

Questionnaires used in the study

User Experience Questionnaire (UEQ):

Laugwitz B, Held T, Schrepp M. Construction and evaluation of a user experience questionnaire. In Symposium of the Austrian HCI and usability engineering group 2008 Nov 20 (pp. 63-76). Springer, Berlin, Heidelberg.

[illegible]

The After-Scenario Questionnaire (ASQ):

Lewis JR. Psychometric evaluation of an after-scenario questionnaire for computer usability studies. ACM SIGCHI Bull. 23 (1), 78–81 (1990).

For each of the questions below, circle the answer of your choice .

1. Overall, I am satisfied with the ease of completing the tasks in this scenario.

Strongly Agree (1) 2 3 4 (5) Strongly Disagree

2. Overall, I am satisfied with the amount of time it took to complete the tasks in this scenario.

Strongly Agree (1) 2 3 4 (5) Strongly Disagree

3. Overall, I am satisfied with the support information (on-line help, messages , documentation) when completing the tasks.

Strongly Agree (1) 2 3 4 (5) Strongly Disagree

4. Overall, I am satisfied with the usefulness of the information presented in the tool.

Strongly Agree (1) 2 3 4 (5) Strongly Disagree

Persuasive Potential Questionnaire (PPQ):

Meschtscherjakov A, Gärtner M, Mirnig A, Rödel C, Tscheligi M. *The persuasive potential questionnaire (ppq): Challenges, drawbacks, and lessons learned.* In *International Conference on Persuasive Technology 2016 Apr 5* (pp. 162-175). Springer, Cham.

Items Intention to use the system (IUS) and General persuasive potential (GPP) have 10 items each measured using a seven-point Likert scale ranging from 1 (completely disagree) to 7 (completely agree).

GPP_1 The system makes people change their behavior.
GPP_2 The system has the potential to influence people.
GPP_3 The system cannot change the attitudes of people.
GPP_4 The system is useless for changing my attitudes.
GPP_5 The system gives the behavior of its users a new direction.
GPP_6 The system has almost no influence on behavior.
GPP_7 If you want to change your own behavior, this system is useful.
GPP_8 This system highly encourages a change in behavior.
GPP_9 This system provides little support for a change in behavior.
GPP_10 Few people will behave differently when using the system.

IUS_1 I have no motivation to use this system.
IUS_2 I'll continue to use this system.
IUS_3 I'll never use this system.
IUS_4 I will use this system as often as possible.
IUS_5 I see no point in using such a system again.
IUS_6 Even if I have this system, I will not use it.
IUS_7 I think that I will also use such a system in the future.
IUS_8 I will not utilize this system, although it could help me.
IUS_9 I hope I can possess and use this system.
IUS_10 I will use this system regularly.