**Feedbacks for PILOT 1 (26-27/04/2023 – 10 SUBJECTS)**

BLUE: not reliable comment / comment I don’t agree with

GREEN: changes to adopt / implement

RED: aspects to discuss

**INTRODUCTORY PAGE:**

General:

* Change title (now it is “New Version of HUPLACLIP”) V

Text:

* “you will receive INSTRUCTIONS…” V
* “…in case you HAVE questions regarding…” V
* “…AND THAT of the other volunteers” V
* Privacy 🡪 “will be stored ON servers located in the EU” V
* “…also in case results WILL/WOULD BE PUBLISHED V
* “…data will be handled according to EU REGULATION V
* Space after "GDPR". V
* Dot after following sentence V

**INSTRUCTIONS:**

General:

* Single swaps 🡪 using the same color for highlighted rows and a different one for columns? (NO) V
* Swaps in square – triangles 🡪 she had a feeling it was not necessary to move from the squares to triangles (she suggested that we could go directly to the shuffles).
* 2 participants had the impression that the part about the single swaps in squares and triangles was not really helping them in deciding where the clique was. They suggested that we could directly show the stimuli and explain the shuffle.
* During shuffles 🡪 more than one participant thought the increase in the number of nodes could have been faster, making the instructions shorter.  
  (PER IL MOMENTO TENERE COSI, DIMINUIRE SOLTANTO IL NUMERO DI IMMAGINI CON INCREASING SIZE) V
* Coupled triangles like in task 🡪 don’t make the left triangle disappear but leave it on screen and add the other one (saving one image). If possible, try to align the height of consequent images. V

Text:

* Check usage of "regular checkerboard" or "chessboard" when they are regular. V
* Square-triangle transition: let's cover A PART (not “half”) of the square. V
* Square-triangle transition: using "..." between shaded and fully covered image. V
* A dot is missing in this part at the end of a sentence. V
* “Switching two rows and columns TRANSFORMS (non “transformed”) the original triangle” V
* Vertical triangle (first one pointing right) 🡪 “Let's consider a FLIPPED VERSION of the initial triangle.” V
* Indicate which is the last page where it is possible to you can go back V
* During swaps and shuffles 🡪 avoid repeating same sentences over and over, since it is possible to go back  
  (“AGAIN, a shuffle is the transformation …, as shown above.”) V
* Shuffle in non-regular checkerboard 🡪 “ALSO IN THIS CASE, a shuffle is the...” (same modification, but different starting image) V
* When increasing size during shuffles 🡪 “it is also possible to shuffle TRIANGLES WITH MORE TILES (not “bigger”, they are not physically bigger but only more “dense”)”. Poi: “ALSO IN THE CASE OF MORE TILES; a shuffle is the...” V
* THE TRIANGLES OF THE EXPERIMENT WILL LOOK LIKE THIS (not "this will be the size of the bigger triangle...") V

**TUTORIAL:**

General:

* Communicate the idea that the task will become very difficult, including some difficult examples in the tutorial or increasing the difficulty as it goes on, like in the task.  
  (“THIS is a more difficult example”, rimarca di più, in part 1)
* Suggesting subjects that shuffling will be useful in the more difficult trials. Some subjects did not really use the help of the shuffles. (SOTTOLINEATO IN SCHERMATA PRE-ESPERIMENTO)
* Underlining the fact that there is no penalization in using shuffles, and that being fast is not important. (SOTTOLINEATO IN SCHERMATA PRE-ESPERIMENTO)

**Part 1:**

General:

* When starting tutorial, she was expecting to see the red version first (however, in the instructions it is indicated that the graphs will be black in the real experiment)

Text:

* It’s written "use the right or left arrow”🡪 it should be "left or right." V

**Part 2:**

General:

* Some subjects did not understand that shuffles were starting from zero at every couple of graphs (SOTTOLINEATO IN SCHERMATA PRE-ESPERIMENTO)  
  (ONLY UPDATE INTERFACE ACCORDING TO TASK)
* Change sequence of images 🡪 SHUFFLE 1 - SHUFFLE 2 - SHUFFLE 3 - FEEDBACK & SOLUTION (red clique indicated + score green/red. In this way, the next visualization is the following trial).

Text:

* Explicitly say how many shuffles there will be during task (“during the task, you will have … shuffles for each couple of graphs”)

**AGREEMENT TO START EXPERIMENT:**

(“THE EXPERIMENT IS DIVIDED IN … BLOCKS OF … TRIALS EACH. THE DIFFICULTY OF THE TASK WILL GRADUALLY INCREASE AS YOU PROGRESS THROUGH EACH BLOCK. THERE IS NO PENALTY FOR USING SHUFFLES, AND YOU WILL HAVE … SHUFFLES FOR EACH TRIAL. REMEMBER THAT YOU CAN USE THEM, ESPECIALLY IN HARDER TRIALS. THERE IS NO TIME LIMIT FOR COMPLETING THE TASK.” Aggiungi imagine blocks come quella inviata da Eugenio)

**TASK:**

General:

* ADD SOUND to task (“FreeSound” 🡪 “Retro Coin…”, “Shuffle.wav”, “BMacZero”)
* Decrease number of shuffles to 10 (so that also participants that use them more are faster in completing the experiment)
* Participants that were not using many shuffles could have done also more blocks (6?) 🡪 maybe reducing the shuffles could allow to add 2 more blocks?  
  (10 SHUFFLES, 6 BLOCCHI 🡪 ca. 40 minuti). Calcolare tempo per ogni blocco, poi fare per 6 per stimare tempo totale.
* Since the task becomes quite hard on the eyes, suggesting to wear glasses before starting.
* The list in the feedback page between blocks should be aligned.
* Insert inter-trial-interval to avoid sensory memory/after effect.
* A participant was expecting to see red tiles appear after giving an answer (we could prevent this by specifying in tutorial (pt. 1) that the red clique will not appear during the real task).
* A subject did not understand what shuffles meant, he was thinking that one space bar press randomized the graph, and another one was taking the graph back to the previous visualization (he rushed through the instructions so maybe he did not read it carefully).
* Communicate score of last trial of blocks (possibility 🡪 feedback page between blocks: “Your last trial was CORRECT (in green) / WRONG (in red)”…)
* Score always …/30 🡪 so that the subjects know when the block will finish and have a “goal”  
  (2 LINEE SEPARATE: TRIAL … / 30. Sotto: SCORE: 15(in rettangolo verde/rosso) )
* A participant thought that using more shuffles resulted in more difficult following trials.

**BROWSER COMPATIBILITY/VISUALIZATION ISSUES:**

* Anna: intro page cut at the bottom + score during task cut on the side + low quality of images (tutorial pt. 2) with Firefox (version 112.0.2 (64-bit))

RIPROVARE CON ISTRUZIONI NUOVE DEL TASK (sempre su Firefox), controllando se c’era già uno scaling del sistema operativo in atto (“DPI scaling in browsers”)

RIPROVARE CON UN ALTRO BROWSER

(togli overflow??)

* Irmak: not visualizing the text (FillText) with Safari (version 14.1.1). It was okay on Paolo’s (version 16.4)
* Sasha: the title “INSTRUCTIONS” was not centered on the screen in Safari (version 16.3)
* Nawal: bad quality of images during Tutorial (pt. 1) with Chrome (version 112.0.5615.138)