

Prototype 1 & 2

Concept & Evaluation

With these prototypes the aim was to test some of the aspects and properties the final concept might have had.

What I wanted to test was:

- what kind of grip and shape are able to engaged the most with the users.
- which interaction works in term of mechanisms (ex. squeezing, rotation, clicking, pressing, moving, sliding,...).
- what is the preferable texture in an ergonomic perspective.
- what body action should be required by the users (fingers/palms)
- which characteristics catches other pedestrian attention (visual/sound)
- which interaction between the direct user and the device works best (passive or active)



1. Overview of the prototype with which the mechanism of squeezing with the hand's palm has been tested



2. First prototype with anthropometric reference and user handle



3. Overview of the prototype with which the mechanism of triggering with the fingers has been tested



4. Second prototype with anthropometric reference and user handle