

Description of Test Tasks

Prototype A: (Most information, colour, sound, sender, message text)

high importance activity like finishing an assignment that is due in the next hour

Model this with a game on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe weather they change tasks or stay on activity

Ask why they click off activity

Now please imagine that you are performing a task with low importance, such as watching tv.

Model this with a video on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe weather they change tasks or stay on activity

Ask why they click off activity

Prototype B: (Medium information, colour, sender)

high importance activity like finishing an assignment that is due in the next hour

Model this with a game on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe weather they change tasks or stay on activity

Ask why they click off activity

Now please imagine that you are performing a task with low importance, such as watching tv.

Model this with a video on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe weather they change tasks or stay on activity

Ask why they click off activity

Prototype C: (Least information, sound)

high importance activity like finishing an assignment that is due in the next hour

Model this with a game on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe weather they change tasks or stay on activity

Ask why they click off activity

Now please imagine that you are performing a task with low importance, such as watching tv.

Model this with a video on an iphone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe whether they change tasks or stay on activity
Ask why they click off activity

Prototype D: (Least information, colour)

high importance activity like finishing an assignment that is due in the next hour

Model this with a game on an iPhone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe whether they change tasks or stay on activity

Ask why they click off activity

Now please imagine that you are performing a task with low importance, such as watching TV.

Model this with a video on an iPhone

Ping order of notifications, every 20 seconds is a ping

<low>, <low>, <low>, <high>, <low>, <high>, <high>

Observe whether they change tasks or stay on activity

Ask why they click off activity