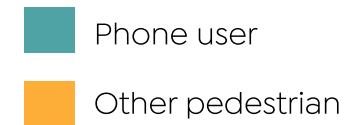
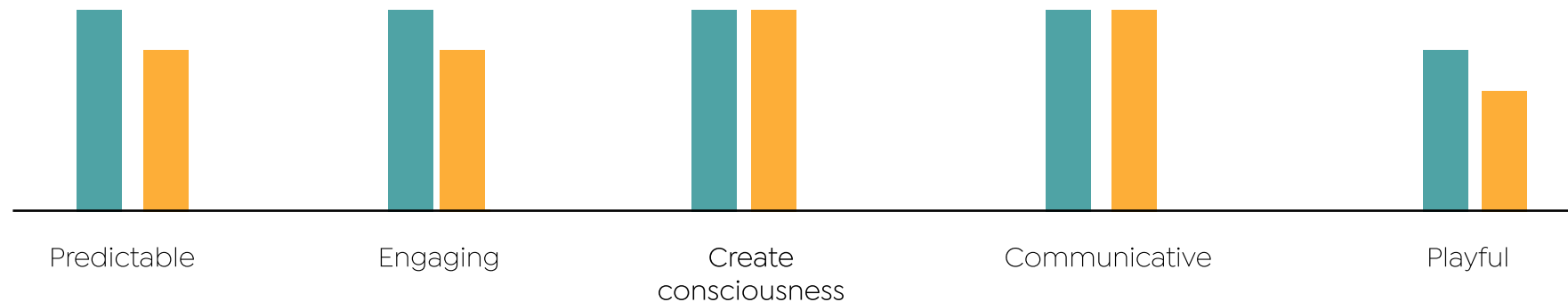


# Evaluation 3\_Switching roles



This test has been made by telling the pedestrian with the phone to move and engage with the mechanism while walking around and performing tasks on his phone. The phone's user have been told that his aim was to control the mechanism by moving it right or left depending on whether he was going to move (or he had the perception to move) right or left, at the same time carry out tasks on his phone. The pedestrian without the phone was also informed about the function of the device. In addition the roles have been switched and both the participant where at one time the leader and another time the follower.

## Direction prototype



1. The scores for most of the qualities increased by letting them know the function and by making them play the Leader role or the Follower role like in a dance.
2. They both knew what was going one and what to expect from the other. The device could be a little bit more engaging and predictable for the other pedestrian to make the interaction balanced for both sides.