

## EXPERIMENT DESCRIPTION

SWANSEA UNIVERSITY - COMPUTER SCIENCE DEPARTMENT

The experiment will be set in a booked room in the Faraday Building of the Swansea University and it will involve 10 to 15 students from the Swansea University. The experiment consists in a 10 to 15 minutes *guessability* study which will involve each participant individually.

First of all the participant will be welcomed and delivered with the consent form papers, which will be also explained verbally; once the participant has understood and signed them, the actual experiment can begin. At this point the participant will be also delivered with a paper containing the user's task description: the document provides an introduction on what augmented reality is and it explain briefly what he will be asked to do during the experiment.

The first part of the experiment consists in a questionnaire to be filled by the participant: the questionnaire investigates on demographics and participant's skills towards the use of mobile technologies: collecting these information is useful to give context to the gathered data.

The second part of the experiment is the most significative one: the participant will be delivered with a mobile phone and he will be asked to use a mobile application which involves the augmented reality technology both to play autonomously and to achieve predetermined goals suggested by the researcher. These goal's aim is to understand which gesture the participant is likely to select, zoom and rotate an augmented artefact. During this phase the researcher will remind the participant to talk aloud.

Finally, in the last stage of the experiment, the participant will be asked answer some questions, which investigate on the overall experience, in order to catch insights remained dormant during the previous stage.

A small refreshment will be offered as rewarding.

The user's interaction with the mobile phone will be recorded in three complementary ways: the researcher will take note on paper, a logging mobile application installed on the phone will record the user's gestures and finally the entire scene will be video-recorded. Moreover, the finally interview will be audio-recorded.