

# Study protocol G-06

Participant ID's: Ian : 1-9;, Lothaire: 10-19, Marco: 20-29, Sophie: 30-39, Markus : 40-49

## Introduction and Setup

1. Welcome participant
2. Participant fills out demographic questionnaire #1, assign them a unique ID of your pool
3. Run npm with vue app on laptop
4. Open browser on phone (needs to be on same network, might not work on public network), navigate to local address of vue npm server, scroll such that address bar goes away
5. Explain the study purpose to the user:
  - a. First, explain to him/her the context of the app: suppose the app knows the energy usage of all of the devices at his/her home, the app wants to motivate the users to consume less energy
  - b. What is measured is how the user interacts with the app
  - c. Tell him/her what the participant needs to do (not play the game just do the tasks)
6. Explain all the screens to the user
  - a. On Dashboard, explain sand watch and challenges, show how to accept them
  - b. On Ranking, show what rankings exist and how to switch between them
  - c. On Shop, show where bought and buyable themes are, how to buy and equip them
  - d. On Usage, show how to switch timeframes and how to go into details (do not forget the bubble button)
  - e. Quickly show settings but tell them it's not relevant to the test
7. Explain the answer sheet and have the user read everything on it, ask if they have any questions, provide them a pen, and fill in ID beforehand

## Study

8. Navigate to dashboard
9. Reload page to restart timer, then give phone to user
10. Participant performs task with prototype A or B
11. When finished participant fills out questionnaire #2, ask them for any comments
12. IMPORTANT: go to settings -> debug-menu and note all 8 relevant numbers
13. Reload page to restart timer, then give phone to user
14. Participant performs task with Prototype B or A
15. When finished participant fills out questionnaire #2, ask them for any comments
16. IMPORTANT: go to settings -> debug-menu and note all 8 relevant numbers

## Debrief

17. Participant fills out questionnaire #3
18. Verbally ask participant about any comments
19. Debrief
20. Dismiss participant

## Experiment procedure

### *Task A*

1. A Locate the challenges section on the dashboard, locate and accept the **dishwasher challenge** and **solar panel challenge**, fill the reward into the sheet.
2. A Move on to the rankings, find your place on the **monthly worldwide ranking** and the **yearly friends ranking** and fill it into the sheet.
3. A Move on to the usage, find the electricity usage of your **Fridge** over the last 24h and the usage of your **Chargers** over the last month and fill it into the sheet.
4. A Move on to the shop, find, buy and equip **Purple Dark**.

### *Task B*

1. B Locate the challenges section on the dashboard, locate and accept the **stove challenge** and the **TV challenge**, fill in the reward on the sheet.
2. B Move on to the rankings, find your place on the **yearly country ranking** and the **weekly worldwide ranking** and fill it into the sheet.
3. B Move on to the usage, find the electricity usage of your **Lighting** over the last 24h and the **TV Box** over the last month and fill it into the sheet.
4. B Move on to the shop, find, buy and equip **Purple Light**.

# Answer Sheet A

ID:

Reward of dishwasher  
challenge

Reward of solar panel  
challenge

Rank on monthly  
worldwide ranking

Rank on yearly friends  
ranking

Electricity usage of Fridge  
over last 24h

Electricity usage of  
Chargers over last Month

# Answer Sheet B

ID:

Reward of stove  
challenge

Reward of TV  
challenge

Rank on yearly country  
ranking

Rank on weekly  
worldwide ranking

Electricity usage of  
Lighting over last 24h

Electricity usage of TV Box  
over last Month