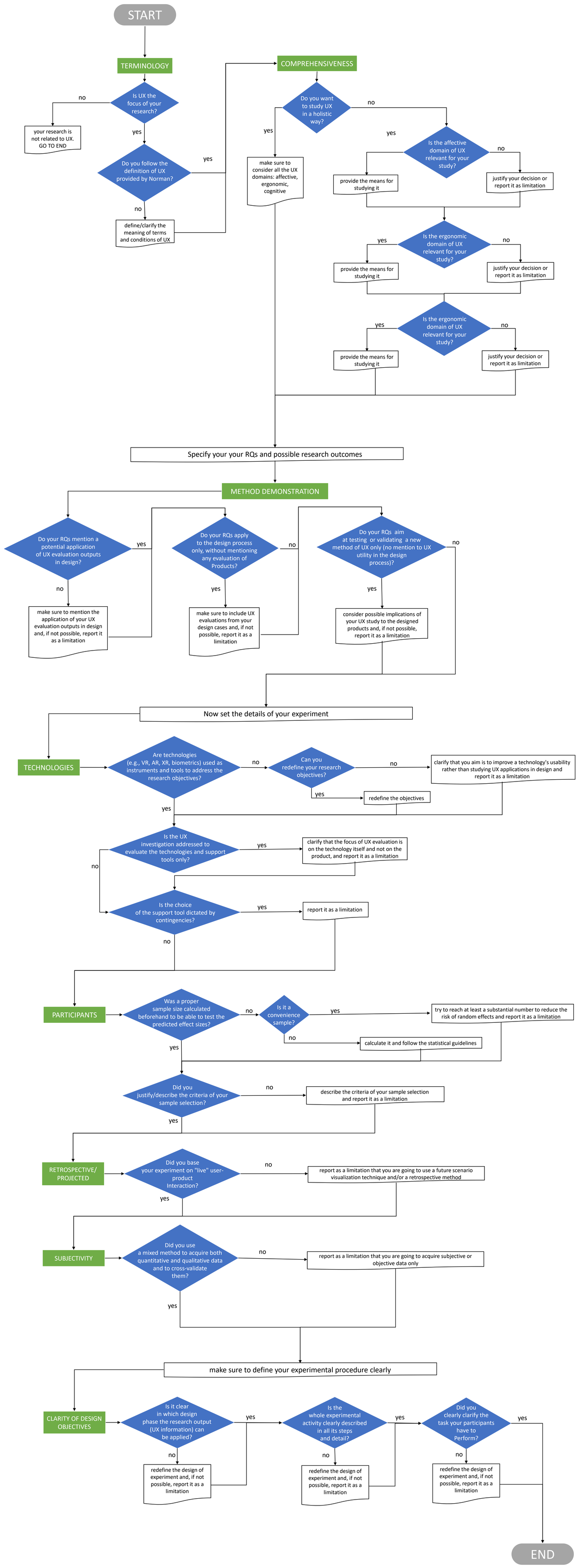
START
TERMINOLOGY
Is UX the focus of your research?
no
your research is not related to UX. GO TO END
yes
Do you follow the definition of UX provided by Norman?
yes
no
define/clarify the meaning of terms and conditions of UX
COMPREHENSIVENESS
Do you want to study UX in a holistic way?
yes
make sure to consider all the UX domains: affective, ergonomic, cognitive
no
Is the affective domain of UX relevant for your study?
yes
provide the means for studying it
no
justify your decision or report it as limitation
Is the ergonomic domain of UX relevant for your study?
yes
provide the means for studying it
no
justify your decision or report it as limitation
Is the ergonomic domain of UX relevant for your study?
yes
provide the means for studying it
no
justify your decision or report it as limitation
Specify your your RQs and possible research outcomes
METHOD DEMONSTRATION
Do your RQs mention a potential application of UX evaluation outputs in design?
yes
no
make sure to mention the application of your UX evaluation outputs in design and, if not possible, report it as a limitation
Do your RQs apply to the design process only, without mentioning any evaluation of Products?
no
yes
make sure to include UX evaluations from your design cases and, if not possible, report it as a limitation
Do your RQs aim at testing or validating a new method of UX only (no mention to UX utility in the design process)?
no
yes
consider possible implications of your UX study to the designed products and, if not possible, report it as a limitation
Now set the details of your experiment
TECHNOLOGIES
Are technologies (e.g., VR, AR, XR, biometrics) used as instruments and tools to address the research objectives?
no
Can you redefine your research objectives?
no
clarify that you aim is to improve a technology's usability rather than studying UX applications in design and report it as a limitation
yes
redefine the objectives
yes
Is the UX investigation addressed to evaluate the technologies and support tools only?
yes
clarify that the focus of UX evaluation is on the technology itself and not on the product, and report it as a limitation
no
Is the choice of the support tool dictated by contingencies?
yes
report it as a limitation
no
PARTICIPANTS
Was a proper sample size calculated beforehand to be able to test the predicted effect sizes?
no
Is it a convenience sample?
yes
try to reach at least a substantial number to reduce the risk of random effects and report it as a limitation
no
calculate it and follow the statistical guidelines
yes
Did you justify/describe the criteria of your sample selection?
no
describe the criteria of your sample selection and report it as a limitation
yes
RETROSPECTIVE/ PROJECTED
Did you base your experiment on "live" user-product Interaction?
no
report as a limitation that you are going to use a future scenario visualization technique and/or a retrospective method
yes
SUBJECTIVITY
Did you use a mixed method to acquire both quantitative and qualitative data and to cross-validate them?
no
report as a limitation that you are going to acquire subjective or objective data only
yes
make sure to define your experimental procedure clearly
CLARITY OF DESIGN OBJECTIVES
Is it clear in which design phase the research output (UX information) can be applied?
yes
no
redefine the design of experiment and, if not possible, report it as a limitation
Is the whole experimental activity clearly described in all its steps and detail?
yes
no
redefine the design of experiment and, if not possible, report it as a limitation
Did you clearly clarify the task your participants have to Perform?
yes
no
redefine the design of experiment and, if not possible, report it as a limitation
END