

Evaluation prototype 3

Concept & Evaluation

● Phone user ● Other pedestrian

	Predictable	Engaging	Create consciousness	Communicative	Playful
E1	<div>● ● ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>○ ○ ○ ○ ○</div>	<div>○ ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>
E2	<div>● ● ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>

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	<div>● ● ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>● ● ○ ○ ○</div>	<div>● ● ○ ○ ○</div> <div>● ○ ○ ○ ○</div>	<div>● ● ● ● ○</div> <div>● ○ ○ ○ ○</div>	<div>● ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○</div>
E4	<div>● ● ● ○ ○</div> <div>○ ○ ○ ○ ○</div>	<div>● ● ● ● ●</div> <div>● ● ○ ○ ○</div>	<div>● ● ● ○ ○</div> <div>● ● ● ○ ○</div>	<div>● ● ● ○ ○</div> <div>● ○ ○ ○ ○</div>	<div>● ● ● ○ ○</div> <div>○ ○ ○ ○ ○</div>

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. 106 for results