Supplementary material 5 - Interview guide for "*Infographic Summaries for Clinical Practice Guidelines: Results from User Testing of the BMJ Rapid Recommendations in Primary Care*"

You are not being tested, it is our material we are testing. There are no right or wrong answers to our questions. If you think something is easy or difficult, clear or confusing, if you understand or don't understand, we just want to know about it.

- What was your first reaction, when exploring the tool at the beginning? And after having used the tool for a patient?

- How did you feel using the tool?

- Are the different features easily understandable to you?

- Are they helpful to you? One in particular

- Any information you think is lacking? is superfluous?

- Any suggestions on how to improve the presentation?

- Would you organize the information you have seen differently? in a different order?

- Would you change the visual design at all, such as the font or the colors?

- Any suggestions for improving the user-testing itself?

Now I would like to go through a case with you. Please describe how you would handle this, using the infographic. Act as if it were real.

If not mentioned, ask about Honeycomb facets:

- Usability. Refers to how simple and easy to use the product is. The product should be designed in a way that is familiar and easy to understand. The learning curve a user must go through should be as short and painless as possible.

- Usefulness. Refers to how much the product fills or answers an information need. If the product is not useful or fulfilling the user's wants or needs, then there is no real purpose for the product itself.

- Desirability. Refers to the visual aesthetics of the product, which needs to be attractive and easy to translate. Design should be minimal and to the point.

- Findability. Refers to how easy to navigate the product is. If the user has a problem they should be able to quickly find a solution within the product, and the navigational structure should also be set up in a way that makes sense.

- Accessibility. Refers to how accessible and adapted the tool is, even to users with special needs, so that they can have the same user experience as others.

- Credibility. Refers to how trustworthy the product is. Note that this may refer to the product itself, as well as to content that informs it (which is not necessarily an attribute of the design).