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A woman noticed the screen, and read the information text on the screen, but could not interact because she had an old Nokia phone, which was not compatible to operate. She was one of the guide tour who had seen the body interaction too.     14:00: I interacted with the advertisement many times to drag people attention and the usage and give them some sort of encouragement.     14:35: I played once again while 4 people were standing behind me.  Comments:     Mobile phone takes longer time to operate.     Less glances made to the screen, maybe because of the access information text rendered on top, which blocks full silhouette representation.     In tourist information people tend to get information as quick as possible; to restrict the advertisement with mobile phone, which consumes time, would not be a good choice.     Mobile interaction is very private to one person and does not drive others attention toward the people interacting.  Observations     10:05: A boy noticed and took his phone out and scanned the QR-Code but his mother called him and left.     10:25: A girl and a boy are seeing their body and having fun many times, just playing with their silhouette. Which drove their mothers attention too.     10:45: I played in crowd and some of the people around noticed, but no interaction happened.     11:30: Aman waved on to the screen and came near to the screen, after reading the information text he left.     13:15: Two p eople discuss on the application, they are curious about it.  Comments     Observations     10:00: The screen height got reduced and the screen and Kinect is facing diagonal.     10:46: A man saw the screen for 3 seconds but did not play.     10:48: Another man also noticed but did not approached to play.  Comments		
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