START

Prompt: Exit climate chamber
Context: End of context trail

**8**

**1**

Context: Floor 4
Introduction

Prompt: Enter climate chamber
Context: -2oC, low light
Prompt: Respond to text message
Context: Gloves must be removed. Cold hands.

**7**

**2**

Prompt: Walk to floor 2
Context: Descending staircase
Receives text message
Prompt: Reply to message

Prompt: Enter climate chamber
Context: Cold climate outerwear

**6**

**3**

Prompt: Stop at end of staircase, floor 2
Receives phone call, text interrupted
Context: Disturbance from floor cleaning machine
Call is lost

Prompt: Find climate lab
Context: Navigation app
Context: Two sets of locked doors

**5**

**4**

Prompt: Return phone call
Context: Glare and reflections

# DYNAMIC
## USER EXPERIENCES

Our physical, sensory and cognitive abilities are not static — they change continuously depending on the contexts and situations that we are immersed in.

**Set up your own context trail for design and evaluation of context-dependent abilities.**

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# Context is everything.

**2.** The facilitator sends a text message and prompts the participant to respond.
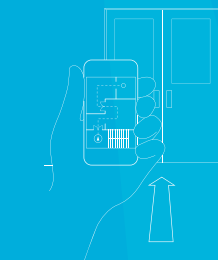
**4.** The environment is very light, causing glare and reflections on the screen of the device.

**7.** The screen will not operate using the thick gloves... texting without gloves quickly makes the hands cold.

**3.** The ride-on floor-cleaning machine passes by, generating a substantial amount of noise.

**5.** The participant is prompted through a task card to use the map/navigation application to find the way.