### 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

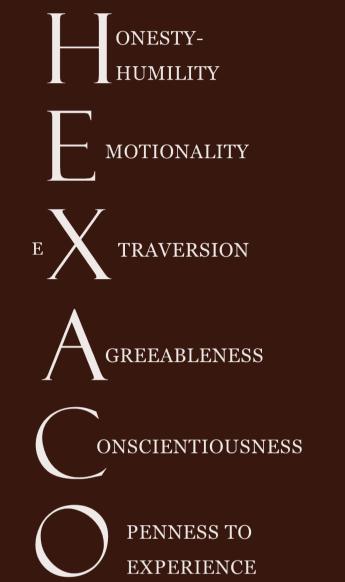
## **Background & Introduction**

### 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.

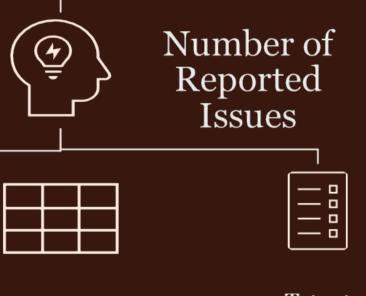
# Findings

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