



Interviews Coding Scheme

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Coding Schemes

Category 1. Context - (where, when, how often),

Values, roles of parents, social practices, social network, physiology of overweight persons, ethnicity, culture, time of day, season of year. Identify the various context that influence eating behaviour. Pay specific attention to the quotes that involve “people”, “activities,” “behaviors,” or “interactions” or “frequency” or “environment” w.r.t **influencing** eating behaviour.

Each contextual factor on eating behavior is assess as a positive, negative or neutral statement as follow:

Influence							
Partner	Spouse	Family	Friends	Colleagues	Religious	Professional	
+	+	+	+	+	+	+	Positive
-	-	-	-	-	-	-	Negative
+-	+-	+-	+-	+-	+-	+-	Neutral

Context (CONT)	Description
Environment (CONT_ENV)	Environmental factors influence food choices. (e.g. physical, built, economic, marketing, media – bad/misleading, confusing advertisements)
<ul style="list-style-type: none"> ▪ Social Cont_Env_Soc <ul style="list-style-type: none"> • Partner/Spouse Cont_Env_Soc_Part or Cont_Env_Soc_Spo • Family Cont_Env_Fam • Friends Cont_Env_Fren • Colleagues Cont_Env_Colleagues • Religious Cont_Env_Rel • Professional Cont_Env_Prof • Life Events 	<p>Social Includes the members of their social networks and how they influence eating behaviour.</p> <p>Colleagues – People at work, church, from their treatment etc.</p> <p>Life Events – Birthday parties, anniversaries, celebrations etc. These gatherings usually influence indulgent food behaviours.</p>
<ul style="list-style-type: none"> ▪ Media Cont_Env_Med <ul style="list-style-type: none"> • Advertisement Cont_Env_Med_Ad <ul style="list-style-type: none"> ○ Product Cont_Env_Med_Ad_Prod ○ Discounts Cont_Env_Med_Ad_Dis 	Media

<ul style="list-style-type: none"> • News Cont_Env_Med_News 	<p>Describes how advertisements and news affect eating behavior. Role of mindless eating (<i>distraction by television, social media</i>) during consumption. Marketing (commercial, free foods for consumption)</p>
<ul style="list-style-type: none"> ▪ Physical Cont_Env_Phys <ul style="list-style-type: none"> • Home/work/public space Cont_Env_Phys_H or Cont_Env_Phys_W Or Cont_Env_Phys_PS ○ Food sensory attributes (e.g., smell, taste, see) Cont_Env_Phys_H_FS Or Cont_Env_Phys_W_FS Or Cont_Env_Phys_PS_FS ○ Food accessibility Cont_Env_Phys_H_FAcc Or Cont_Env_Phys_W_FAcc Or Cont_Env_Phys_PS_FAcc ○ Food availability Cont_Env_Phys_H_FAv Or Cont_Env_Phys_W_FAv Or Cont_Env_Phys_PS_FAv ○ Indoor/outdoor climate Cont_Env_Phys_H_IOC Or Cont_Env_Phys_W_IOC Or Cont_Env_Phys_PS_IOC ▪ Food store Cont_Env_Phys_FS 	<p>Physical Home/work/public space -- location (train station/work/at home). Sensory attributes (when the smell/look or taste of food items they really like which will trigger consumption of food items). Role of perception of sensory attributes (<i>e.g. preferences, appearance, aroma, taste and texture</i>) in food intake decisions. Accessibility – (if food items can be bought, are available or if they are for free or expensive, but also if they have time to eat)</p>
<ul style="list-style-type: none"> ▪ Temporal Cont_Env_Temp <ul style="list-style-type: none"> • Part of the day Cont_Env_Temp_Prt • Day of the week Cont_Env_Temp_Dy • Week of the month Cont_Env_Temp_Wk • Month of the year Cont_Env_Temp_Mth • Season Cont_Env_Temp_Seas <ul style="list-style-type: none"> ○ Summer Cont_Env_Temp_Seas_Sum 	<p>Temporal – Role of time (day, week, month, season) on intake/behavior.</p>

<ul style="list-style-type: none"> ○ Autumn Cont_Env_Temp_Seas_Aut ○ Winter Cont_Env_Temp_Seas_Win ▪ Spring Cont_Env_Temp_Spr 	
Demographics (CONT_DEMO)	
<ul style="list-style-type: none"> ▪ Health Condition Cont_Demo_HC <ul style="list-style-type: none"> • BMI Cont_Demo_HC_BMI • Diabetes Cont_Demo_HC_Dia • Cardiovascular disease Cont_Demo_HC_CD • Eating Disorder (Cont_Demo_HC_ED) ▪ Health history Cont_Demo_HH ▪ Education Cont_Demo_ED ▪ Age Cont_Demo_Age ▪ Gender Cont_Demo_Gen ▪ Race Cont_Demo_Race ▪ Marital status Cont_Demo_MS ▪ Children's ages Cont_Demo_CA ▪ Household size Cont_Demo_HS ▪ Employment status Cont_Demo_ES ▪ Income Cont_Demo_Inc ▪ Living situation Cont_Demo_LS 	
<ul style="list-style-type: none"> ▪ Social Economic Status Cont_Demo_SES <ul style="list-style-type: none"> • Low Cont_Demo_SES_L • Middle Cont_Demo_SES_M • High Cont_Demo_SES_H 	Social Economic Status Low SES – Bukman, (2016) and Teuscher et al., (2017) defined low SES in the Netherlands based on a person's completed education level (i.e., no, primary or lower secondary school). N.B. we could also use their reliance on social support e.g., social housing or income etc. as indicators of their low SES status
Individual/Personal (CONT_IP)	
<ul style="list-style-type: none"> ▪ Psychological Cont_IP_Psy <ul style="list-style-type: none"> • Mood Cont_IP_Psy_Md • Coping mechanism Cont_IP_Psy_Cm 	Psychological Mood: How their moods affect their eating behavior. Coping Mechanism: How they resist to extreme temptations or are able to deal with disappointments.

	Implicit/explicit attitudes/beliefs toward food items.
<ul style="list-style-type: none"> ▪ Attitudes and Beliefs Cont_IP_AB <ul style="list-style-type: none"> • Self-Efficacy Cont_IP_AB_SE • Culture Cont_IP_AB_Cul • Ethnic Group Cont_IP_AB_EG • Industry Cont_IP_AB_Ind <ul style="list-style-type: none"> ○ Positive Attitude Cont_IP_AB_Pos_Att ○ Negative Attitude Cont_IP_AB_Neg_Att ○ Neutral Attitude Cont_IP_AB_Neu_Att 	<p>Attitudes and Beliefs Self-efficacy – if they believe they can change their eating behavior, or how they cope with an obesogenic environment.</p> <p>Cultural Background + (False Beliefs) is what is learned or a cultural norm in behaviour, like eating cake on a birthday party or a vegan lifestyle. It is more based on the practice and characteristics of a particular society.</p> <p>Ethnic Group – A socially defined category of people who identify with each other based on a shared social experience or ancestry.</p> <p>Industry – Postive, negative and attitudes toward the industry. Includes aspects such as Food hypes, trust industry e.g., Bio products vs organic etc</p>
<ul style="list-style-type: none"> ▪ Cognitive Cont_IP_Cog <ul style="list-style-type: none"> • Literacy Cont_IP_Cog_Lit <ul style="list-style-type: none"> ○ Food Cont_IP_Cog_Lit_Fd ○ Technical Cont_IP_Cog_Lit_Tec ○ Data Cont_IP_Cog_Lit_Dta 	<p>Food literacy – Understanding the impact of food on one's health, the environment and economy.</p> <p>Technical literacy – the ability of an individual, working independently and with others, to responsibly, appropriately and effectively use technology tools to access, manage, integrate, evaluate, create and communicate information.</p> <p>Data literacy – is the ability to read, understand, create and communicate data as information.</p>
<ul style="list-style-type: none"> ▪ Biological Cont_IP_Bio <ul style="list-style-type: none"> • Hunger Cont_IP_Bio_Hun • Satiety Cont_IP_Bio_Sat ▪ Appetite Cont_IP_Bio_App 	<p>Biological Influences day to day food intake decisions from a biological perspective? (<i>satiety, hunger, appetite etc</i>)</p>
<ul style="list-style-type: none"> ▪ Behavioural Cont_IP_Be <ul style="list-style-type: none"> • Habits Cont_IP_Be_Hab_ • Eating style Cont_IP_Be_ES <ul style="list-style-type: none"> ○ Emotional Cont_IP_Be_ES_Emo ○ External Cont_IP_Be_ES_Ex ○ Restrained Cont_IP_Be_ES_Res • Lifestyle Cont_IP_Be_Ls <ul style="list-style-type: none"> ○ Smoking Cont_IP_Ls_Sm ○ Exercise/sedentary behavior 	<p>Behavioural Habits: food behavior what they learned, is custom, on a day-to-day basis. Cooking their own meals (or not). Eating style Emotional eating; is when eating behavior, without hunger occurs or less is eaten mainly because of mood. External eating; occurs when eating without hunger or less is eaten in absence or presence of smell/see of food items.</p>

<p>Cont_IP_Be_Ls_ExS</p> <ul style="list-style-type: none"> ○ Stress Cont_IP_Be_Ls_St ○ Alcohol Cont_IP_Be_Ls_Alc <p>• Nutrition Cont_IP_Be_Nut</p> <ul style="list-style-type: none"> ○ Food intake- Energy balance Cont_IP_Be_Nut_FI_EB <ul style="list-style-type: none"> - Positive Cont_IP_Be_Nut_FI_EB_Pos - Negative Cont_IP__Be_Nut_FI_EB_Pos ○ Food items Cont_IP_Be_Nut_Fi <ul style="list-style-type: none"> - Healthy Cont_IP_Be_Nut_Fi_H - Unhealthy Cont_IP_Be_Nut_Fi_UH ○ Frequency Cont_IP_Be_Nut_Freq ○ Portion size Cont_IP_Be_Nut_Por ○ Diet Cont_IP_Be_Nut_Dt <ul style="list-style-type: none"> - Low calorie Cont_IP_Be_Nut_LC - High calorie Cont_IP_Be_Nut_HC <p>• Motivation and Self-Regulation Cont_IP_Be_Mov_SR</p> <ul style="list-style-type: none"> ○ Contradiction Cont_IP_Be_Mov_SR_Contra ○ Goals Cont_IP_Be_Mov_SR_Gls ○ Intrinsic Motivaion Cont_IP_Be_Mov_SR_IM <ul style="list-style-type: none"> - Autonomy Cont_IP_Be_Mov_SR_IM_Ato - Proactive 	<p>Restrained eating; is when most eating behavior can be addressed to prevent weight gain.</p> <p>Nutrition</p> <p>Food items: Healthy food items: are healthy foods according to the dutch guidelines. In the 'schijf van vijf'</p> <p>Unhealthy food items: are food items that are not in the dutch guidelines according to the schijf van vijf.</p> <p>Frequency is about how often a food item is eaten.</p> <p>Portion size is about how much of a food item is eaten.</p> <p>Motivation and Self-Regulation</p> <p>Contradiction – The client is inconsistent with his position. Representative of a paradox where a number of statements and ideas are opposing one another. Eg., It is remarkable that people tell a lot about what they like and what they want but they are not doing it.</p> <p>Goals – What does the client want to achieve with respect to their eating behavior.</p> <p>Intrinsic motivation – “characterized by engaging in behaviors for their own sake (Patrick & Williams 2012).”</p> <p>Autonomy – “reflects the need to feel choiceful and volitional, as the originator of one's actions (Patrick & Williams 2012).”</p>
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<ul style="list-style-type: none"> <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_IM_Pro - Relatedness Cont_IP_Be_Mov_SR_IM_Rel ○ Extrinsic Motivation <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_EM ○ Ambivalence <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_AM ○ Competences <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_Comp ○ Stages of change <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC - Precontemplation <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Pre_con - Contemplation <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Con - Preparation <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Prep - Action <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Act - Maintenance <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Main - Termination <ul style="list-style-type: none"> Cont_IP_Be_Mov_SR_SOC_Term 	<p>Proactive – taking initiative to change behaviour.</p> <p>Relatedness – “reflects the need to feel close to and understood by important others (Patrick & Williams 2012).”</p> <p>Extrinsic motivation – “characterized by engaging in behaviors for some separable outcome, whether this comes in the form of tangible rewards, social acceptance, proving something to oneself, or maintaining consistency between one's values and one's behaviors (Patrick & Williams 2012).”</p> <p>Ambivalence – “simultaneous and contradictory attitudes or feelings toward an object, person, or action – as a key barrier to change their food behavior (Carcone et al., 2016).”</p> <p>Competence – “involves the need to feel capable of achieving desired outcomes (Patrick & Williams 2012).”</p> <p>Stages of change:</p> <ol style="list-style-type: none"> 1. Precontemplation - In this stage, people do not intend to take action in the foreseeable future (defined as within the next 6 months). People are often unaware that their behavior is problematic or produces negative consequences. People in this stage often underestimate the pros of changing behavior and place too much emphasis on the cons of changing behavior. 2. Contemplation - In this stage, people are intending to start the healthy behavior in the foreseeable future (defined as within the next 6 months). People recognize that their behavior may be problematic, and a more thoughtful and practical consideration of the pros and cons of changing the behavior takes place, with equal emphasis placed on both. Even with this recognition, people may still feel ambivalent toward changing their behavior.
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	<p>3. Preparation (Determination) - In this stage, people are ready to take action within the next 30 days. People start to take small steps toward the behavior change, and they believe changing their behavior can lead to a healthier life.</p> <p>4. Action - In this stage, people have recently changed their behavior (defined as within the last 6 months) and intend to keep moving forward with that behavior change. People may exhibit this by modifying their problem behavior or acquiring new healthy behaviors.</p> <p>5. Maintenance - In this stage, people have sustained their behavior change for a while (defined as more than 6 months) and intend to maintain the behavior change going forward. People in this stage work to prevent relapse to earlier stages.</p> <p>Termination - In this stage, people have no desire to return to their unhealthy behaviors and are sure they will not relapse. Since this is rarely reached, and people tend to stay in the maintenance stage, this stage is often not considered in health promotion programs</p>
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Category 2. Reporting Tools

This explores the clients' and experts' experience with reporting tools, it further showcases the features, their likes, dislikes, and needs w.r.t these tools. Coders should be on the lookout for quotes, which mention the "specific tool/s", "positive + negative experiences", "features", "clients' reporting frequency", "expectations", "benefits", and "cost" of reporting tools.

Reporting Tools (REP_TOL)	Description
Type (REP_TOL_TYP)	Tools can either commercial or professional
<ul style="list-style-type: none"> Professional/Commercial Rep_Tol_Typ_Pro Or Rep_Tol_Typ_Com <ul style="list-style-type: none"> Digital Rep_Tol_Typ_Pro_Dig Or Rep_Tol_Typ_Com_Dig Paper-based Rep_Tol_Typ_Pro_PB Or Rep_Tol_Typ_Com_PB 	Digital – Apps eg., eetmeter, Self-reporting tools e.g. food diaries, questionnaires etc. Paper based - dietary assessment, food diary, 24-h recall, questionnaires etc
Features (REP_TOL_FEAT)	
<ul style="list-style-type: none"> Input Modality Rep_Tol_Feat_IM <ul style="list-style-type: none"> Text Rep_Tol_Feat_IM_Txt Audio Rep_Tol_Feat_IM_Aud Touch Rep_Tol_Feat_IM_Tch Gestures Rep_Tol_Feat_IM_Ges 	Input modality – text, audio, touch, gestures (hand)etc
Feedback (REP_TOL_FDBCK)	
<ul style="list-style-type: none"> Visual Rep_Tol_Fdbck_Vis Audio Rep_Tol_Fdbck_Aud Tactile Rep_Tol_Fdbck_Tac Haptic Rep_Tol_Fdbck_Hap 	Feedback – visual (see), audio (hear), tactile (touch) or haptic (vibrations) etc. The provision of help options, guides, etc
Needs and Expectations (REP_TOL_NE)	The clients' and dieticians' needs and expectations w.r.t to self-assessment tools. What do they expect of the government, who will pay for the tool?
Food registration (REP_TOL_FR)	
<ul style="list-style-type: none"> Underreporting Rep_Tol_FR_Under Misreporting Rep_Tol_FR_Mis 	Underreporting – Client fails to fully report their eating behavior. Misreporting – Client gives a false or inaccurate account of their eating behavior.

<ul style="list-style-type: none"> ▪ Finding Excuses Rep_Tol_FR_Exc ▪ Socially likeable answers Rep_Tol_FR_Sla ▪ Resistance Rep_Tol_FR_Res 	<p>Finding excuses – Client finds a lot of excuses for not reporting their eating behaviour</p> <p>Resistance – Client refuses to report</p>
Frequency of Use (REP_TOL_FOU)	Frequency – How often clients register their food intake
<ul style="list-style-type: none"> • Often Rep_Tol_FOU_Oft • Sometimes Rep_Tol_FOU_Som • Rarely Rep_Tol_FOU_Rar • None at all Rep_Tol_FOU_Non 	
Evaluation (REP_TOL_EVAL)	
<ul style="list-style-type: none"> ▪ Strengths Rep_Tol_Eval_Str ▪ Weaknesses Rep_Tol_Eval_Wkns <ul style="list-style-type: none"> • Judgmental Rep_Tol_Eval_Wkns_Jud • Confronting Rep_Tol_Eval_Wkns_Confr ▪ Opportunities Rep_Tol_Eval_Opp ▪ Threats Rep_Tol_Eval_Thr ▪ Successes Rep_Tol_Eval_Suc <ul style="list-style-type: none"> • Registration Rep_Tol_Eval_Suc_Reg • Weight loss Rep_Tol_Eval_Suc_WL • Insight in eating pattern Rep_Tol_Eval_Suc_IEP • Commitment Rep_Tol_Eval_Suc_Com ▪ Usability Aspects Rep_Tol_Eval_Us_Asp <ul style="list-style-type: none"> • Engaging Rep_Tol_Eval_Us_Asp_Eng <ul style="list-style-type: none"> ○ Yes ○ No • Effective Rep_Tol_Eval_Us_Asp_Effect <ul style="list-style-type: none"> ○ Yes ○ No • Efficient Rep_Tol_Eval_Us_Asp_Effic <ul style="list-style-type: none"> ○ Yes ○ No 	<p>Strengths of self-management tools and dietary assessment methods.</p> <p>Weaknesses of self-management tools and dietary assessment methods.</p> <p>Opportunities of self-management tools and dietary assessment methods.</p> <p>Threats of self-management tools and dietary assessment methods.</p> <p>Successes: Discovering what the major successes of self-management tools are and what aspects of these tools contributed to these successes</p> <p>Usability Aspects Engagement – usually occurs when the users find the tool pleasant and gratifying to use. Aesthetics, fun and playful interactions with the tool etc can affect the level of engagement.</p> <p>Effectiveness – is about whether users can complete their reporting goals with a high degree of accuracy.</p> <p>Efficiency is all about speed. How fast can the user get the job done?</p>

<ul style="list-style-type: none"> • Intuitive Rep_Tol_Eval_Us_Asp_Int <ul style="list-style-type: none"> ○ Yes ○ No • Easy to learn Rep_Tol_Eval_Us_Asp_Ezy2lrn <ul style="list-style-type: none"> ○ Yes ○ No • Motivating Rep_Tol_Eval_Us_Asp_Mot <ul style="list-style-type: none"> ○ Yes ○ No • Fun & Entertaining Rep_Tol_Eval_Us_Asp_Fun_Ent <ul style="list-style-type: none"> ○ Yes ○ No • Satisfaction Rep_Tol_Eval_Us_Asp_Satis <ul style="list-style-type: none"> ○ Yes ○ No • Effortless Rep_Tol_Eval_Us_Asp_Efrt <ul style="list-style-type: none"> ○ Yes ○ No • Informative Rep_Tol_Eval_Us_Asp_Inform <ul style="list-style-type: none"> ○ Yes ○ No 	<p>Ease of learning – users can learn the tool easily so it becomes second nature.</p> <p>Motivating – users are stimulated to continually use the system to report their eating behaviour.</p> <p>Satisfaction – assesses the freedom from discomfort, and positive attitudes towards the use of the reporting tool.</p> <p>Effortless – requires little or no mental or physical effort to report food behavior.</p> <p>Informative – providing useful information w.r.t eating behavior.</p>
<p>Disengagement (REP_TOL_DISENG)</p>	<p>Disengagement: What to do when a client experiences disengagement from a self-management tool?</p>
<ul style="list-style-type: none"> ▪ Role of dietitian Rep_Tol_Rol_Diet <ul style="list-style-type: none"> • Listen Rep_Tol_Rol_Diet_List • Motivate Rep_Tol_Rol_Diet_Mot • Find a solution Rep_Tol_Rol_Diet_FOS 	

Category 3. Sensing Tools

This explores the clients' and experts' experience with sensors, it further showcases the features, their likes, dislikes, and needs w.r.t these tools. Coders should be on the lookout for quotes, which mention the "specific sensors", "positive + negative experiences", "features", "sensing frequency", "expectations", "benefits", and "cost" of using sensors.

Sensing Tools (SENS_TOL)	Description
Type (SENS_TOL_TYP)	
<ul style="list-style-type: none"> ▪ Contextual Sens_Tol_Typ_Cont <ul style="list-style-type: none"> • Light Sens_Tol_Typ_Cont_Lgt • Temperature Sens_Tol_Typ_Cont_Temp • Humidity Sens_Tol_Typ_Cont_Hum • Physical location Sens_Tol_Typ_Cont_Phyloc • Door opening and closing Sens_Tol_Typ_Cont_Dr_op_cls • Acoustic Sens_Tol_Typ_Cont_Acc ▪ Physical Activity Trackers Sens_Tol_Typ_Phy_Act_Tr <ul style="list-style-type: none"> • Step counters Sens_Tol_Typ_Phy_Act_Tr_Stp_Cout • Accelerometers Sens_Tol_Typ_Phy_Act_Tr_Acce • Sleep trackers Sens_Tol_Typ_Phy_Act_Tr_Slp_Tr ▪ Physiological Sensors Sens_Tol_Typ_Physio_Sens <ul style="list-style-type: none"> • Blood glucose Sens_Tol_Typ_Physio_Sens_BG • Blood pressure Sens_Tol_Typ_Physio_Sens_BP • Heart rate Sens_Tol_Typ_Physio_Sens_HR 	<p>Contextual – monitors the following examples light, temperature, humidity, physical location, door opening and closing etc.</p> <p>Physical Activity Trackers – Accelerometers, gyroscopes to track physical activity, step counters etc.</p> <p>Physiological sensors – blood glucose, blood pressure, heart rate, galvanic skin response for mood detection</p>

<ul style="list-style-type: none"> ▪ Food Intake Detection Sens_Tol_Typ_FID <ul style="list-style-type: none"> • Swallowing Sens_Tol_Typ_FID_Swal • Chewing Sens_Tol_Typ_FID_Chew 	
Features (SENS_TOL_FEAT)	
<ul style="list-style-type: none"> ▪ Obtrusive Sens_Tol_Feat_Obtr <ul style="list-style-type: none"> • Yes • No ▪ Wearable Sens_Tol_Feat_Wear ▪ Deployable Sens_Tol_Feat_Depl ▪ Feedback Sens_Tol_Feat_Fdbk <ul style="list-style-type: none"> • Intuitive Sens_Tol_Feat_Fdbk_Int • Informative Sens_Tol_Feat_Fdbk_Inform 	<p>Obtrusiveness – Clients may express that they feel like big brother is watching them. Which is actually a matter of privacy. This could be an additional theme. Also, the location of the sensors could affect their perception w.r.t obtrusiveness.</p> <p>Wearable – Smartphone or smart watches, jewelry etc</p> <p>Deployable – deployed throughout their physical environment.</p> <p>Feedback – Output from the sensor.</p> <p>Intuitive – Client’s ability to perceive patterns of eating behavior and draw inferences.</p> <p>Informative – The feedback shown is meaningful and easily understood</p>
Needs and Expectations (SENS_TOL_NE)	The clients’ wishes and expectations of sensing tools
Frequency of use (SENS_TOL_FOU)	Explores the frequency of monitoring information related to their food behavior
<ul style="list-style-type: none"> ▪ Often Sens_Tols_FOU_Oft ▪ Sometimes Sens_Tols_FOU_Som ▪ Rarely Sens_Tols_FOU_Rar ▪ None at all Sens_Tols_FOU_Non 	
Evaluation Sens_Tol_Eval	
<ul style="list-style-type: none"> ▪ Benefits Sens_Tol_Eval_Ben ▪ Costs Sens_Tol_Eval_Cst ▪ Usability Aspects Sens_Tol_Eval_Us_Asp <ul style="list-style-type: none"> • Comfort Sens_Tol_Eval_Us_Asp_Comf <ul style="list-style-type: none"> ○ Yes ○ No • Visibility Sens_Tol_Eval_Us_Asp_Vis <ul style="list-style-type: none"> ○ Yes ○ No 	<p>Comfort – If wearable or deployable it should ensure user comfort. Should not be uncomfortable to wear or deploy.</p> <p>Visibility – Does everyone know that I am wearing a sensor? It easily fits into the user’s environment. In this case the sensor is not invasive.</p> <p>Lack of trust – the feeling of being observed. What will happen to in the information being collected?</p>

<ul style="list-style-type: none"> • Trust Sens_Tol_Eval_Us_Asp_Tru <ul style="list-style-type: none"> ○ Yes ○ No • Effortless Sens_Tol_Eval_Us_Asp_Effrt <ul style="list-style-type: none"> ○ Yes ○ No 	<p>Effortless – This can go two ways it does not require a lot of cognitive or physical effort to use the sensor as we as the feedback provided does not take a lot of cognitive effort</p>
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