

accel (E4) arm motion	GSR (E4)	HR (E4) heart rate	Pulse (E4)	Accel (HB) head motion	Gyro (HB)	Heading (HB) head direction	Zone (Max) [1]	Motion (Max) spatial motion	Time (Max)	Human behaviour and condition in test setting	Signification (action / state of mind)	RGB light "Work"	RGB light "Chill"	Desk lamp	Sound "Work" [2]	Exciter "Work"	Sound "Chill" [3]	Exciter "Chill"	Ventilator	Diary*	
							l/r outlet			outside the comb entering form left or right [4]	absent entering space	-	-	-	-	-	-	-	-	-	
							l/r outlet			leaving on left or right side	leaving space	fade-in welcome colour circle [5]	fade-in welcome colour circle [6]	-	-	-	-	-	-	-	
							table		>5	entering work area "table"	entering work space	fade-in light animation [7]	-	fade-in	fade-in sound animation	-	-	-	-	asking for entry	
							table			leaving work area "table"	leaving work space (to sofa or l/r outlet)	fade-out light animation	-	fade-out	fade-out sound animation	-	-	-	-	-	
							table	low	>1m	remaining in work area	working	light animation	-	stable	stable sound animation (subtle)	-	-	-	-	-	
				low	low	low	table	low	>20m	remaining in work area, excessive work period	focused work > move! [8]	intensification light animation	-	flickering	intensification sound animation	fade-in	fade-in sound animation	-	fade-in pulsating	asking for entry	
rather low	mid	unstable mid	unstable mid	low	low	low	table	low		low body motion, some arm motion, sometimes excitement	reading, writing, thinking	light animation	-	stable	stable sound animation (subtle)	-	-	-	-	-	
high (phone in which hand?)	high	unstable high	unstable high	unstable high	unstable high	unstable high	table	rather high		rather high motion and BF ... formulating, gesticulating, animating, laughing	comm (phone, visit)	intensification light animation: mapping of Motion (Max), accel HB and E4?	-	stable	intensification light animation: mapping of Motion (Max), accel HB and E4?	-	-	-	-	-	
rather low	low	stable low	stable low	rather low	rather low	rather low	table	mid		some body and arm motion, no arousal	easy work, day dreaming	light animation	-	stable	stable sound animation (subtle)	-	-	-	-	-	
rather low	increase	increase	increase	low	low	low	table		in relation to curve	low body motion, increasing BF (mental situation at work desk)	shocked, getting aroused, afraid or excited	intensification light animation: mapping of Pulse, GSR, HR	-	flickering	intensification sound animation: mapping of Pulse, GSR, HR	fade-in, mapping of HR	-	-	fade-in pulsating, mapping of HR	asking for entry	
rather high	stable high	stable high	stable high	mid	mid	mid	table			rather high body motion, high BF (mental situation at work desk)	aroused, nervous, excited > relax!	light animation: "inverse mapping" of Pulse, GSR, HR	-	going down	sound animation: "inverse mapping" of Pulse, GSR, HR	fade-out	fade-in sound animation	-	pulsating slowly	-	
rather low	decrease	decrease	decrease	low	low	low	table	low	in relation to curve	decreasing body motion and BF	relaxing, getting tired	light animation getting "slow"	-	going down	sound animation getting "slow"	-	-	-	-	-	
rather low	low	low	low	low	low	low	table	rather low	>5m	low body motion and BF	relaxed, tired > slow animation	light animation getting "vivid"	-	going up	sound animation getting "vivid"	-	-	-	fade-in pulsating	-	
low	low	low	low	low	low	low	table	low	>15m	very low motion and BF during time span	sleepy > wake up!	light animation getting "aggressive"	-	flickering	sound animation getting "aggressive"	fade-in	-	-	intensification of pulse	asking for entry	
high	low	low	low	high	high	high	table	high		high body motion, low BF	crafting, tinkering	light animation	-	stable	sound animation (subtle)	-	-	-	-	-	
high	rather high	high	high	high	high	high	table/sofa	high		amount of changes between table and sofa	restless, nervous	intensification light animation: mapping of Motion (Max, HB, E4)	intensification light animation: mapping of Motion (Max, HB, E4)	stable	intensification sound animation: mapping of Motion (Max, HB, E4)	-	intensification sound animation: mapping of Motion (Max, HB, E4)	-	-	-	
rather low	low	stable low	stable low	rather low	rather low	rather low	sofa	low [9]		low motion, low BF	relaxing, reading, day dreaming	-	light animation (subtle)	-	-	-	-	-	-	-	
high (phone in which hand?)	rather high	unstable high	unstable high	unstable high	unstable high	unstable high	sofa	mid		rather high motion and BF ... formulating, gesticulating, animating, laughing	comm (phone, visit)	-	intensification light animation: mapping of motion (accel HB and E4)	-	-	-	-	-	intensification sound animation: mapping of motion (accel HB and E4)	-	
rather low	increase	increase	increase	low	low	low	sofa	low	in relation to curve	low motion, increasing BF	getting aroused, afraid or excited	-	intensification light animation: mapping of Pulse, GSR, HR	-	-	-	-	fade-in	fade-in pulsating, mapping of HR	asking for entry	
rather high	high	stable high	stable high	mid	mid	mid	sofa	low		rather high motion, increasing BF	aroused, nervous, excited > relax!	-	light animation: "inverse mapping" of Pulse, GSR, HR	-	-	-	-	sound animation: "inverse mapping" of Pulse, GSR, HR	fade-out	pulsating slowly	-
rather low	low	low	low	low	low	low	sofa	low	>5m	low motion, decreasing BF	relaxing, getting tired	-	light animation getting "slow"	-	-	-	-	light animation getting "vivid"	fade-in pulsating	-	
low	low	low	low	low	low	low	sofa	low	>15m	no motion, low BF	sleeping > wake up!	light animation getting "aggressive"	fade-out	flickering	sound animation getting "aggressive"	-	fade-out	fade-in	intensification of pulse	asking for entry	