General User Experience Question

Annotation

* Give the user a small task to do first without any instructions(for example can you upload a video file and play it?) see how the user responds.
* Give the user the same task as stated above, provided with an instruction and see how the user responds.

Visualisation

* Give the user a small task to do first without any instructions(for example, can you upload a CSV file to the website?) and see how the user responds.
* Give the user the same task to down with the pop-up instructions(for example, can you upload a CSV file to the website?) and see how the user responds.

Live Audio

* Give the user a small task to do first without any instructions(for example can you record an audio clip?) and note their response
* Give the user the same task as stated above with the pop-up instructions and see how the user responds.

– Sunny –

Survey on the design and functionality of EmotionGUI, ‘How satisfied are you with …?’ on a 5 point scale (negative to positive)

- General design of the tool

- Intuitiveness and usability of its features

- Effectiveness of the tool

What should be provided to people participating in the survey

: the URL address to have access to the EmotionGUI website

Instructions are prompt when accessed for the first time or can be read on a ‘Help’ tab whenever needed by a user

The survey can be categorised into 4 sections;

1. General

o About the effectiveness of the overall layout and design of the website;

§ position of tabs and help pop-up window etc

§ Compatibility with all web browser providers

§ Representation of emotions on a 2D model

2. Annotation

o Intuitiveness of annotating emotional data on 1D

o Intuitiveness of annotating emotional data on 2D

o Experience with colour coding w.r.t emotional states and colour gradation w.r.t. time

o Presentation of video and audio files

o Control of the media file

o Usability of buttons related to annotation such as clear, re-annotate, save data

3. Visualisation

o Intuitiveness of visualising emotional data on the 2D plot

o Experience with visualising VA data with the time dimension

o Experience with VA data colour coded with emotional change

o Clarity of plotting multiple series of VA data

4. Live Audio recordings

o Intuitiveness of recording verbal data through mic

o Experience with visualising speech signal as being recorded

o Control of buttons to re-play the recorded verbal data and to save the verbal data

Questions on the general design of the website

- Did you like the overall design of the website?

- Were you able to find links easily?

- Were you able to navigate to other pages easily?

- Did you find the pop-up ‘Help’ window useful?/ Did you find the content on ‘Help’ tab useful?

- Did you find the emotion labels on the 2D plot useful?

- Were you able to get all the necessary features on your web browser?

- Did the website render well in your browser?

- Did you experience the website lagging?

- What would you like to change on our existing website?

- What do you like most about our website?

- Would like to revisit our website?

- How likely are you to recommend our website to other researchers?

Questions on Annotation

- How easy was it to mark the valence and arousal values simultaneously on the 2D plot?

- How easy was it to rate the valence or arousal value on a slider?

- Did you find marking emotional data with different colours related to its emotional state useful?

- Did you find representing the time dimension by decreasing the size of the circular pointer useful?

- How do you rate the presentation of the media player and annotation plot on a single webpage?

- Did the media player have the needed control?

- Did the annotation have all the control needed?

- Did you find it easy to re-annotate while modulating the media player?

Questions on Visualisation

Questions on Live Audio recording

- Did you find easy to record an audio data?

- How effective did the features provided help you capture real-time audio data?