### **Detailed Test Steps:**

1. Show welcome page and give a brief introduction
   1. Hi, I’m \_\_, and I’m going to walk you through today’s testing session. Our team is working on a design intervention to improve students’ cleaning behavior during the food preparation stage in order to reduce the risk of cross-contamination and foodborne illness. Your feedback is valuable and will let us know if our design idea works as we intended. During the session, you can just do what you would normally do and make sure to think out loud, voicing any words in your mind as you’re completing the task.
   2. Our product enables you to know the cleanliness of your kitchen and kitchenware, the presence of bacteria, and the urgency of cleaning. It will also provide you with cleaning tips and knowledge about cross-contamination and foodborne illness. Currently, the product will only focus on your countertop, cutting board, and sink. It is a voice-controlled device. So you do not need to touch the screen when you’re preparing your meal, you can interact by speaking.
   3. You can speak to us to see the cleanliness of … after washing or using.
2. Before Food preparation (show welcome page)
   1. Let users decide whether to check the cleanliness of their countertop, sink or cutting board by voice control. If yes, show them the ‘clean’ or ‘dirty after washing’ page and the pictures of the magnifier
3. Start food preparation
   1. After using
      1. When participants have already used the cutting board (our primary focusing area for our prototype), sink, and countertop, we would intervene with our prototype -- the iPhone magnifier to show them the level of cleanliness of these things and the “dirty” page of our Figma interface with instructions of “How to avoid cross-contamination” on the side.
      2. Observe whether participants will clean or follow the instruction if the magnifier shows dirty (take notes of participants’ behavior and ask follow-up questions at the end)
   2. After washing
      1. After washing, show participants the level of cleanliness of the cutting board, sink, or countertop
         1. Clean - interface on clean
         2. Not clean - “still dirty” page of Figma interface with instructions of “How to clean”
      2. Observe whether participants will follow the instruction if the magnifier shows dirty and whether they want to use our prototype again (take notes of participants’ behavior and ask follow-up questions at the end)
   3. Not washing
      1. Keep observing
4. Conduct in-depth interviews after usability testing (our 5 participants)
   1. Participants: off-campus students cook for themselves, 3 times a week
   2. How often do you clean up the kitchen area and refrigerator and how do you do these?
   3. According to the user's behavior at each stage (whether to choose to clean/follow the instruction when the magnifier shows dirty, whether they want to look at the information about how bacteria causes foodborne disease), ask them the reason why they behave that way.
   4. “Would you like to use the interface and something which works like the iPhone magnifier today in your future food preparation and cleaning procedure? If so, why? If not, why?
   5. There might be further questions for these participants based on their expressions and behavior.
   6. Any suggestions on our prototype and the interface?