

MSCI 630 Experiment Script

Intro <1.5 minutes>

Hello, thank you for participating in our study today. Our team is investigating how people interact with alerts on their mobile phones (For example your mobile ringtone, notification alerts or emergency alerts). The results of the experiment today will be analyzed and presented as part of a term project for a Management Science course on Human-Computer-Interaction at the end of March.

The study is going to take approximately 15 minutes. We are going to ask you to play a computer game on this laptop and once the experiment is over, we have a few questions and a questionnaire we would like you to fill out. If at any time, you feel that you are unable to continue the study, please inform me (the researcher) and you can choose to leave. Additionally, we will be recording a video during the experiment to help us when we analyze the results, but the recorded footage will not be uploaded to any online cloud services. Your responses to the questions and questionnaire will also remain anonymous. We appreciate your honest feedback and cooperation in this study!

At this point and time, do you have any concerns or questions?

At this time, we would also like to ask you to turn off your mobile phone (or put it on silent/airplane mode)

Explanation of Task/ Training <1.5 minutes>

To start, I am going to explain the task you will be performing for the experiment. We would like you to play this game (Zuma Deluxe) and try to proceed as far as possible in 7 minutes (*Explain the game*). While you play the game, an alert may or may not go off on this mobile phone. When it does, you can choose to pick up the phone and dismiss the alarm (*Demonstrate with a test alarm with neutral tone*) or you can leave it ringing and dismiss it later. It is completely up to you to decide what to do. If you game over, please restart.

DISCLAIMER: All of the alerts that appear on this phone are part of the study and do not represent an actual threat or emergency. In the case of an actual emergency, we will inform you and stop the experiment.

While we set up, please take a few moments to familiarize yourself with the game. We will start the experiment at <time>.

<Give them 1 minute or so to try out the game>

INSTRUCTIONS FOR ALARM SETUP

Participant #	In 3 minutes	1 minute after 1st	2min. after the 2nd
1	PLEASANT	EXTREME	TEXT TO SPEECH
2	EXTREME	TEXT TO SPEECH	PLEASANT
3	TEXT TO SPEECH	PLEASANT	EXTREME
4	PLEASANT	TEXT TO SPEECH	EXTREME
5	EXTREME	PLEASANT	TEXT TO SPEECH
6	TEXT TO SPEECH	EXTREME	PLEASANT

Debrief/ Post-Task Questionnaire <5 minutes>

7 minutes have passed, thank you for completing the task. To better explain the objective of our study, we are not interested in your actual performance in the game. What we were actually interested in is your perception of the different alarm sounds and how this influenced your interaction with the alerts that appeared on the phone. Therefore, when we rewatch these videos, we will be looking at your reaction time, whether you stopped the alarm or not, etc...

Now, we have some follow-up questions about the 3 alarms that you heard during the experiment.

Open-ended questions < 1.5 minutes>

- a. Did you pay attention to the message on the screen?
- b. How did the different alarms affect your ability to play the game?

Questionnaire <3.5 minutes>

Next, we would like you to fill-out a questionnaire for each of the alarm sounds that you heard today. To remind you of the order of the sounds, I am going to replay them for you. Feel free to let me know if you have any questions.

<hand them the questionnaire sheets>

Thank you so much for your help today, have a nice day!

Pilot Questions

1. Is the game engaging enough? Would you prefer if there was BGM?
2. Did you consider pausing the game?
3. Are the sounds different enough? (is the pleasant one pleasant?)
4. Questionnaire fatigue, clarity of questions and how we should order the questions