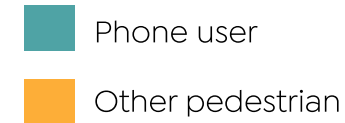
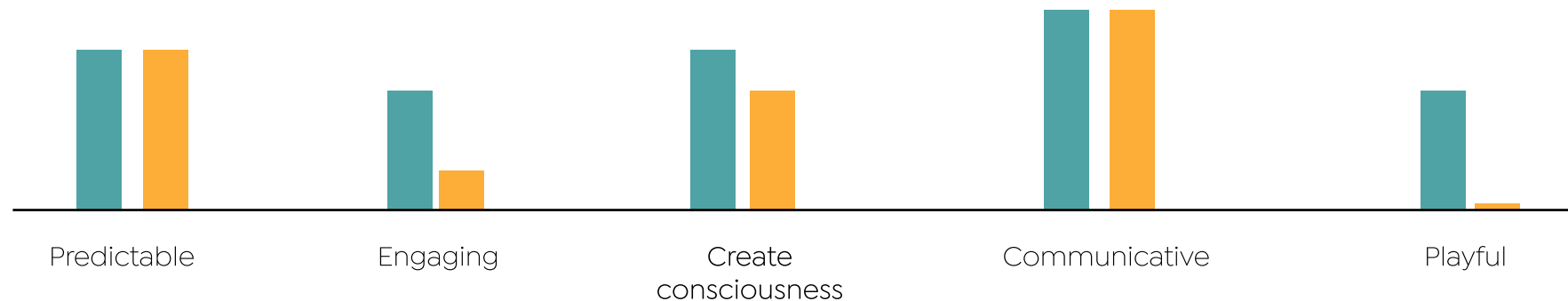


# Evaluation 2



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 that he was right or left, at the same time do tasks on his phone. While the pedestrian without the phone was not informed about what to expect from the test.

## Direction prototype



1. Pedestrian with the phone using the device “I really had to pay attention on what I was doing and where I was moving in order to control the device and the task on the phone and it made me more aware of my body movement in the environment”
2. It can be made more playful by thinking of different shapes but the idea of moving and interaction with it it make it already pretty engaging for the pedestrian with the phone
3. The **pedestrian with the phone felt like she was communication with the others even without having a live feedback of it** but the experience was satisfactory already
4. It is predictable and communicative for the pedestrian without the phone but it could be even more if more visible.