

# Evaluation 1 – Results

## Concept & Evaluation

The participants have been asked to evaluate the interaction by rating the prototype on a scale from 0 (not at all) to 5 (very much). In this case, only the Phone user has been asked to evaluate the prototype. On the other side, some questions to random people picked from the crowd involved in the interaction have been asked in order to test if they have noticed the device and if they would guess what the users were doing.

● Phone user

	Predictable	Engaging	Create consciousness	Communicative	Playful
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E2	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>

## Insight

- The phone user had the feeling of being more aware and not completely focused on the phone
- The pedestrian around didn't get straight away what the function of the device was, but after some instant of observation the functionality was easy to understand
- The other pedestrians thought that it was a game
- To have a better comparison to the data from the research activity from the cycle1 I tested the same two participants, the side effect of this could be a bias in the participant behaviour and a not objective result
- The device is visible but not standing out too much and can be unnoticed if the pedestrian is not careful