

Date	Notes
10 st Feb Sunny / cold	Observations <ul style="list-style-type: none"> A boy noticed himself and then showed others that there is a Kinect camera. 11:44: A man saw himself and starred for a while and moved out. 14:23: Two office employees passed by screen and saw themselves on the screen and the first woman told and pointed on the screen and showed his partner. 14:05: I was working in the screen. 14:27: A man saw the screen but did not perceived even his silhouette was projected on the screen. 14:47: A man saw himself on the screen, but turned back. Two couples noticed the screen. 15:49: The man noticed and ignored Comments: <ul style="list-style-type: none"> People are very less. System got overloaded because of the recording silhouette. The reason people do not notice is because it is at corner of desk and people tend to change their head orientation toward the table, which has items.
11 th Feb Sunny / cold	Observations: <ul style="list-style-type: none"> 10:15: an employee is arranging books in front of the screen. 10:22: A woman saw and then ignored to interact. 10:47: A man noticed and attempted to start the game, but left quickly less than 2 sec and the game could be started. 10:59: Three young boys saw the Kinect and stood for a while beside the screen, and did not understand how it works because they were out of camera range and Kinect could not project their silhouette. 11:08: A girl saw herself and then did not approached. 11:17: A couple noticed themselves from back side of the table in the screen, to confirm if actually they were, they started waving to see the feedback, then both of them came near to screen, the boy started the game by coming more closer and completed one task, but left because he was called by her friend to leave for city tour. 11:46: A man noticed and then stood in front of the screen but did not proceed to trigger the game, instead he called his child to play. The girl triggered the game but she was standing very close to the screen and camera could not track her, she saw the alert message to raise her hand and so she did, but nothing happened because she was close. Then she tried to touch the screen on the locations that were blinking in the game. But nothing happened she got frustrated and left. 12:52: Three of the employees tried the system individually, Each had the touch event on the screen. 14:42: Two people noticed and approached to the screen, but could not open because they were very close to the screen. 15:10: An employee started the game but did not know how to work because she could not see her silhouette. She started to touch the screen thinking that it is touch.
12 th Feb Sunny / cold	Observations <ul style="list-style-type: none"> 10:10: A man saw himself but he ignored 11:26: A child saw her in the screen and moved toward the screen and smiled. 11: 40: Eva Hornecker came; we slightly changed the camera angle toward the entrance. 14:15: A man standing beside the screen, accidentally triggered the game, because camera was facing to the right side. A boy is looking the screen from far away 14:18: The man noticed the screen after he triggered the game accidentally, but then he did not continue and surprisingly came near to the screen and completed a task without noticing. 14:22: I showed the advertisement for two people that asked me how it works. 14: 36: A man saw the screen and stood for a while and seemed he read the Call-to-Action text but he did not approach and then left the screen. (I wanted to know the reason by taking interview but he did not participate because of the city tour he had at that time.) 15:16: A girl accidentally trigged the game. 15:22: An old lady noticed herself in screen and moved a bit to confirm but turned away. 15:27: A girl noticed herself but did not understand what to do the instruction was not shown because she was beside the screen. Comments <ul style="list-style-type: none"> Some people see a lot of detail in the posters and brochures and wall in tourist information center.
13 th Feb Sunny / warm	Observations <ul style="list-style-type: none"> 10:00: The monitor face slightly changed to the entrance. 10:12: A man approached but was not able to play with the game because he was close enough to the screen. 10:25: A woman noticed and moved a bit to confirm and left. 10:27: The above woman saw her again but did not do anything. She was waiting for information desk. 10:42: Two couples tried to interact, the girl started interacting and the boy kept looking the girl's interaction, the boy left because of a work the girl continued to do a task. And then left. 10:48: Two boys came to try the application but application crashed. 11:32: A woman accidentally stood beside table and triggered the game 3 times and left without noticing it. Because the camera and screen are not in right orientation. 12:00: The screen rotated opposite to the entrance. Two people noticed and looked at screen but did not approach to play. 13:15: The system crashed for the second time while I was introducing the system to an employee. Comments <ul style="list-style-type: none"> People wait at information desk and their first priority is to get their job done, and interaction with the game comes in their least priority. Path way is a problem for people in order to use the body interaction, because people do not want to block others way by interacting. Application should not be at side of information desk. People avoid these sides, because they might feel to be noticed or asked questions (may I help you ?). People take much more time looking things on the tables, which is in front of the monitor. People always try to interact with their hand, like raising their hand that could be also the effect of the alert function.