

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: *I'm living with my girlfriend in a shared apartment.*

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: *No*

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

A: *No*

- 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: *Chores for every room. • Cleaning
 • Laundry
 • trash*

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".

A	B
17	13
4	14

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.

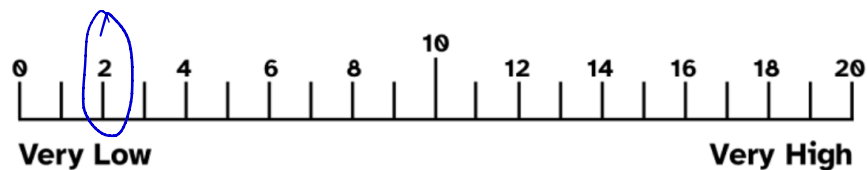
Questionnaire

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)?

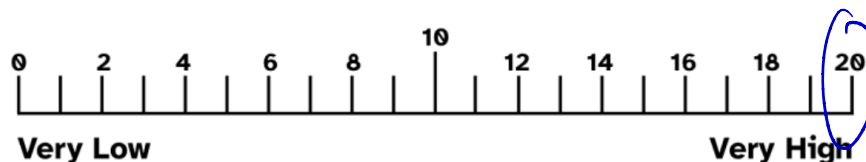
The **PHYSICAL DEMAND** was



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)?

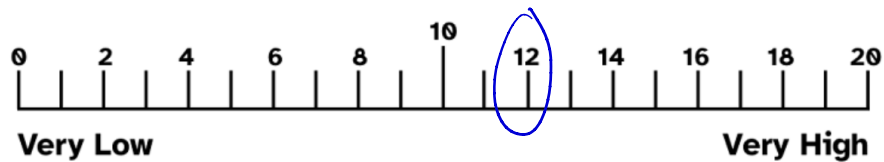
My **PERFORMANCE** was



Score:

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

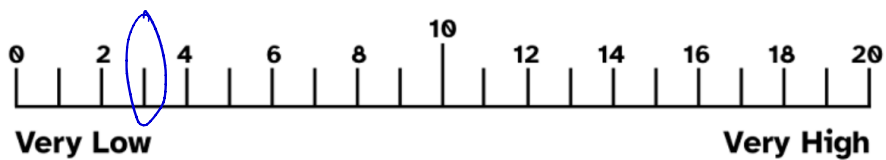
My **EFFORT** was



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



Score:

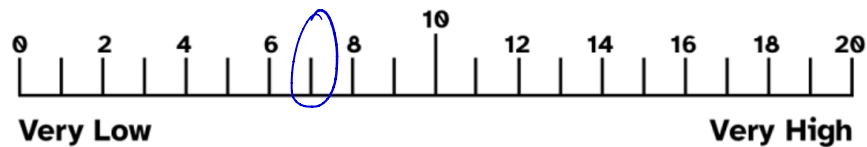
Round 2

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)?

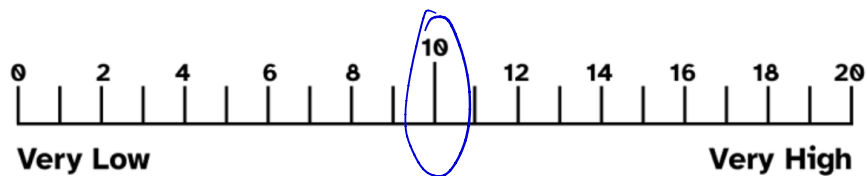
The **MENTAL DEMAND** was



Score:

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

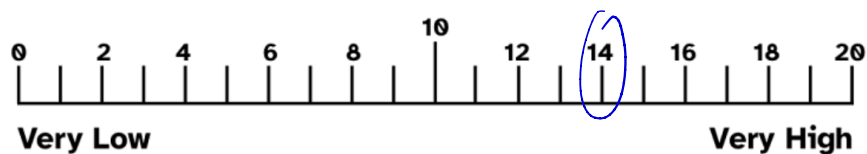
The **PHYSICAL DEMAND** was



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)?

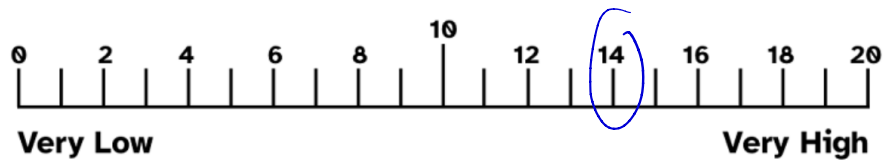
My **PERFORMANCE** was



Score:

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

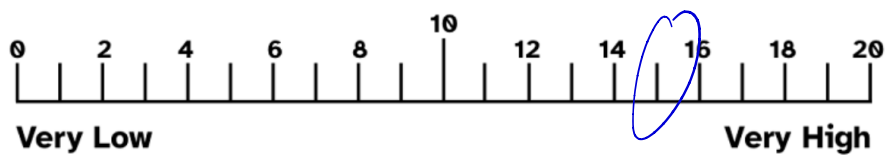
My **EFFORT** was



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



Score:

Qualitative Feedback

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

1. Which variant they liked better and why?

A: B since I just wanna know what I have to do

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

Pros A: see what has to be done per room
A: Pros B: see what you have to do

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

Cons A: too much info
Cons B: hard to find others and rooms
A: Add sorting option at variant B for
• Time
• Persons
• Rooms

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

A: —