**Questionnaire form**

When a participant enters the system the first time, the *background questionnaire* is presented followed by the *main task*. A participant who returns to the system and who has filled the background questionnaire is directed to the main task.

**Background questionnaire:**

1. General questions: Age, Gender (*male, female, other*), Musical expertise (*Nonmusician, Music-loving nonmusician, Amateur musician, Serious amateur musician, Semi-professional musician*, and *Professional musician*), and English language proficiency (*No proficiency, Elementary proficiency, Limited working proficiency, Professional working proficiency, Full professional proficiency,* and *Native or bilingual proficiency*).
2. A question “Which musical genres do you like?” with 16 main genre checkboxes that each opens a popup window that includes 8 sub-genre checkboxes. Selecting one of these boxes activates the corresponding main genre box. One or more genres need to be selected.
3. A question “How important are the following types of activities in your life?” with 5-point Likert-scale for 9 activities (1: Not at all ... 5: Extremely).
4. A question “How important is **music** to you in the following types of activities?” with identical scales as in the previous question.

**Main task**

One task consists of 8-10 sub-tasks that are drawn in a random order from the options below. The lists of mood terms for each sub-task are drawn randomly from a list of 88 mood terms that was identified in a pilot experiment. The list of 9 activities remains the same across all sub-tasks. The sub-tasks are as follows:

**Mood-activity tagging**: The participant tags a mood term with a set of activities. The task instruction is as follows: “*Check all activities that in your opinion fit music expressing the mood {X}*”. A checkbox list including 9 activities as well as options “*Not relevant mood for music*” and “*SKIP: UNFAMILIAR MOOD TERM*” are presented.

**Mood-search**: The participant submits a music track expressing a specific mood to the system and tags the track with a set of activities. In the first section the participant is presented with a randomly sampled set of mood term radio buttons, and the following question is presented: “*Select a mood term that you can associate with a music example*”. Selecting a mood term {X} and pressing a button “*TO MUSIC SEARCH*” leads to the second section of the task. From this section it is still possible to return to the first section of the task by pressing a “*Back*” button. The section includes the instruction “*Search and submit a music example that expresses the mood {X}*” and a textbox for performing a track search, automatically retrieving data from a large online music catalogue and presenting it within the annotation system. The search returns a list of max. 30 tracks (artist, album, and track title) and the participant is allowed to perform as many searches as needed. By clicking one of the list items, a pop-up window appears that includes the track information, album cover art, audio player, and buttons “*Close*” and “*SUBMIT*”. The playback starts automatically as the popup window opens, and to prevent accidental submissions the participant is required to listen to the track until the end before it can be submitted. Closing the window allows selecting another track of performing another search. Submitting the track leads to the third section of the task, where the track is tagged with activities. The following is presented: “*Check all activities that fit the selected track expressing the mood {X}*”. The same list of activity checkboxes are given as options as in the mood-activity tagging task. Also a checkbox “*No activities fit*” is given as an option.

**Mood-tagging**: The participant tags a given music track with a set of mood terms and activities. The first section includes a list of mood term checkboxes and an audio player. The following is presented: “*Please listen to the music example. Check zero or more moods that the music example expresses*”. Pressing a “*SUBMIT*“ button leads to the second section of the task, where the track is tagged with activities. The instruction is as follows: “*Check all activities that in your opinion fit the music clip*”. The activity checkboxes are identical to those in the third section of the mood-search task.