









































# Evaluation prototype 4

Concept & Evaluation

 Phone user
  Other pedestrian

	Predictable	Engaging	Create consciousness	Communicative	Playful
E1	 	 	 	 	 
E2	 	 	 	 	 

E1 & E2 with four different participants, by maintaining the same role for the whole session (1 phone user, 1 pedestrian) no switching role

	Predictable	Engaging	Create consciousness	Communicative	Playful
E3	 	 	 	 	 
E4	 	 	 	 	 

E3 & E4 with the same two participants but two separate session of testing by switching roles in between

See appendix p. 95 for evaluation plan and from p. 111 for results