# Participant Number: 9

# Condition Order: 1

1 = Discrete, Continuous

2= Continuous, Discrete

# Hand

Left hand

# Condition 1: Discrete

Going fine. Pretty good mood: 7

Tries to steady boat before wave gets to the boat, fails first fish.

“heeey, got a fish, love fishing btw”.

“What, I pressed it”, when missing fish in third attempt.

“I see the false positives and false negatives”

Just noticed the map at attempt 5 or 6.

Only presses sequence once when getting it correctly, and boat steadies.

Tries catching the useless fish out of curiosity. It escapes.

Notices bubbles respawn.

Only tries sequence once, even when boat doesn’t steady. “hmm, that’s annoying”.

Loves the catfish

“hmmm”, when single input doesn’t work. Seems very confident in his ability to do the sequence correctly, and types it very quickly.

# Condition 2: Continuous

Catches first fish.

Inputs the sequence many many times, like maybe 8 times during one wave, maybe more.

Goes for another fish in the rain area after he doesn’t need more.

Tries not pressing anything deliberately to see if he catches fish, but doesn’t.

Then does key sequence slower than usual, still manages to do it 3 times, gets fish.

Needs last fish: Gets feedback 3 times or more, fish gets away.

Fails twice 2 in a row, says “hmmm, I will never catch the last one”.

# Interview

Frustrated when losing the fish. Sometimes lost the fish once, got it after. Very frustrating when losing fish twice in a row, which only happens in the second condition.

Didn’t look at hands.

Nothing specifically made him feel less in control of boat, but did not feel like there was any feedback in the second one. Sometimes saw it slow down, but then lost control again.

Computer: not registering inputs. Thinks computer doesn’t believe he typed it right, and then just did something. Did the sequence the same way and quickly. Mostly in second condition this applies.

Can’t remember clearly, but frustration lowered over time in discrete because he expected not to register input

Second attempt frustration increased quick because the second and third level in the second one was completely out of control. In the beginning not frustrated because it seemed like he had enough time to press it, which he did not feel as much in the discrete condition. Therefore, continuous felt more chill in the beginning.

Rated high on getting fish out of water, but not on steadying boat.