### Links

Notes folder:
Zoom:
Recruitment:
Demographics survey:
Participant design link:
(testing link:)
Design task:
Admin panel:
Interview:

Background survey: Payment form:

# Prep

Send out recruitment survey
Add to Study Tracking spreadsheet
Send out calendar invite with Zoom link

## Part 0: Setup

- Introduce ourselves for rapport
  - I will be walking you through the study and interviewing you at the end, \_\_\_\_
     is(are?) here to help take notes and manage logistics of the study. We're excited to have you here, thank you for being willing to do this study.
- Consent form
- [allow multiple share] Ask participant to test screen share we will only ask you to share during the design task
- Start recording just want to double check that it is ok to record the Zoom?

# Part 1: Demographics survey

[paste link] Demographics survey:

Here's a first demographics survey. You're participant number \_\_\_\_. Please feel free to let us know if you have any questions, and let us know when you are done.

Part 2: Design tool tutorial

[for us] Admin panel:

For the next two parts, we will ask you to share your screen. Also, just as a heads up I'll/we'll be turning off our cameras for this part just to make sure the Zoom recording is of your screen:)

# [paste link] Participant design link:

First, we'll have you do a few quick tasks and then walk you through the interface so you have a chance to familiarize yourself with the tool. We pasted the link into the Zoom chat.

Can you launch that and share your screen?

# [paste link] Design task:

The next link describes the design task for the study, please skim it quickly, but we'll be giving you a quick tutorial of the tool first, we just want you to have some context of what the task will be.

#### Feedback panel:

On the right, we have the "Principled Feedback" panel. At any point in your design process, you can click through the **principle** tabs (hierarchy, alignment, etc.) to read a quick description (click "**show more**" to expand one) of each as well as **common issues** that come up in design that break these principles. For now you can see on the 'All' tab that there is no feedback. Does that all make sense?

### Quick tasks (emphasize that these are tutorial tasks):

- Change the background color to a shade of blue
- Set the first image in Background section as the background image
- Adjust the Brightness of the background image to 70
- Add the text "Hip Hop Dance Workshop" to the canvas
- Change the text color to white
- Change the size of the text to 180 and set it to right-justified
- Add the boombox from the Graphics section to the canvas and crop out the handle at the top
- Add a green square to the canvas, and set the border thickness to 3
- Place the square behind your text

# Feedback panel (cont):

- [admin panel:]
  - [unsuitable image manipulation: The brightness of the background is too low, making the content hard to see.]
  - o [content obscured: The background image is slightly obscured by the title.]
  - [inconsistent color choices: The green color of the rectangular element is not reflected elsewhere in the design.]

- Notice the **request feedback** button at the top left corner of the feedback panel. Also note that it has a little purple dot, meaning that there is feedback available. Can you click on that?
  - You'll see now that the tool presented a few "issues" it identified in the current design
  - Note that these are issues relating to design principles, and that the tool won't be giving feedback on general style or if it matches the overall theme these aesthetic choices are up to you
  - Right now you see them also annotated by number/location on the canvas. There is a toggle next to the request feedback button where you can turn annotations on/off whenever you'd like.
  - Please click on an issue and skim the corresponding information. (you'll see this one is listed as "issue under ..." you can then click on the corresponding principle tab for more information. click "show more" to expand explanation and recommendation) Any questions?
  - Now let's pretend you used one of the recommendations to address the corresponding issue. Note that you'll have to request feedback again if you want to check on if the tool believes you've resolved the issue. You can actively resolve the issue by clicking the **resolved** button. For now, you can click the **resolved** button and the issue will go away.
  - If you don't agree with an identified issue, let's say that's the case with this second issue. You can also click **dismiss** to make it go away.
- At the bottom, you have the "Design Elements" panel

Do you want a little more time to play around with the tool?
Can you clear the page for the next task? and dismiss the remaining issues
Does everything seem clear? If so, we'll move on to the main design task.

#### Part 3: Design task

[manage admin panel – check present issues and annotate specific issue location, uncheck any dismissed/resolved issues; take screenshots each time you add a comment] Admin panel:

As a reminder,

Your goal is to work towards a design that effectively communicates event details, is visually appealing, and meets the provided requirements.

While designing, also use this as an opportunity to learn to develop your design skills.

Please explore the tool and work on your design. We will give you 20 minutes to design, but don't worry if you don't finish in the allotted time. On the other hand, also feel free to let us know if you are done and satisfied with your design earlier.

Please talk aloud as you design, describing your thought process in generating your design.

### [set timer]

### Probes:

- Feel free to just ignore the resolution issues, this is just a technical limitation of the tool
- Please talk aloud as you design describing what you are doing and why, so we can better understand your design process.
- We've noticed that you aren't interacting with the right panel, just want to remind you that it is there for you to reference.
- Note that you'll have to request feedback again if you want to check on if you've resolved an issue, or you can actively resolve the issue.

save as png, add to zoom chat

#### Part 4: Interview

# [take notes] Interview:

We are now going to ask you to reflect on your design process in an open-ended interview, we'll mostly be asking you for your thoughts on the experience and any feedback you might have for us on the tool.

## Part 5: Payment

Thank you for participating. This form is to just collect information for payment, also feel free to stop sharing screen whenever.

[paste link] Payment form: