# Participant Number: 6

# Condition Order: 1

1 = Discrete, Continuous

2= Continuous, Discrete

# Hand

Left hand

# Condition 1: Discrete

Mood is okay today. Calm, nothing that has been causing frustration. Rates it 6 on scale from 1-10.

Gets first sequence right very quickly, clearly a pro.

Misses second fish. “MY FISH”

Assumes he has to steady when the wave hits the boat, and no reason to do so before.

Thought It only needed to be pressed one time in discrete, and would stop trying to catch fish if first attempt failed. Results in failing twice in a row in first area. Asked about this, told he can continue trying.

Fails 2 times in a row again. Seems to actually be missing key sequences, no outburst when fishes escape though. Means he won’t be guaranteed a lot of failures at the end of the game.

Looks around for more bubbles, maybe not aware of mini-map.

# Condition 2: Continuous

Gets feedback 3 times, gets fish.

Happens again second time.

Quick to input sequence. No outburst when he doesn’t get fish despite receiving feedback 3 times.

Bugs the game, catches eels in first area. Bug doesn’t carry over into rain area afterwards, luckily.

Feedback 5 times, fish escapes.

“Music is quite calming”

Music reminds him of Divinity Original Sin

Didn’t notice the sound of fish attaching itself to the hook.

“hmmm”, response when doesn’t catch fish after 4 times good feedback.

Were a few times he thought it should catch the fish, but it didn’t. Said while sending files.

# Interview

“Had less control because of other reasons question:”

Felt, especially in continuous, where he should have gotten the fish, as he got the sequence right over the entire duration. Would however question himself on whether he pressed something wrong.

Felt frustrated in discrete condition because of getting used to the key sequence. Hard to press it right, but he got better at it. As he got more used to it, frustration instead came because he thought he did it correctly, but wasn’t rewarded.

Sometimes looked at this fingers to make sure he didn’t place them wrongly.

Looked at screen, only looked at keyboard once to make sure fingers are on correct keys.

Control over boat questions:

The speed of inserting the sequence made him feel like he could control the boat better, especially noticed in the continuous wave, as he had to keep pressing.

Discrete, a little unclear in knowing when to stop inputting sequence. Thought it was initially only one time, even if he failed, but realized he may have had to insert sequence again.

The longer the sequence, the easier it felt to control.

Felt he had total control over getting the fish. Did so because visually, the fish didn’t seem to have any influence. It was therefore only the steadiness of the boat that mattered in catching the fish, which he had control over.

No doubt when he pressed it wrong, knew when it happened.

Music a factor in reducing frustration. Might feel frustrated at first, but when moving to next fish you can focus on the calming music, which helped with the entire thing.