

Findings & Conclusions

Concept & Evaluation

The prototype helped to rebalance the current interaction in which in most cases the phone users are really focused on the screen and lose control and awareness of the surrounding environment while at the same time, the other pedestrians (without the phone) feel frustrated due to the inability of catching other intentions.

The concept can be judged successful considering the evaluations' results and the experiences shared by the participants. In view of this, the qualities of the interaction vision are fulfilled by the design properties with a satisfactory result.

Final insights

- 1 The **active Interaction required to the users, by the device**, make them **more aware** of what is going on around them and **less focused on the phone**
- 2 The user have the **perception of being communicative towards the other pedestrian** even without having a live feedback from the other pedestrian involved in the interaction
- 3 The **shape** reminds of a video game controller, this **makes it perceived as playful and engaging**
- 4 The device makes the **participants more conscious of their movements** and the consequence was a **more straight gait and a more consistent and steady pace**
- 5 The product has the **expected effect when it is known by the community with shared values and needs**. In this sense the **product contextualization is fundamental**.