Goldsmiths UNIVERSITY OF LONDON

Human Personality x UX The influence of personality traits on an originally unpleasant UX

Abstract

This project uses the HEXACO model to explore the influence of human personality traits on the UX of a website that already provides an unpleasant experience. A total of 12 participants took the personality test, performed usability tasks on the website, after which they gave a UX score to the experience and reported usability issues. This study fills research gaps and contributes to the existing body of literature on UX.

Research Study

HEXACO Eye Gaze Usability Personality Calibration Tasks Test Eye journeys Eye movement 100-item calibrated with tracked as tasks personality performed the tracker questionnaire Satisfaction **Retrospective** Survey **Think Aloud** Subjective Usability issues feedback and reported in an open score on the UX interview Data Analysis UX Metric UX ★☆☆ Eye Gaze Score Data • • • • • • • •• •• $\frac{1}{2}$ Multiple Multiple Linear Correlation Linear Regression Analysis Heat Maps & Regression Scan Paths

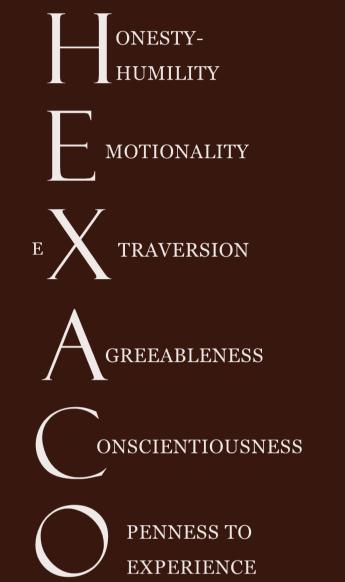
Background & Introduction

The HEXACO Model of Personality What is personality?

Understood by psychological literature as traits that establish the distinctive qualities of a person, impacting how they behave, react, feel emotions, perceive situations etc, distinguishing them from others.

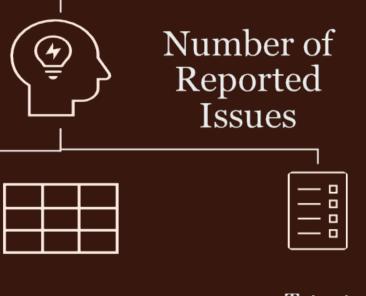
Findings

UX Score 🗸





Emotions Felt



Correlation Analysis

- T-test
- Personality traits do not influence the already unpleasant UX of a website
- Negative emotions/experience regardless of personality

Conclusion

- Eye Gaze journeys not impacted
- Weak anticorrelation between Agreeableness and number of usability problems
- Strong anticorrelation between Honesty-Humility and subjective UX score

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Research Questions

Do personality traits influence the UX in this case?



Impact on the number of usability issues?

Which trait has the strongest impact?

Agreeableness \uparrow Number of issues reported \checkmark

Future Research

- Further exploration of the revealed relationships
- Same research questions but using websites across several different domains, with different usability tasks
 - The impact of self-fulfilling prophecy and positive/negative connotations on

UX