

Interactive Emotion Tracking and Visualisation System [IETVS]

User testing

Interviews

Participant 1

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Yes, if it slows me down, especially when I am trying to get to uni or go to work.

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Yes, but maybe drawing out people can be a reason for congestion too.

Q3- How do you feel about your visualising your emotions?

I think its cool, It becomes more interesting to see other's emotions. Gives a sense of understanding about how the community is feeling and sometimes other's emotions might affect yours as well.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

I was unsure about what it is, was hoping there is nothing which is advertising anything or trying to sell me something. Also about privacy of being recorded.

Q5- Do you find understanding the concept easy?

Yes, its pretty straight forward.

Q6- How long did it take you to comprehend what's happening?

A while to understand the visuals

Q7- Which part of the interaction did you find confusing?

Understanding the context, as to why is it there, what generic purpose is it solving.

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)

Maybe the visuals could be more sort out (concept revealing) and they could be more interactive.

Q9- What are your suggestions to improve the concept in general to solve this problem of pedestrian congestion?

This works fine.

General views

Willing to see more range of emotions like tired, confused etc.

Placement of this exhibit is important, so that it doesn't act as an obstruction.

Participant 2

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Yes, I hate slow walkers.

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Hmm, interesting.

Q3- How do you feel about your visualising your emotions?

I feel okay but is it only one person who can interact with this exhibit? If yes then how long does my emotional reaction colour stay up?

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

Nervous about emotions being captured in public.

Q5- Do you find understanding the concept easy?

Yeah, took me 7 seconds to understand what's going on.

Q6- How long did it take you to comprehend what's happening?

A while to understand the visuals.

Q7- Which part of the interaction did you find confusing?

No not confusing.

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)

The artwork could be more playful and interactive. The experience of this seems pretty short.

Participant 3

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Yes, I hate slow walkers.

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Yes, its inviting.

Q3- How do you feel about your visualising your emotions?

I feel okay but is it only one person who can interact with this exhibit? If yes then how long does my emotional reaction colour stay up?

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

No, If I am with friends, ill happily go check it out. If I am alone I might feel nervous or awkward to a certain low degree. How is my privacy dealt with?

Q5- Do you find understanding the concept easy?

Its easy to grasp actually.

Q6- Which part of the interaction did you find confusing?
What happens after this? Is it over? Is it recorded? What message do I get?

Q7- What are your suggestions to improve any specific part of this idea? (based on Q7)
Needs more visual feedback. Maybe addition could be reasons like why people feel the way they are feeling like.
The face scanning part could be more private whereas the outcome could be public.

Metaphoric Footsteps

User testing

Interviews

Participant 1

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?
Yes, cz I prefer less congested areas for ease of time, most of the times I don't live in city though.

Q2- Do you think this idea can be helpful in providing realtime information about pedestrian activity as a means of reducing the pedestrian congestion?
Yea it solves the purpose to certain degree. The realtime updation element is cool.

Q3- How do you feel about metaphorically understanding the realtime pedestrian activity information?
I am kinda confused, I don't understand the metaphors and its relation with the visuals.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?
Not very relative to me unless its placed at a nice spot and provides me live input about which street is busier and what are the best suitable detours I can take.

Q5- Do you find understanding the concept easy?
Its hard to grasp by looking at it, at the first time. The visuals, colors, text need to have some visual cues to guide the eyes of the pedestrian. I felt lost between what to look at first.

Q6- How long did it take you to comprehend what's happening?
Until I Read the whole thing properly.

Q7- Which part of the interaction did you find confusing?
The metaphor and visuals.

Q8- What are your suggestions to improve the concept in general to solve this problem of pedestrian congestion?

Add more interactivity and clarity in the concept. Make it in a way that a onlooker wanna look at it more and longer.

Participant 2

Q1- What is the first thing that draws your attention?
The text then the map.

Q2- Do you think this idea can be helpful in providing realtime information about pedestrian activity as a means of reducing the pedestrian congestion?
Sure, but needs refinement.

Q3- How do you feel about metaphorically understanding the realtime pedestrian activity information?
Is it 200 footsteps according to road for reaching that destination as shown in the map?
Or something totally different.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?
No apprehension but curiosity to know what it is.

Q5- Do you find understanding the concept easy?
No The purpose to me is not clear.

Q6- Which part of the interaction did you find confusing?
The visual and text
As to colours are big, they divert users attention from goal. Are we assuming places here?

Q7- What are your suggestions to improve any specific part of this idea? (based on Q7)
Associate time element as in - in this much time this many people passed by, which could further link to feedback about what time which street gets congested, suggest detours with ETA.

Q8- What are your suggestions to improve the concept in general to solve this problem of pedestrian congestion?
The idea should cater to the time people have to pass by and absorb it.

Participant 3

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?
Yes, its frustrating

Q2- Do you think this idea can be helpful in providing realtime information about pedestrian activity as a means of reducing the pedestrian congestion?
If realtime route changes are suggested and placed at the right spot, like start of the street which could enable people to make decisions about their routes.

Q3- How do you feel about metaphorically understanding the realtime pedestrian activity information?

Not sure about how accurate they are, how the calculations work, there are so many variables here.

Q4- What is the first thing you notice?

Depends which side you are walking from. Although looks like a data vis at a very first impression

Q5- Do you find understanding the concept easy?

Bit unclear

Q6- How long did it take you to comprehend what's happening?

Long enough

Q7- Which part of the interaction did you find confusing?

Not sure about what pins are doing, the colours are distracting.

Q8- What are your suggestions to improve any specific part of this idea?

QR code to scan a google map and take it along with me. Need more animations and be more specific.

Musical Nexus

User testing

Interviews

Participant 1

Q1- Does increasing pedestrian congestion in cities affect your lifestyle?

Yes, of course. It's hard to breathe sometimes.

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Totally if I am a first time visitor to that place or happen to see this for the first time, but I think it won't be drawing out a lot of everyday passers by who know what it is.

Q3- How do you feel about your visualising yourself and your impact on music?

I think it's cool, watching a new representation of myself is the best.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

No apprehensions really, I think it's fairly inviting and creative. Plus if it offers a shared music creation thing, it can be way more cooler but nice gamification graphics in place.

Q5- Do you find understanding the concept easy?

Yes, it's pretty straight forward. But doesn't really reveal its main motive of using place making to reduce pedestrian congestion.

Q6- How long did it take you to comprehend what's happening?

20 seconds. No tutorials required to understand.

Q7- Which part of the interaction did you find confusing?

Understanding the context, as to why is it there, what generic purpose is it solving.

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)

Maybe the visuals could be more sort out (concept revealing) and they could be more interactive. There is some work required on the user interface.

Q9 - What is the first thing you saw?

The skeleton was the most attractive centre piece, up next was the Kinect that was recognising my gestures. Music can potentially draw people's attention for a while but it has to be immediately revealing so that people don't assume it as another marketing thing.

Participant 2

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Sort off, I just got used to it.

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Yea it checks all boxes.

Q3- How do you feel about your visualising yourself and your impact on music?

I think its fun.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

Maybe, but if others are doing it as well, then I might just jump in.

Q5- Do you find understanding the concept easy?

I think its pretty interesting and creative, Involves and engages community. I might want see where other people take this kind of thing in terms of music creation.

Q6- How long did it take you to comprehend what's happening?

5 seconds.

Q7- Which part of the interaction did you find confusing?

What the icons were doing, maybe they need some visual feedback like tap or bounce effect.

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)

Maybe better visuals, gamification like maybe more drum kits and shared or collaborative music experience.

Q9 - What is the first thing you saw?

The setup kinda got my attention. The Kinect was cool, the way it got my gestures and the music added a nice vibe to it.

Participant 3

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Yes

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Totally if I am a first time visitor to that place or happen to see this for the first time, but I think it won't be drawing out lot of everyday passer Byers who know what it is.

Q3- How do you feel about your visualising yourself and your impact on music?

It is attractive and empowering, I would have like it If I was made to feel as if I have any super powers.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?

I was alone, I wouldn't go ahead and start dancing lol.

Q5- Do you find understanding the concept easy?

Not really, I feel the main objective was latent, but the exhibit stands by itself and solves the purpose without people even knowing about it.

Q6- How long did it take you to comprehend what's happening?

Half a minute.

Q7- Which part of the interaction did you find confusing?

It was not much visual freedom, I had to hear the audio to understand that there is a change happening.

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)

If music was loud enough, more visual interactivity and feedback, lights accompanying the idea.

Q9 - What is the first thing you saw?

First the skeleton (imagining it might be on a huge screen in front), then the sound as a local experience to the exhibit, the orange boxes.

Participant 4

Q1- Does increasing pedestrian congestion In cities affect your lifestyle?

Maybe

Q2- Do you think this idea can be helpful in drawing people out of congested areas and reduce the pedestrian congestion?

Yea. This has that potential. I found it more like a distraction in a good way. You know how there are mirrors in elevators and waiting rooms.

Q3- How do you feel about your visualising yourself and your impact on music?
It was really cool to be able to pick instruments, control elements of music. I think its fairly creative.

Q4- Are there any apprehensions in your mind before approaching this exhibit in a public space? If yes then what?
Nope, I will be cool to mess around with it.

Q5- Do you find understanding the concept easy?
Yes, it was fairly straight forward and guessable.

Q6- How long did it take you to comprehend what's happening?
Less than a minute.

Q7- Which part of the interaction did you find confusing?
Nothing really

Q8- What are your suggestions to improve any specific part of this idea? (based on Q7)
I had to listen to know if instruments were changing. Maybe needs some visual feedback too.

Q9 - What is the first thing you saw?
The kinect, then music

General notes - Dominic

Visual métronome - @ 128bmp.
Queue instruments
Hold over button
Music starting before 4 bar
Button with selection sound.