

	BP1	BP2	BP3	BP4
 Scent				
Artificial				
Scent of products, materials,...				
 Sound				
Music (radio, playlist, live music,...)				
Acoustics (talking people, footsteps,...)				
 Touch				
Touch (material cash desk, seating,...)				
Climate (temperature, cleanliness,...)				
 Taste				
Service (free) (coffee/water, samples,...)				
Products (sell) (coffeebar, snacks,...)				
 Sight				
Design language (materials, proportions, colors,...)				
Visual stimuli (lighting, visuals,...)				