2000): In the experiment, we first provided participants with instructions for the reading span task (see Figure 5). We implemented a sample round with two sentences (see Figure 6 for an example) and a recall phase with brief instructions (see Figure 7) to ensure that participants understood the procedure. After the sample round and for the actual reading span task, we showed participants five rounds of three sentences each (see Figure 8 for an example), followed by a recall phase after each round (see Figure 9).

To construct the sentences, we followed the suggestions of Oberauer et al. (2000) and ensured that each sentence was between four and seven words, syntactically simple, clearly identifiable as "true" or "false", and ended with a familiar noun.

Final task of the experiment:

In the following you will be shown different sentences for 4 seconds each. Within these 4 seconds, please decide whether the sentence is true or false by clicking on the corresponding button. Also remember the last word of each sentence.

The procedure consists of five rounds. In each round, you must evaluate the sentences and then reproduce the last word of each sentence. Upon completion of the final round, you will receive your completion code.

To illustrate this task, a **sample round** is provided on the next page. Once you understand the instructions, click the "Start sample round" button. Please note that the first sentence will appear immediately after you click the button.

Start sample round

Figure 5. Instructions for the Reading Span Task

Sample Round

The sun likes to play soccer.



Figure 6. Example Sentence for the Sample Round

Please enter the last word of each given sentence. Once you have entered all the words you can remember, click the "Start the test" button. Please note that the test will begin immediately after you click the button.

Please enter the last word of the first sentence.

Please enter the last word of the second sentence.

Start the test

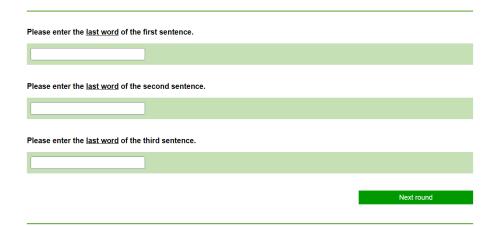
Figure 7. Recall Phase for the Sample Round with Instructions

Round 2 out of 5

Elephants are excellent at playing chess.



Figure 8. Example Sentence for the Reading Span Task



 $\textbf{Figure 9.} \ \text{Recall Phase for the Reading Span Task}$

References

- Childers, T. L., Houston, M. J. & Heckler, S. E. (1985), 'Measurement of Individual Differences in Visual Versus Verbal Information Processing', *Journal of Consumer Research* 12(2), 125– 134.
- Choung, H., David, P. & Ross, A. (2023), 'Trust in AI and Its Role in the Acceptance of AI Technologies', *International Journal of Human–Computer Interaction* **39**(9), 1727–1739.
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