

Excerpt 5. [but like here you can see; 00:01:54]

```
43  PIE      I would have good vehicle #,
    tin     >>gz at phone-->
    tin     >>tapping phone display w/thumbs-->
    fig     #fig.13
```

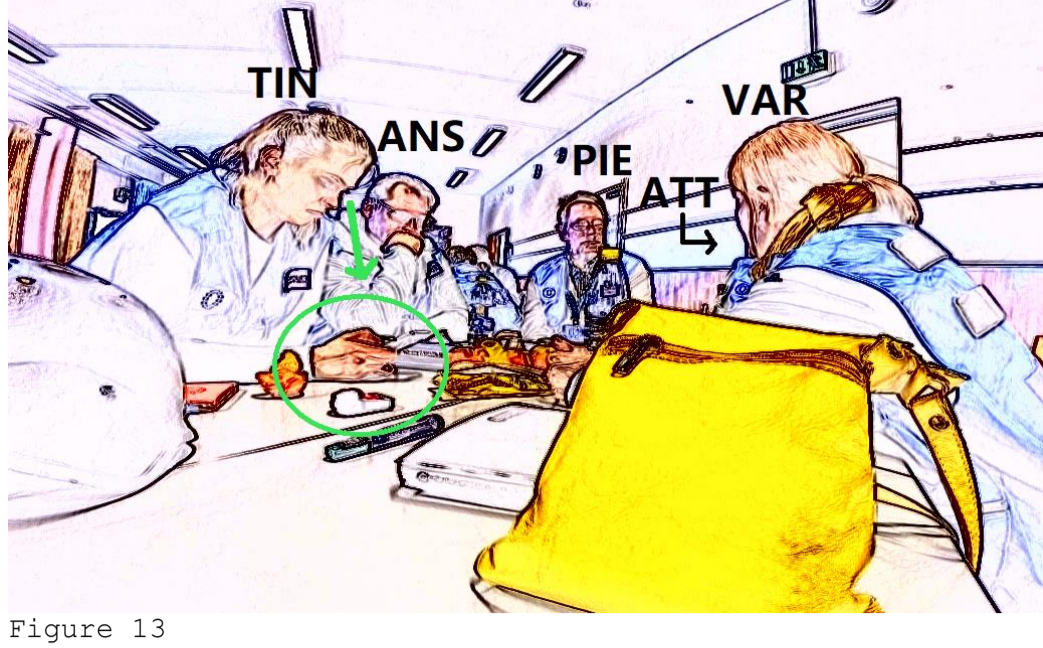


Figure 13

```
44  PIE      because if you've got a bad vehicle,
45          and you have to break down,
46  VAR      yeah.
47  PIE      on the way (.) you've got a problem.
48          (0.6) @ %
    tin     -->@gz twd PIE-->
    tin     -->%
49  TIN      I would + £ als@o say that,#
    pie     +gz twd TIN-->
    var     £gz twd TIN-->
    tin     -->@gz twd phone-->
50  TIN      %one of the #(0.5) possible dangers,
    ans     %gz twd TIN's phone-->
51  TIN      u:h could @be that% the @pe#ople are%,
    tin     -->@lifts gz up from phone then back down@
    tin     %puts phone down on table%
    fig     #fig.14
```

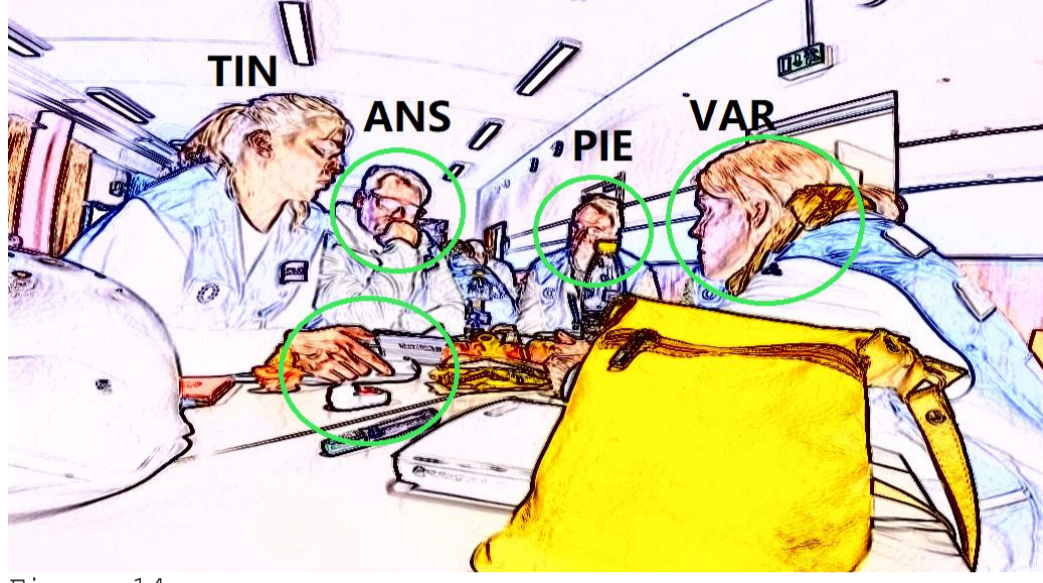


Figure 14

```
52  TIN      at least # %when you @lo%ok #
    tin     %turns phone on table twd VAR%
    att     @gz twd TIN's phone-->>
    fig     #fig.15
```

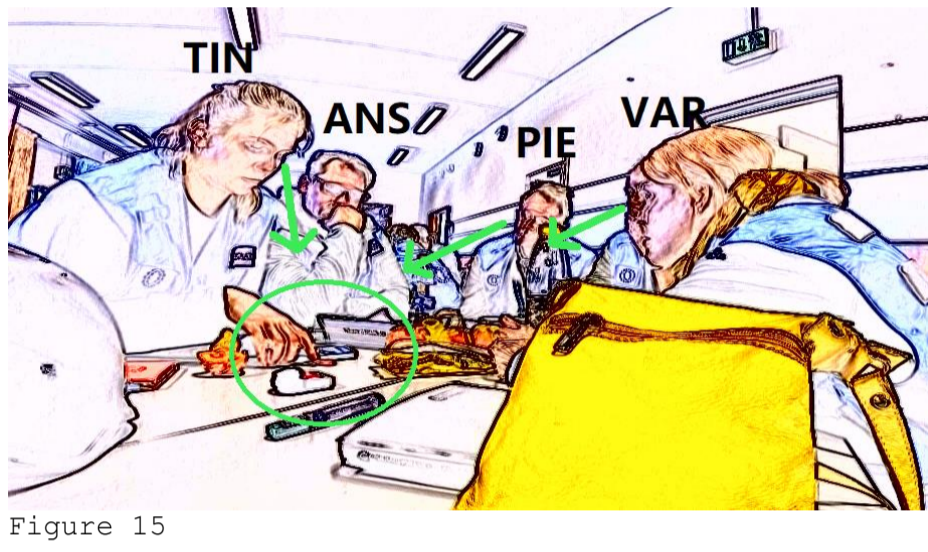


Figure 15

```
53          at+f from the %google # view%,
    pie     +gz twd TIN's phone-->
    var     £gz twd TIN's phone-->
    tin     %twirl motion w/finger above phone%
    fig     #fig.16
```



Figure 16

```
53  TIN      thef-it looks like $ [people] are like,
    var     ,,,£
    pie     $.....---points at TIN's
    tin     phone-->
54  PIE      [yeah]#
    fig     #fig.17
```

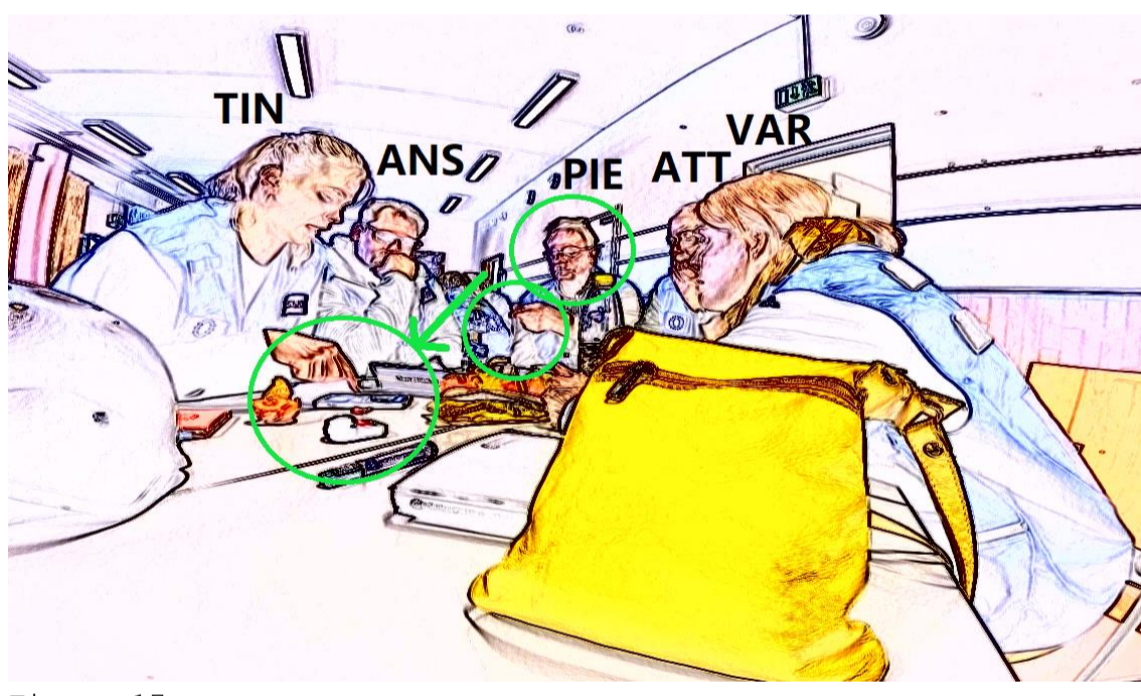


Figure 17

```
55          +(0.4)$
    pie     -->+
    pie     -->,,,,$
56  TIN      crossing the stree-the,
57          (0.7)
58          uh big road,
(30 lines omitted)
88  VAR      you (.) have you guys,
89          been driving on the left side,
90  PIE      [yes I], (--
91  TIN      [uh never],
92          yeah you have,
93  PIE      (--),
94          (2.0)
95  TIN      ba@refly+ on @the %right side+,
    tin     @gz twd VAR@
    var     £gz twd TIN-->
    pie     +gz twd TIN+
    ans     %gz twd TIN%gz twd TIN's phone-->
    tin     +(.)% (0.6)£
    pie     +gz twd TIN's phone-->
    tin     %...-->
    var     -->£
96  TIN      £u:h # &but% like here you can # see,
    var     £turns head left and gz twd TIN's phone-->>
    tin     ...----shifts posture R and lifts phone-->>
    var     &.....puts on glasses and leans in-->>
    tin     %points and traces screen-->>
    fig     #fig.18
    fig     #fig.19
```



Figure 18

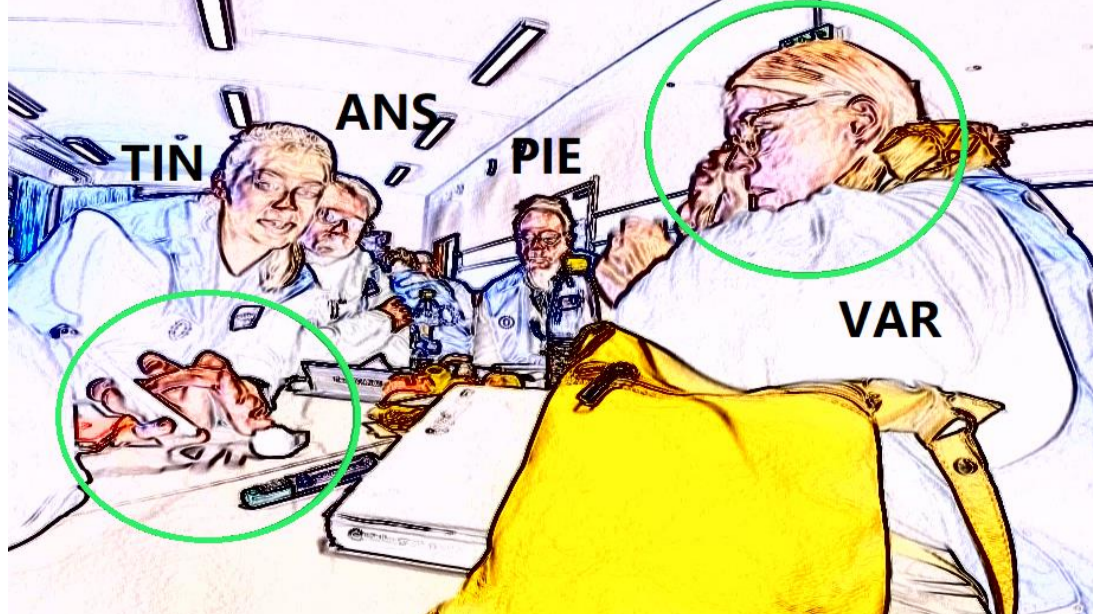


Figure 19

```
97  TIN      like here go$es [one car],
98  PIE      [so so],
    pie     $points twd TIN's phone-->
99  TIN      here goes $one car,
    pie     -->$
100 TIN      here is coming a truck,
```