





### **Motivation**

#### **Augmented Reality**



**Navit**Source: Kluge, University of Potsdam

#### **Voice**



Semway Source: Salzburg Research

### **Digital Map**



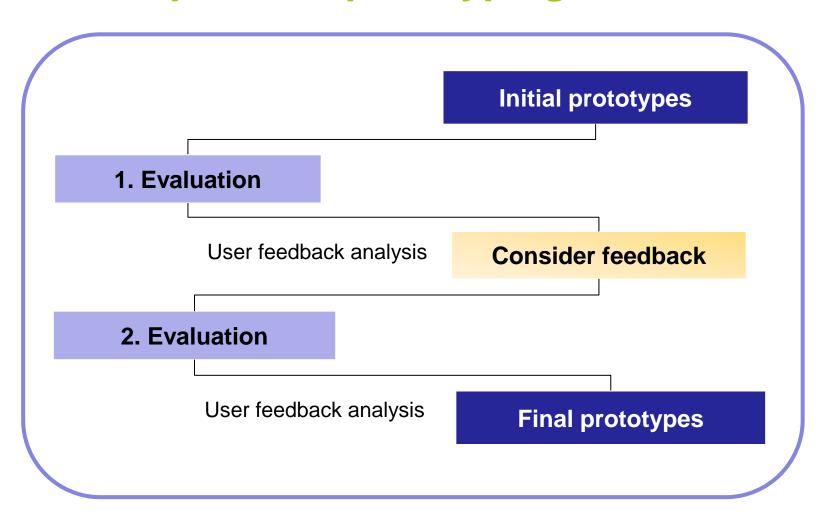
**Navigon** 

Compare performance and user experience of electronic navigation support for pedestrians in a real world navigation task





### User experience prototyping







### Field Study - Test Setting



2 test iterations

3 sub-routes

24 test persons per test

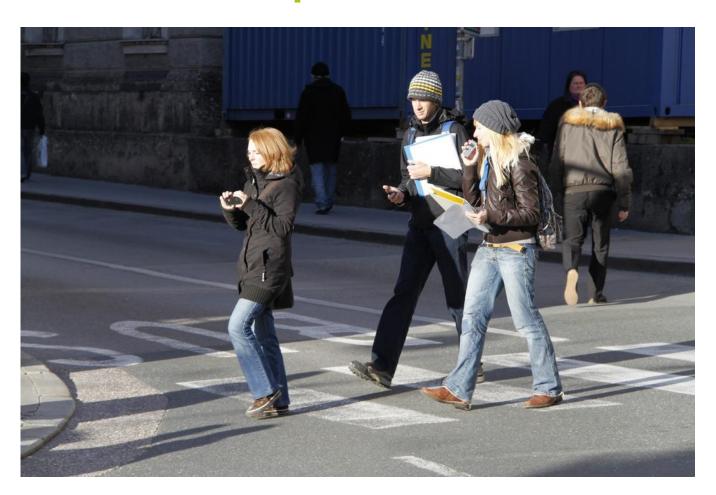
test person characteristics

- \* sex
- age
- navigation experience
- Familiarity with test routes





## Results of user experience evaluation







## **Digital Map**

#### 1. Iteration



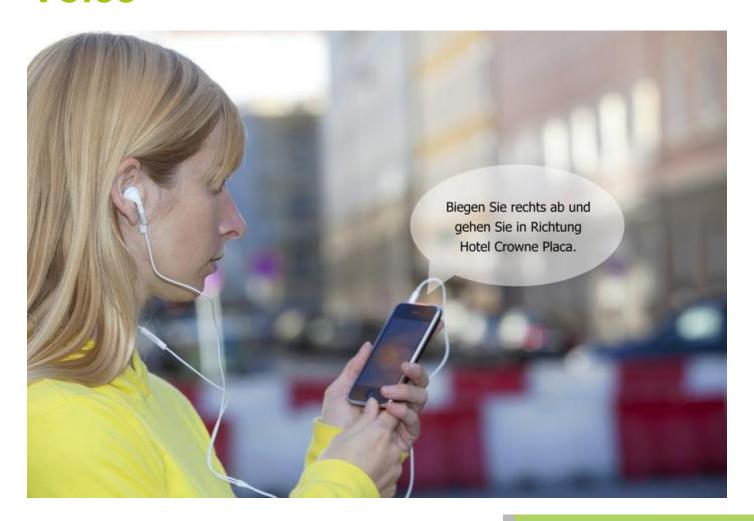
#### 2. Iteration







# Voice





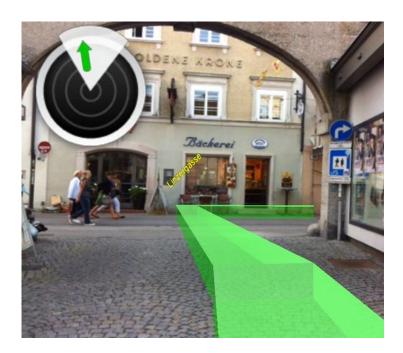


## **Augmented Reality**



1. Iteration

#### 2. Iteration



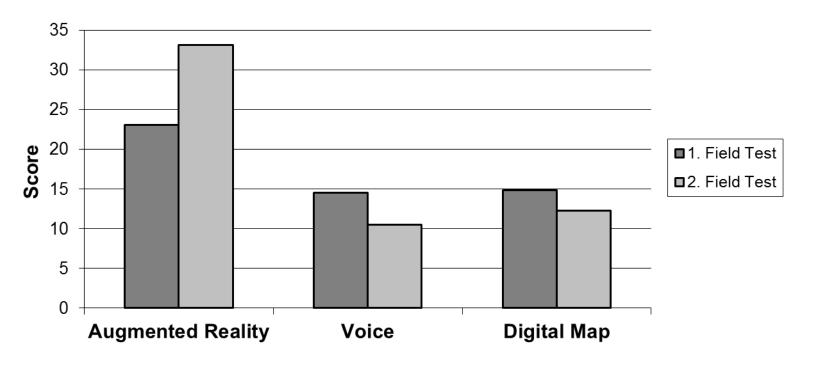




### **Results: NASA Task Load Index**

(Hart&Staveland 1988)

Subjective, multidimensional assessment tool



- Augmented Reality significant higher cognitive workload
- No significant difference between 1. and 2. field test

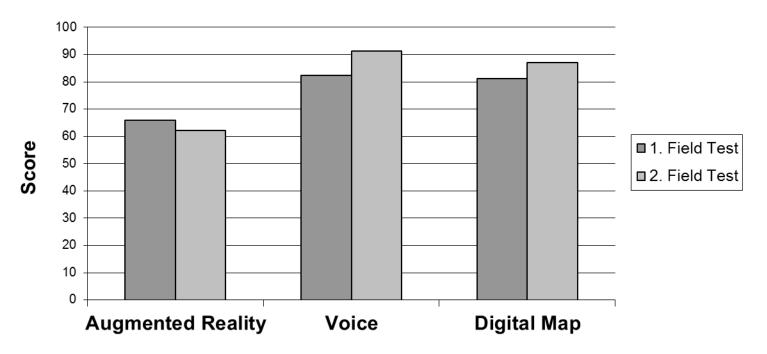




### Results: System Usability Scale (SUS)

(Brooke 1996)

Test to assess usability



- Voice and Digital Map significant higher SUS score than Augmented Reality
- No significant differences between 1. and 2. field test





### **Conclusions**

### Digital Map

- Very good results in both field tests
- Validation improved from 1. to 2. field test
- Mature technology, existing design guidelines from cartography

#### Voice

- Very good results in both field tests
- Good scientific results already available, usage of carefully composed voice instructions

### Augmented Reality

- Poor results in both field tests
- Lack of previous scientific studies
- Challenges: sensors in smartphones, inexperience of test persons using AR etc.





# Thank you for your attention!

#### **Contact**

Mag. Renate Steinmann Salzburg Research Jakob-Haringer Str. 5/III 5020 Salzburg

renate.steinmann@salzburgresearch.at