

# Cardboard prototype test

## What do we want to test?

We have made two cardboard prototypes. One of the idea using a single sided screen and one of a double-sided screen. We will test which screen suits the test persons best and what their overall reaction to the project is. Beforehand we will not give an explanation of the project, so we can see how they would interact with it by themselves. Another thing we will test is if the use of stickers on the ground would be useful, for not forcing people to participate. Lastly, it's a good opportunity to test how giving a piece of paper with an explanation of the experience would be received.

## The results

We tested our prototype with two people to see how they would interact with it and which screen would work the best for them.

We started off with the double-sided screen and placed the "stickers" in front of the screen. They both immediately stood on opposite sides of the screen and even lifted up the paper to see their emotion. This showed that without any hints or even any explanation of the project, they understood what the project was about.

After testing the first screen we moved on to the single screen. This time we placed the two "stickers" next to each other and once again they just looked at it by themselves. They seemed a lot more excited about this screen, since they could see both their own and the other persons emotion.

We then asked what they thought of it and if they had a preference for the screen. They both said that with the double-sides screen they didn't feel a connection with the other person. It would be more difficult to relate to the other person if you can't see them. This is why the single screen would work best, because this way you can experience it together. Even if the other person is a stranger they would still feel more connection if they were standing next to each other and were able to interact.

We also asked them what they thought of using the stickers on the floor that would clearly show that it's your own choice to participate. They made is very clear that it was good to not be forced to participate and that the use of stickers on the floor would really help. This way other people who don't want to participate can still feel comfortable and still enjoy the experience of others.

A question they had was if the emotion would stay the same while they were standing there. When they were told they would change based on every face you make, they also felt like it is something you can have a lot of fun with. Right after that they started pulling all kinds of faces, just to show what they would do if it would respond to it.

Another question they had was if the animations of their emotions would be able to interact with the emotion of the other person. They asked this because they felt that if one of them would be happy and the other one sad, they might both feel sad. This is why it would be nice to be able to also visually connect with the sad emotion of the person next to them. This is an interesting idea and something we could look into.

After our project presentation we got a suggestion of using a handout paper with an explanation of what they had experienced and what it meant. We also tested this in our prototype and they both thought it was a nice addition and a good way to remember the experience.

## **Conclusion**

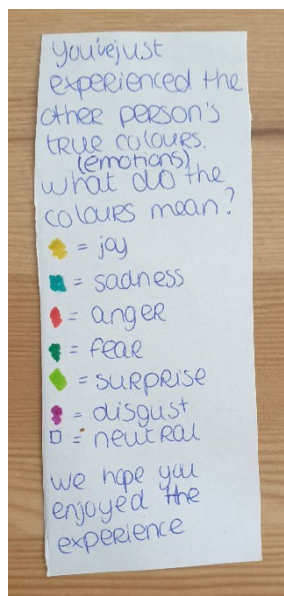
From this test we now know that according to the test persons, a single sided screen would work best for the overall experience but especially for connecting. This way you can truly experience your emotions with others. It's also good that people are able to interact with the animations and it is seen as something you can have fun with. Something we could look into is if it would be possible for people's animations to interact.

By using a simple sticker on the ground, you give people a clear choice to participate or not. This way people who don't want to will feel comfortable and still be able to enjoy the experiences of others.

A piece of paper with an explanation of the project and the experience would be a nice addition to the project and a good way to remember it.

# Prototype

## Double-sided screen



## Single screen



what do the colours mean?

- = joy
- = sadness
- = anger
- = fear
- = surprise
- = disgust
- = neutral

we hope you've enjoyed the experience

