Final Study Protocol

Instructions:

- Prepare a device where the participant can interact with the app.
- Have a stopwatch ready.
- Have the study protocol handy and be able to document data.
- Have the questionnaire ready.

Participant data collection

1. Ask and note the answers to the following questions:

   1. What is your current living situation (specifically find out if they live in a shared flat)?

      A: A shared flat with a friend.

   2. Do you encounter any challenges living with other people (if they do) considering getting the tasks done around the house?

      A: Yes!

   3. Do people in your household use apps for managing chores?

      A: Yes, we use Flatastic.

      i. No -> Would you consider using apps to manage chores in the future?

         A:

      ii. Yes -> Continue

   4. What are key labels or categories you would use to sort your chores to order them nicely (Don't make examples as it could influence the participant, but let them know the purpose of the categories)?

      A: Per Room / clear repartition of the diff. tasks.

   5. Do you prefer having more data on the screen by default or on demand (in regards to the collapsible elements in variant B)?

      A: On demand!

Familiarization

2. Let them create a task/chore and explain all fields they are able to customize.
3. Let them search that task/chore within the list of tasks/chores.
4. Let them open that task/chore and process the information provided, explain the elements further if needed or asked.
5. On demand let them familiarize more.

Trial

For the following tasks do not hint strongly that they should read the description well, as they're expected to notice hidden messages in the description by themselves!

6. Reset the session to the trial environment (to make sure they can't learn answers they are asked to provide in the trials) and inform them about the reset to not confuse them.
7. Let them find all tasks they have to finish in the next three days and open them to read their description. Tell them to leave the phone on the table and not look at it until you said "Start", that they should say "Stop" when they are done. Start the stopwatch when you said "Start" and stop it when the participant said "Stop".
8. Let them find all tasks from the following categories that are in the "Kitchen" and all tasks assigned to "Günther" and read their description. Tell them to leave the phone on the table and not look at it until you said "Start", that they should say "Stop" when they are done. Start the stopwatch when you said "Start" and stop it when the participant said "Stop".

10. **In which round are you?**
1. **First -> Do not ask them about the hidden messages either, but only after doing the second prototype not to make them aware of them!**
2. **Second -> Ask them now and note down if they noticed the hidden message, and for which variant they did.**

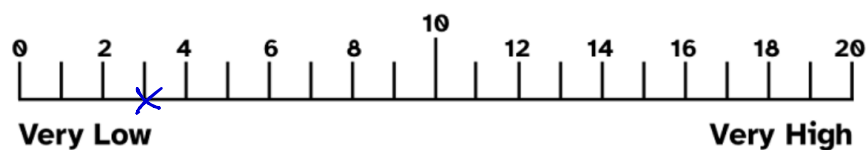|	A	B
	25	19
	8	35

Questionnaire

11. Let them fill out the usability questionnaire.

Questionnaire round1:

1. How much mental and perceptual activity was required (e.g., thinking, deciding, calculating, remembering, looking, searching)?
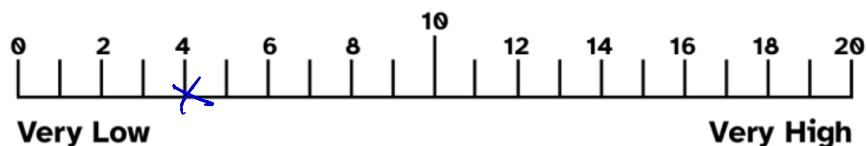
The **MENTAL DEMAND** was

Score:

2. How much physical activity was required (e.g., pushing, pulling, turning, controlling, activating)?
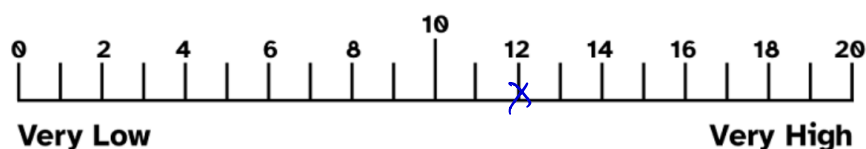
The **PHYSICAL DEMAND** was

Score:

3. How much time pressure did you feel due to the rate or pace of the task?
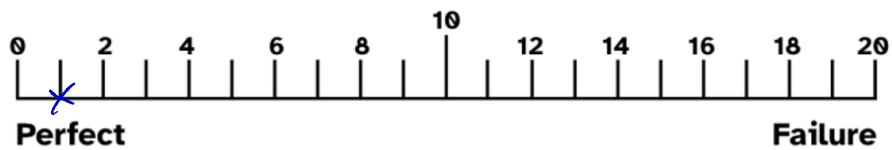
The **TEMPORAL DEMAND** was

Score:

4. How successful do you think you were in accomplishing the goals of the task set by the conducting person (or yourself)?
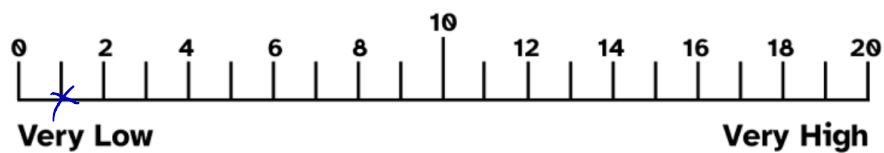
My **PERFORMANCE** was

```
        10
0    2    4    6    8    |    12   14   16   18   20
L |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
  ✗
Perfect                                      Failure
```

Score:

5. How hard did you have to work (mentally and physically) to accomplish your level of performance?

My **EFFORT** was

```
                         10
0    2    4    6    8     |    12   14   16   18   20
L |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
   ✗
Very Low                                    Very High
```

Score:

6. How insecure, discouraged, irritated, stressed, and annoyed versus secure, gratified, content, relaxed, and complacent did you feel during the task?

My **FRUSTRATION** was

```
                         10
0    2    4    6    8     |    12   14   16   18   20
L |  | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
      ✗
Very Low                                    Very High
```
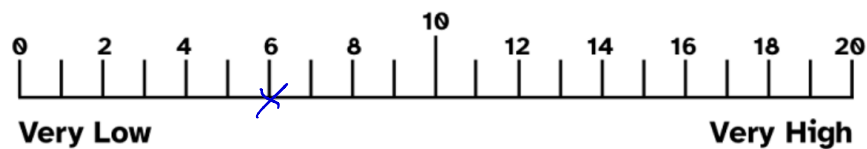
Score:

Round 2

12. Repeat the same steps for the second variant.

Questionnaire round 2:

1. How much mental and perceptual activity was required (e.g., thinking, deciding, calculating, remembering, looking, searching)?
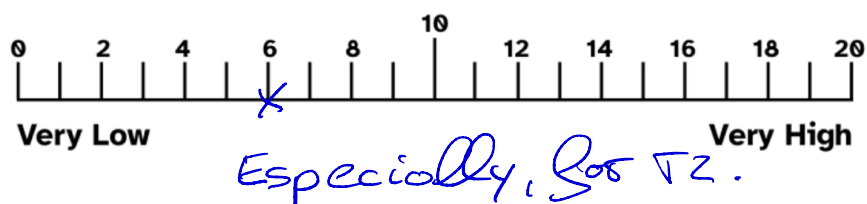
The **MENTAL DEMAND** was

Score:

2. How much physical activity was required (e.g., pushing, pulling, turning, controlling, activating)?
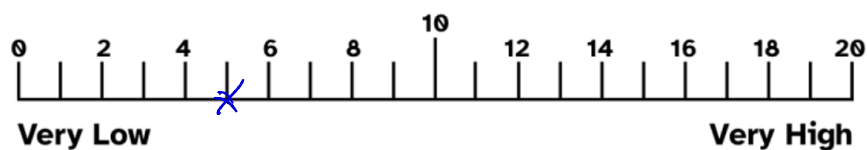
The **PHYSICAL DEMAND** was

Especially, for T2.

Score:

7. How much time pressure did you feel due to the rate or pace of the task?
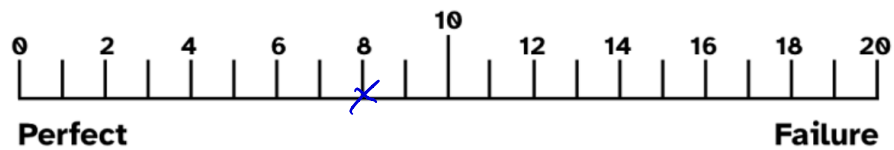
The **TEMPORAL DEMAND** was

Score:

8. How successful do you think you were in accomplishing the goals of the task set by the conducting person (or yourself)?
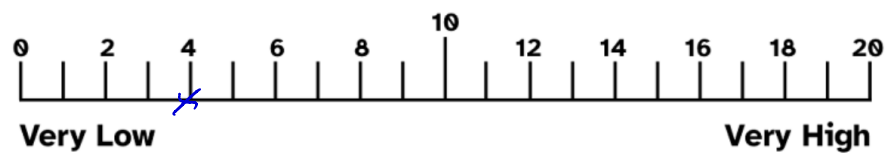
My **PERFORMANCE** was

```
       10
0   2   4   6   8      12  14  16  18  20
└─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┤
              ✗
Perfect                          Failure
```

Score:

9. How hard did you have to work (mentally and physically) to accomplish your level of performance?

My **EFFORT** was

```
                  10
0   2   4   6   8      12  14  16  18  20
└─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┤
        ✗
Very Low                      Very High
```

Score:

10. How insecure, discouraged, irritated, stressed, and annoyed versus secure, gratified, content, relaxed, and complacent did you feel during the task?

My **FRUSTRATION** was

```
                  10
0   2   4   6   8      12  14  16  18  20
└─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┴─┤
      ✗
Very Low                      Very High
```

Score:

Qualitative Feedback

13. Debrief the session. Talk with the participant about:

1. Which variant they liked better and why?

   A: VA was better for an overall overview. However, VB was better for finding my own chores, which is probably the goal of the app.

2. What are the pros and cons of each prototype?

   A: See question 1.

3. Do you see a reasonable way to combine the best of both variants?

   A: Yes, start the app with my own chores, but still give me the possibility of grouping them differently.

4. Are there other general improvements or feedback you'd give for the prototype?

   A: Only send a reminder once per day.