Motivation
UX is built upon the perception of the interaction but users also perceive time during HCI. Thus, they might use their perception to evaluate the interaction.

Method
IVs: Think Aloud (TA) (w/ vs. w/out)
- Usability (low vs. high)
- Length of interaction (task#)

Setting: Performing typical usability tasks on a website
Analysis: Model reduction with linear mixed models (random effects for participants and tasks)

Study 1
- N = 62 (39 _CTL) , M = 25.2 years
- Total task time \( \sim \) Usab. + TA + (1|id) + (1|task)
- PTR = estimated time / total task time
- Perceived quickness


does not distort by usability manipulations. Appraisal of duration is based on an adequate time perception and reflects the difference in total task time. Task demand, however, leads to distortion. Hence, users cannot account for the time loss when rating perceived quickness. Regarding UX, appraisal of duration covaries with dimensions of UX indicating a relation to be further investigated.

Conclusion:
Users tend to overestimate the total task time but estimates are not distorted by usability manipulations. Appraisal of duration is based on an adequate time perception and reflects the difference in total task time. Task demand, however, leads to distortion. Hence, users cannot account for the time loss when rating perceived quickness. Regarding UX, appraisal of duration covaries with dimensions of UX indicating a relation to be further investigated.

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