

Feedback Experiment - GLAMICA

Every participant gets this questionnaire 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.	5	It never gave any steps out of order and all of them were sensible.
The system helped me remember what to do next.	4	Most of the time when I forgot what to do next, it continued where I had left off.
The system always directed my right to find items.	4	Most of the times it got the direction correct, but not always.
The system correctly identified what I was looking at.	5	Whenever I inquired, looking directly at an object it never misidentified an object.
The system's voice responses were timely and appropriate.	4	While timely sometimes they were quite verbose, describing even trivial steps in a lot of detail.
The system made me more aware of potential risks (e.g., leaving the stove or faucet on).	4	The reminder for the faucet was very reliable and well done, but the stove is on/off was too easily triggered and sometimes gave erroneous results.
Reminders were helpful without being annoying.	5	The interjections were very noticeable but not excessively so. They will definitely grab your attention, but you could ignore them if you choose to.
The system was easy to use and understand.	5	Once I knew how to use the chat interface it was quite intuitive.
The system worked reliably throughout the tasks.	4	The system sometimes took a long time to register an object and the interaction with the stovetop reminder sometimes had false positives, but overall, the system worked reliably.
I did not feel patronized or talked down to by the system.	5	While it sometimes gave quite a bit of detail it was never patronizing.

Yes or No questions:

Question	Yes	No
Did you feel confident using the system after a few minutes?	X	
Did the system ever confuse or distract you during a task?	X	

Did the system support you in completing the tasks more efficiently?	X	
Did you find it hard getting used to the system?		X
Were the answers you got precise?	X	

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: 3 minutes 23 seconds

Part of the system	Count	Right	Wrong
Item direction	20	13	7
Gaze Target	7	7	0
Recognized items	4	3	1
Stove State	0	0	0
Faucet State	0	0	0

Making a cup of tea:

Total Experiment time: 4 minutes 12 seconds

Part of the system	Count	Right	Wrong
Item direction	36	28	8
Gaze Target	4	4	0
Recognized items	6	6	0
Stove State	4	1	3
Faucet State	2	1	1

Cooking Pasta:

Total Experiment time: 4 minutes 6 seconds

Part of the system	Count	Right	Wrong
Item direction	31	21	10
Gaze Target	3	3	0
Recognized items	7	6	1
Stove State	7	4	3
Faucet State	2	2	0

Cooking Rice:

Total Experiment time: 4 minutes 49 seconds

Part of the system	Count	Right	Wrong
Item direction	37	30	7
Gaze Target	2	2	0
Recognized items	7	7	0
Stove State	3	0	3
Faucet State	1	1	0