

Supplement to

Enhancing Craftsmanship: Evaluation of AR-Assisted Learning of Work Steps in Woodworking

Diana Grüger^{1*}, Kevin Krings², Sven Hoffmann¹, Nino Bohn¹², Thomas Ludwig²

¹University of Siegen, Information Systems, Siegen, Germany.

²University of Hagen, EduTech for Digital Transformation, Hagen, Germany.

*Corresponding author. E-mail: diana.grueger@uni-siegen.de

Contributing authors: kevin.krings@fernuni-hagen.de; sven.hoffmann@uni-siegen.de;

nino.bohn@uni-siegen.de; thomas.ludwig@fernuni-hagen.de

In Computer Supported Cooperative Work (CSCW): The Journal of Collaborative Computing and Work Practices

Table 1S: Overview of mean, variance and SD of all 26 items of the UEQ.

Item	Mean	Var.	SD	n	Left	Right	Scale
1	1.0	2.2	1.5	28	annoying	enjoyable	Attractiveness
2	1.8	0.8	0.9	28	not understandable	understandable	Perspicuity
3	1.4	1.4	1.2	28	creative	dull	Novelty
4	1.8	1.5	1.2	28	easy to learn	difficult to learn	Perspicuity
5	1.0	1.5	1.2	28	valuable	inferior	Stimulation
6	1.6	1.1	1.1	28	boring	exciting	Stimulation
7	1.8	1.5	1.2	28	not interesting	interesting	Stimulation
8	1.0	1.5	1.2	28	unpredictable	predictable	Dependability
9	-0.7	2.2	1.5	28	fast	slow	Efficiency
10	0.6	1.6	1.3	28	inventive	conventional	Novelty
11	0.8	1.5	1.2	28	obstructive	supportive	Dependability
12	1.4	1.4	1.2	28	good	bad	Attractiveness
13	1.5	1.8	1.3	28	complicated	easy	Perspicuity
14	1.0	1.1	1.1	28	unlikable	pleasing	Attractiveness
15	2.4	1.3	1.1	27	usual	leading edge	Novelty
16	1.4	1.6	1.3	28	unpleasant	pleasant	Attractiveness
17	1.0	1.4	1.2	28	secure	not secure	Dependability
18	1.2	1.7	1.3	28	motivating	demotivating	Stimulation
19	1.0	1.9	1.4	28	meets expectations	does not meet expect.	Dependability
20	0.7	1.3	1.2	28	inefficient	efficient	Efficiency
21	1.3	2.3	1.5	28	clear	confusing	Perspicuity
22	0.9	1.1	1.1	28	impractical	practical	Efficiency
23	1.9	1.4	1.2	28	organised	cluttered	Efficiency
24	0.9	1.3	1.1	28	attractive	unattractive	Attractiveness
25	1.0	1.0	1.0	28	friendly	unfriendly	Attractiveness
26	2.0	0.9	0.9	28	conservative	innovative	Novelty