

Trial #	Q4. Descriptions of the Sculpture's Behaviours	Q5. Additional Comments
1	Sometimes the sculpture seemed to be guiding me. It will flash lights on more and stop when I'm within range of the sensors. Sometimes it seemed to be following me. It would actuate behind me. Sometimes it is unresponsive, or totally random.	It's difficult to gauge "interest" on a moment to moment basis. Sometimes something very interesting will happen, but minutes will go by with no response.
2	It was (or appear to be) somewhat random at the beginning but became more & more predictable (still not perfect though) during the process. The sculpture was responding to my position and hand movements in the end. Good job!	I feel that it is also a learning process for me (i.e. I am learning to interact with the sculpture during the process as well). Sometimes the responses I got from the sculpture were not what I was hoping for. For example, when I held up my hand to the leaf, the leaf itself was not really moving towards me as much as the two other leaves that were a bit farther away. Overall, the sculpture's behaviour did appear to be more predictable as time went on. Yet the downside of this is that it becomes less exciting. I felt as if there was not much to explore further and my curiosity level went down accordingly. I was quite obvious where the sensors are in this case, which provided a convenient contact point for interaction. Had I not know where the sensors were, it would be a more interesting experience.
3	Somewhat random, because I tried to activate the sensors and it did not pick up my presence.	I tried to figure out how those movement of the leaves were accomplished. I did not see any motors or moving pulleys. I am very impressed that I found out that it was the shrinking wires.

4	It was random at first but then I'm sure it was responding to my presence; i.e. whenever I touched something that section would move.	Cool sculpture!
5	Motor feather: proximity based, when you get close to it, it starts responding; Wing: not sure, felt random; Brown liquid light: not sure, felt random.	I found motor feathers to be the most interesting, followed by the wing. The liquid lights were the least interesting. Towards the end of the experiment, the movements of all the components felt random. But some motor feathers were still responding to my hand waves.
6	It felt like walking around a forest with some bees around.	None
7	A "living" mechanical rainforest. I thought the movement in the canopy was random/pre-programmed at first, but then noticed that "leaves" would light up & move when I was in their proximity. I noticed this pattern became less strong eventually. Behaviour seemed related to mine, but not dependant on it.	Geometry of the canopy was very cool!
8	The sculpture changes lighting, creates sound, and moves to attract user. It responds to human presence, gestures, and hand claps. It seemed to generate random movements at the beginning, but a pattern was repeated as the experiment goes on.	None
9	The sculpture responds to where I am on the grid using motion sensors. For an example, when I am near the flanky leaf, it starts to respond. The lights on the ceiling respond to the motion sensors attached to the upper leaf structure with the motion sensor attached to it.	None

10	<p>At first straightforward: doing something as long as I/my hand was in front of it. Lights at the top took more effort to light up. About halfway through some behaviours were more random, could not figure out the new pattern I needed to do to get another area of the sculpture to do things while I was away from it - but it seemed to do something regardless at random times. Parts that used to do something with straightforward motion/presence became unresponsive on one pillar - could not figure out the pattern. Behaviour changed a bit with time but slightly seemingly random as to how it changed.</p>	<p>Visually pleasing and great concept! Enjoyed the idea of incorporating sound with the vibrating "feathers" in addition to the lights and movement.</p>
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