Sound-augmented blankets - evaluation procedure

Test procedure [duration: c.a. 40 minutes]:

1. **Quick introduction [semi-structured interview - 5 minutes]:**
   1. How often do you think about heating in your apartment? How much control do you have over it? Are they aware of the financial cost of heating when making decisions over it?
   2. How, when and why do you use a blanket in your daily life? Do you ever use it as an alternative to increasing temperature on the thermostat? What scenarios come to mind?
2. **Explanation of the task [3 minutes]**
3. **Use case scenario [c.a. 35 minutes]:**
   1. **Space set-up [beforehand]:** The test space contains many objects as living room and kitchen, office space
   2. **Free exploration [observation – 5 minutes]:** users move freely in the space, exploring the properties of the prototype
   3. **Talk about it [think-aloud method – 5 minutes]**
   4. **Guided use case [observation – 10 minutes]:** take a walk in the yard with the prototype on to experience the difference in temperature conditions
   5. **Talk about it [think-aloud method – 10 minutes]**
4. **Short semi-structured interview [10 minutes].** Questions:
   1. How would you describe your experience with the blanket?
   2. Which was your favorite aspect about it? Which was your least favorite aspect about it?
   3. Is there something you would change? If yes, what and why?
   4. Could you imagine using an object like this in your daily life? In which situations?
5. **Numerical scales [3 minutes]** from User Experience Questionnaire.

User Experience Questionnaire

	1	2	3	4	5	6	7		
annoying	O	O	O	O	O	O	O	enjoyable	1
not understandable	O	O	O	O	O	O	O	understandable	2
creative	O	O	O	O	O	O	O	dull	3
easy to learn	O	O	O	O	O	O	O	difficult to learn	4
valuable	O	O	O	O	O	O	O	inferior	5
boring	O	O	O	O	O	O	O	exciting	6
not interesting	O	O	O	O	O	O	O	interesting	7
unpredictable	O	O	O	O	O	O	O	predictable	8
fast	O	O	O	O	O	O	O	slow	9
inventive	O	O	O	O	O	O	O	conventional	10
obstructive	O	O	O	O	O	O	O	supportive	11
good	O	O	O	O	O	O	O	bad	12
complicated	O	O	O	O	O	O	O	easy	13
unlikable	O	O	O	O	O	O	O	pleasing	14
usual	O	O	O	O	O	O	O	leading edge	15
unpleasant	O	O	O	O	O	O	O	pleasant	16
secure	O	O	O	O	O	O	O	not secure	17
motivating	O	O	O	O	O	O	O	demotivating	18
meets expectations	O	O	O	O	O	O	O	does not meet expectations	19
inefficient	O	O	O	O	O	O	O	efficient	20
clear	O	O	O	O	O	O	O	confusing	21
impractical	O	O	O	O	O	O	O	practical	22
organized	O	O	O	O	O	O	O	cluttered	23
attractive	O	O	O	O	O	O	O	unattractive	24
friendly	O	O	O	O	O	O	O	unfriendly	25
conservative	O	O	O	O	O	O	O	innovative	26