

Abstract

Abstract (English.):

Previous research suggested that subjective time progression can influence hedonic evaluation of experiences (Sackett, Meyvis, Nelson, Converse & Sackett, 2010). Therefore, the purpose of the present study was to transfer these findings to the area of human-computer interaction (HCI). Insights from both user experience (UX) and time perception were compiled and analysed in order to derive the present study design. Participants were assigned to one of three conditions – „time drags“, control, and „time flies“. All were required to complete the same mundane task on the computer. However, depending on the condition, participants were told different durations spent on the task. It was hypothesised that the participants would evaluate the interactions differently when felt time progression was successfully manipulated by false temporal feedback. This effect was thought to be even more pronounced when people believed in the naive theory “time flies when you are having fun”. None of the hypothesised effects could be found as the manipulation of time perception was not successful. Moreover, Sackett et al.’s (2010) findings that subjective time progression lead to more positive evaluations could not be replicated. In conclusion, possible explanations for these contradictory findings and limitations of the study are discussed, as well as feasible future research directions considered.

Keywords: time progression, time, user experience, HCI, feeling of time