Feedback Experiment - GLAMICA

Every participant gets this questionary in advance.

Instructions:

You will be testing a smart glasses-based support system designed to assist people with dementia. You will perform the following tasks in the listed order:

1. "Make a Glass of Water"
2. "Make a Cup of Tea"
3. "Cook Rice"
4. "Cook Pasta"

Please ask more questions than you normally would during these tasks (e.g., about the process, item locations, or what you can cook with available items) to test the system's capabilities.

Note: Do not use voice input to preserve your anonymity.

After completing all tasks, please rate the following statements from 1 (Strongly Disagree) to 5 (Strongly Agree). You may also provide reasons for your ratings and add general notes at the end.

After completing all tasks, you will be asked to:

- Rate a series of statements from **1 (Strongly Disagree)** to **5 (Strongly Agree)**, with the option to provide reasons.
- Answer several Yes or No questions about your experience.
- Provide additional feedback notes at the end.

Detailed Rating Scale Explanation:

Please rate the following statements on a scale from 1 to 5:

- **1 – Strongly Disagree:** The statement is never or almost never true in your experience.
- **2 – Disagree:** The statement is rarely true.
- **3 – Neutral:** The statement is sometimes true—about half the time.
- **4 – Agree:** The statement is usually true.
- **5 – Strongly Agree:** The statement is always or almost always true for you.

Statements:

Statement	Rating	Reason
The system always described the steps logically and in the right order.		
The system helped me remember what to do next.		
The system always directed my right to find items.		
The system correctly identified what I was looking at.		
The system's voice responses were timely and appropriate.		
The system made me more aware of potential risks (e.g., leaving the stove or faucet on).		
Reminders were helpful without being annoying.		
The system was easy to use and understand.		
The system worked reliably throughout the tasks.		
I did not feel patronized or talked down to by the system.		

Yes or No questions:

Question	Yes	No
Did you feel confident using the system after a few minutes?		
Did the system ever confuse or distract you during a task?		
Did the system support you in completing the tasks more efficiently?		
Did you find it hard getting used to the system?		
Were the answers you got precise?		

Other Notes:

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Quantitative analysis (to be done by the experimenter):

Here the experimenter does a quantitative analysis of the previous experiment. For this the six main functionalities shown in the table below are analysed. Those are the rules for each category:

Part	Right	Wrong
Item direction	Number of correct item directions every time the user sends a prompt.	Number of incorrect item directions every time the user sends a prompt.
Gaze Target	Number of correct gaze-targets every time the user sends a prompt.	Number of incorrect gaze-targets every time the user sends a prompt.
Recognized items	Number of correctly identified items at the end of the recording.	Number of items that were not identified or identified incorrectly at the end of the recording.
Stove State	Number of times the stove state has changed, or a reminder was spoken correctly.	Number of times the state changed incorrectly, or a reminder was not spoken.
Faucet State	Number of times a reminder was spoken correctly.	Number of times a reminder was spoken incorrectly.

Making a glass of water:

Total Experiment time: XXX minutes

Part of the system	Count	Right	Wrong
Item direction			
Gaze Target			
Recognized items			
Stove State			
Faucet State			

Making a cup of tea:

Total Experiment time: XXX minutes

Part of the system	Count	Right	Wrong
Item direction			
Gaze Target			
Recognized items			
Stove State			
Faucet State			

Cooking Pasta:

Total Experiment time: XXX minutes

Part of the system	Count	Right	Wrong
Item direction			
Gaze Target			
Recognized items			
Stove State			
Faucet State			

Cooking Rice:

Total Experiment time: XXX minutes

Part of the system	Count	Right	Wrong
Item direction			
Gaze Target			
Recognized items			
Stove State			
Faucet State			