EV: Experimenter
EX: Evaluator

Bold: Important feedback from experimenter
Italic: experimenter question to evaluator
underline: experimenter liking the project

EV: Eventually I'll just edit it out once … once whatever I need
    Umm .. here is mine
    So basically umm~ I told you a little bit about the project
    Just making sure I got everything I need in here
    So have you ever used a [smartphone] or ipad?

EX: An ipad I have used

EV: So you know the idea when you slides

EX: Yeah

EV: You know clicking and dragging I think

EX: Yes

EV: So basically, just so you understand the basic concept up here
    Right now so when you flip like this

EX: Ok

EV: Technically, it usually brings you to a different screen. So right now you are [going to] just slide the phone along to the next screen

EX: Ok

EV: That is the idea behind this one. Umm~ also have you ever used Facebook? Do you know~?

EX: Uh nope

EV: Nope, ok. Umm so for the purpose of ours, we really wanted to make our app really user friendly. So ours is all based on your Facebook account. Have you heard of Facebook before?

EX: Yes yes yes

EX: So basically all of it is, the entire app is involved around umm the user's friends on Facebook and what they like because we read a lot about that people remember things when they are linked to someone they know or something like that. So that's why our entire thing is based

upon like remembering what a single person likes and then you have to associate basically what that the person with their like like with person's picture with the item that they like

EV: Ok

EX: That's pretty much how things~ what this entire thing is. So we use their Facebook account if they have one to do that

EV: And if they don't, they don't have pictures

EX: yeah if they don't we are just [going to] use some random people's names with things that they like

EV: ok

EX: Um~ so that's the idea. Um~ yeah if so basically I'll give that to you to hold that if you don't mind just make the little slides to make sure this down ~ like I can watch you while you are using it

EV: Ok

EX: The whole point is to test out if this is user friendly and stuff like that. So basically what I'm going to do is [going to] name a list of tasks that I like you to do

EV: Ok

EX: And from there, I'll just watch you do it. I'm not [going to] help you and just do whatever you think is should do

EV: Ok

EX: If it's wrong, it's wrong. And that's our fault for not doing it the way we think it should go

EV: Ok
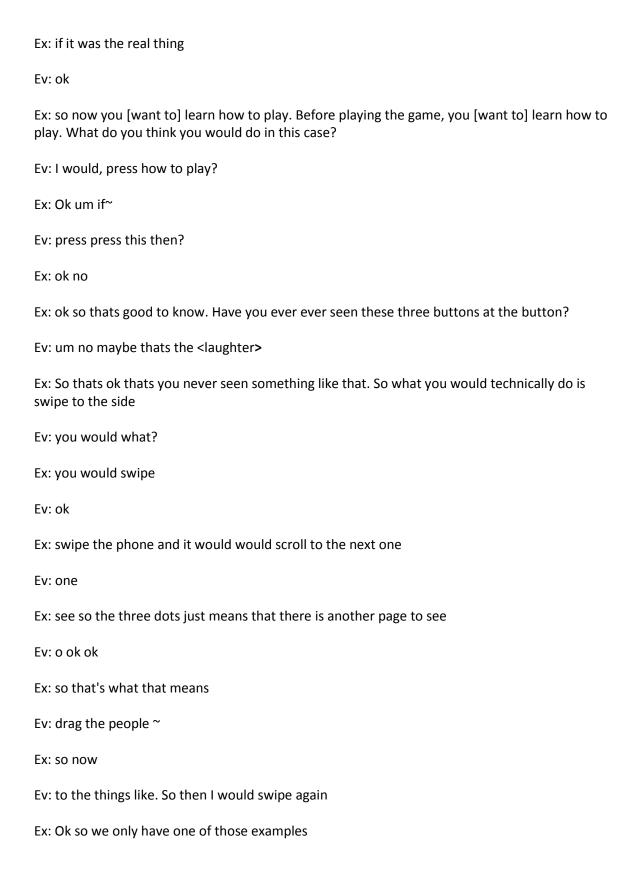
EX: Yeah so don't worrrry about that

EV: I am not

<laughing>

EX: Ok perfect cool

EV: I'm no technical geek but that's ok <laughing>

EX: you are a what?

EV: technical geek

EX: Oh ok cool

<laughing>

EX: good good! Alright so basically the first thing is we want you to setup the game. In order to setup the game you are [going to] have to connect to Facebook. So how would you do that from this starting thing?

Ev: like this

Ex: perfect! So if you clicked that, this should technically scroll

Ev: ok

Ex: So you can scroll the paper

Ev: So im [going to] move to next game <--

Ex: Yeap

Ev: k

Ex: so now, umm you want Facebook to umm if if let's say you had a Facebook account, what would you do?

Ev: I would allow it to access the Facebook system

Ex: Perfect, so next one. Um ok so then you have successfully set that up

Ev: ok

Ex: umm

Ev: So i have to setup an account?

Ex: this one is setting up right now

Ev: o ok

Ex: so you can scroll to the next one. It should .. ought to automatically scroll to the~

Ev: ok

Ex: if it was the real thing

Ev: ok

Ex: so now you [want to] learn how to play. Before playing the game, you [want to] learn how to play. What do you think you would do in this case?

Ev: I would, press how to play?

Ex: Ok um if~

Ev: press press this then?

Ex: ok no

Ex: ok so thats good to know. Have you ever ever seen these three buttons at the button?

Ev: um no maybe thats the <laughter>

Ex: So thats ok thats you never seen something like that. So what you would technically do is swipe to the side

Ev: you would what?

Ex: you would swipe

Ev: ok

Ex: swipe the phone and it would would scroll to the next one

Ev: one

Ex: see so the three dots just means that there is another page to see

Ev: o ok ok

Ex: so that's what that means

Ev: drag the people ~

Ex: so now

Ev: to the things like. So then I would swipe again

Ex: Ok so we only have one of those examples

Ev: ok

Ex: So if you go back to the <helps with sliding> play game. Perfect!
So now um if you are [going to] start the game, what would you do?

Ev: Uh play game

Ex: Perfect! So now you can pull and you [want to] start the game at level one. So~

Ev: I would just press start then

Ex: Yeap! Perfect!

<Ex sliding strip>

Ex: Perfect! So level one, ok so the way this loads, it will load for you to see <slides to next screen> and then it loads this for you to see

Ev: mhmm

Ex: And then um if you are ready to play level 1, what do you think you would do?

Ev: You do Im ready

Ex: Perfect! So swipe. Ok now problem is I don't if I have lost. Ok I'm [going to] steal

<troubleshooting>

Ex: this guy from here because I lost a little paper goes with it. So this can go there. Let's say this one goes there

Ev: Ok

Ex: So now what would you do in this case?

Ev: I put this into the image of the thing they like. So I would drag this into that

Ex: Yeah, so in this case <quietly> we just make it up and drag~

Ev: <quietly> drag it drag it

Ex: So just for your knowledge for the rest of the events, we are [going to] pick it up and drag it over

Ev: Ok

Ex: Perfect and then it loads this screen

Ev: Uh-ok

Ex: So um, so now let's say you [want to] play the next level, what would you do

Ev: Continue to next level

Ex: Perfect

Ev: I can't

Ex: Ok so, again this screen would

<Ev lends a hand to help swiping to next screen>

Ex: this screen would just load

Ev: Ok

Ex: And then this one would just load again. It's just like a coming in thing

Ev: Ok

Ex: So we don't have to do anything. And now once you have memorized this stuff

Ev: Ok Im uhh .. <click Im ready> Im ready

Ex: Perfect Ok. So now you are at this level

Ev: So then I would drag this one here. And I would drag Allison to biking

Ex: Ok! Perfect! So then if you were correct, it would

Ev: drag it to the next level

Ex: Load to next level~ Ok perfect. Ok that seems pretty good. Umm so alright lets you wanted to Uhh go back just because the rest is basically the same. It's just level three. So Im going to take you back to over here

<Ev drops person>

Ex: let's say you wanted to. Let's say you wanted to play game. Let's say you were here

Ev: Ok

Ex: And this is your second time playing the game

Ev: Ok

Ex: Your Facebook account is already set up. Everything and you know how to play. So let's say you wanted to play the game a second time

Ev: So I would just go play game and you go to ~

Ex: Ok so exactly. So now you do what?

Ev: So, I go press start

Ex: So that, so now you don't [want to] start. You don't [want to] start level one again, it really simple

Ev: O ok

Ex: So would would you do?

Ev: I would ~ there is arrows here. So I would go up to the next level

Ex: Ok perfect. And it would go up to

Ev: To

Ex: To whatever you [want to] do

Ev: three~ it would depending on wherever I left off. *How many levels do you plan on?*

Ex: Ideally um ideally we won't have a limit because <choke> hopefully these people will have many many Facebook friends and many qualities that each of the Facebook friends will
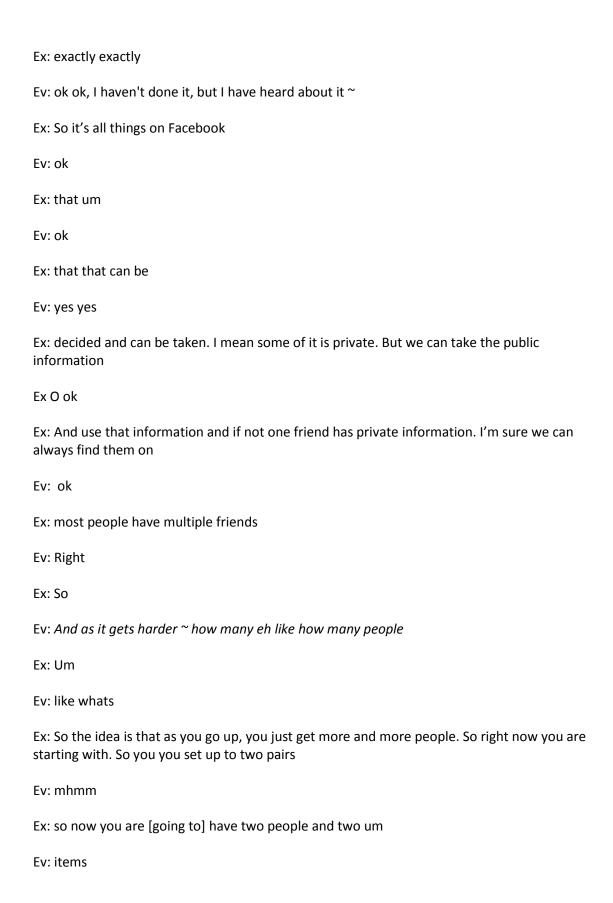
Ev: Ok

Ex: Will have. So we can go ~

Ev: *So the quality of the .. of the friends. You find that in Facebook? If they are not there you won't put them*

Ex: Um you can find them on Facebook, it all thing we can~

Ev: O yeah yeah because they have a profile

Ev/Ev: right

Ex: exactly exactly

Ev: ok ok, I haven't done it, but I have heard about it ~

Ex: So it's all things on Facebook

Ev: ok

Ex: that um

Ev: ok

Ex: that that can be

Ev: yes yes

Ex: decided and can be taken. I mean some of it is private. But we can take the public information

Ex O ok

Ex: And use that information and if not one friend has private information. I'm sure we can always find them on

Ev: ok

Ex: most people have multiple friends

Ev: Right

Ex: So

Ev: *And as it gets harder ~ how many eh like how many people*

Ex: Um

Ev: like whats

Ex: So the idea is that as you go up, you just get more and more people. So right now you are starting with. So you you set up to two pairs

Ev: mhmm

Ex: so now you are [going to] have two people and two um

Ev: items

Ex: and two items ~ Exactly. Um and then ideally it just gets harder and harder and harder ~ like more and more

Ev: I getting the sense that ~

Ex: The more people, I'm sorry. More and more people

Ev: Ok

Ex: And then um, our idea, I mean maybe you can let me know if you think this is good. It's have a drag. Like you know how sometimes there is too much writing in one box. You can drag it up higher and you can see further and further down

Ev: *And would you ever have, let's say one person that likes more than one thing? Because then you know it will become even ~ need them to have even better memory*

Ex: Yeah do you think, would you think that would be a good thing to have?

Ev: **For the higher level ones**

Ex: Yeap

Ev: At higher level

Ex: Something like that

Ev: higher level, likes to ski. Then you know would eh ~

Ex: ok

Ev: what else. But ok, but then, ok. **But this is all information they would check but you would assume some of them would have ~ like if it's their families, you would know who likes what. So you~**

Ex: sure

Ev: **So it's not like a new fact that you are giving them**. Unless it's new people. Like it's not a new fact that you are giving them

Ex: It's true. It could be something that they already know about

Ev: Yeah ok

Ex: about that person if it's their family. But um~ assuming they are ~ I mean we are people with lots and lots and lots of friend

Ev: ok

Ex: So maybe um. Um. So for us we are assuming that we can take someone that not necessarily

Ev: I don't

Ex: not in my

Ev: well

Ex: friends list that i don't necessarily know

Ev: ok

Ex: super well that i know. I don't know everything that they like

Ev: ok

Ex: SO it won't be anything

Ev: **it will be more challenging**

Ex: yeap. And if it will be anything it will be maybe only one person. It's all [going to] be random whoever we pick.

Ev: mhmm

Ex: So it will be one person that um ~ ehh ~ like it will be one person maybe that they know exactly what it is. Maybe the other three or four people they don't know

Ev: uh ok ~ <curious> o sounds good we use it lot of ipad with the patient actually

Ex: you do?

Ev: Speech. Yeah yeah! We are always looking for games and stuff and yeah

Ex: o ok cool cool

Ev: hmm hmm hmm ~ a lot for speech for cognitive good for memory and learning new things

Ex: o wow ok~ very interesting! Ok. Sorry just before we get off track. So im [going to] finish this off. Um OK if you were to finish. So now you started that two pairs

Ev: Ok

Ex: You can faster forward to find two pairs. Keeping going along there

<scroll>

Ex: the two pair

Ev: those two ?

Ex: yeah so two pairs, so that one starts loading. Loads ~ and it loads again ~ OK

Ev: ok ~

Ex: So let's say

Ev: Im [going to] go to this

Ex: Let's say you played again

Ev: mhmm

Ex: um ~ eh yes! So let's say you played again what exactly would you do

Ev: So what's his name ~ Raphael likes photography

Ex: Yeap

Ev: And Allison likes biking

Ex: Perfect! So then you get it right

Ev: Ok

Ex: So you go over here ~ So this time you [want to] replay the level, what would you do?

Ev: I would do replay level

Ex: Ok so, Im not going to make you redo level

Ev: its like candy crush!

Ex: yeah

Ex: and then, and then for example if you were to end up at the end. Let's say ~ ok so here for example I [want to] show you one of the ~ I [want to] get your opinion on this one. O no I lost the blue (shown in video earlier) the blue guy

Ev: O

Ex: O is it there?

Ev: O

Ex: O i see them

Ev: yeah this thing?

Ex: yeah the blue guy. O gosh. Put one down on sticky side to make them sticky notes here. Ok. So let'ssay level three. I [want to] ~ Cause I [want to] get your opinion on, if you make a mistake. So let's say this stuff gets loaded in. And then ok so let's say you go here. So this is you can look over here to see what it actually is

Ev: Ok whats ~ o yeah yeah it's the same thing I can play again

Ex: Um so now I want you to make mistake

Ev: Ok so let's say If do this one

Ex: ok

Ev: and do this one with that one

Ex: assuming you made a misake right away. It is going to this screen as soon as you make a mistake. So it says game over. Um you score is two. So thats the amount of levels that you got right

Ev: Ok

Ex: And~ Um~ then you have the option of to restart the game. What do you think about that?

Ev: But once I make my choices

Ex: Yeap

Ev: *I can't go back and ~ Let's say I realized I made a mistake, can I erase it?*

Ex: Um thats not something we have ~ had done

Ev: Ok. So let's say I can't connect it to titanic, And I was I can't ~ O my god ~ O No!~ that's not it. Do i automatically have to say ok put anything in and go to game over?

Ex: Well technically what it would do is if you put Raphael to Titanic, it would automatically before even if you have the chance to do the other ones and would automatically go to this

Ev: Ok~ so I know at least I have one mistake

Ex: Yeap

Ev: So you won't say ~ let's say if you have a sheet of six and it won't say I got two out of the six right. It gives me ~ it gives me an idea. **Like I think you should**

Ex: We should

Ev: You should let it calmly ~

Ex: **We should let them know ones they make a mistake on**?

Ev: Yeah yeah

Ex: Ok! Ok and do you think its ok we end the game right when they get something wrong? Or what do you think about that?

Ev: **Um, I trying to think because if it's a learning thing and also for a therapist if you [want to] know how ~ first of all you have to let them finish because you want them ~ to give them ~ they only got one wrong. Maybe they would have got the other five right or the other four because its already. They would already have the other four right, which is ok as oppose to if they got them all wrong. But if ~ if**
it goes

Ex: ok

Ev: gameover right away then you don't know

Ex: ok so that

Ev: and that **as a learning thing** would you want ~ *would you tell them they got it wrong? Would you go back*. **I would go back and show them what they got wrong!**

Ex: Ok

Ev: Yeah! Because it is a learning thing as eh ~ **but usually you get feedback in this games**

Ex: ok! So so some kind of thing you would that would indicate them what they got wrong

Ev: Yeap

Ex: Ok

Ev: yeah ~ like its [going to] be a next screen that tells you this is what ~ Or when you ~ **some of these games you go to game over and then let's you go back and you see where erros ~ error**?

Ex: Errors

Ev: Ok

Ex: ok i got it. Ok some kind of

Ev: Yeah you would yeah. I think that would be useful

Ex: Ok perfect! Ok sounds good

Ev: <u>I like this</u>!

Ex: Yeah you like it?

Ev: eh yeah yeah

Ex: Awesome! Ok, so i have a couple of ending questions

Ev: Yes

Ex: So we are done with the demo. So i have a couple of final questions. Im not sure if you have answered some of these already. So I'll just go over them. Um did you feel frustrated at any point you were using it?

Ev: No

Ex: It seem pretty good

Ev: **Mind you I don't know older people with an ipad because they are not use to it**

Ex: Ok

Ev: we have a lot. **We have young patients [so] that's not a problem**

Ex: Ok

Ev: But i don't know if older people how much it would have to ~ <u>O this seem to [be able to] catch on quite quickly</u>

Ex: Ok

Ev: because of if you don't there is not a lot of instructions or~

Ex: Yeah

Ev: **And usually you work with a therapist** when you ~

Ex: Ok so the therapist would be with a patient. Ok

Ev: you don't know first ~

Ex: perfect. Um did you understand where to press? Where to drag?

Ev: Yes that was easy

Ex: that was easy? Ok, perfect. Except that there was that one with the little ~ three little dots

Ev: O yeah! But thats because I don't know the games usually

Ex: Ok

Ev: It's my~

Ex: So do you think something like eh~ maybe like two arrows would like two arrows on either side might be a better ~?

Ev: Yeah yeah! **Once they understand that it's a practice run then it would get**

Ex: ok perfect

Ev: but if normally you have to ~ people would have to work with ipads a lot ~ normally you would have three little square or circles. **Then I would leave it**

Ex: Ok

Ev: **I would do what's standard**

Ex: Whats ~ ok

Ev: In a game ~ yeah

Ex: Perfect! Sounds good then. Um did you feel that anything was hard to accomplish?

Ev: Nope.

Ex: Everything was pretty ok. Ok. Um did you feel encourage further in the game? Or did you find just [want to] complete the level and finish playing and get it over with

Ev: No! I think this could be addictive and people would want to go more and more

Ex: Ok cool! Sounds good. Um did you care about your score?

Ev: **People will care about their score**

<laughter>

Ex: You didn't invite in general. They will care about. Do you think the score should be more um based on what they just got in that level or over time or should there maybe both. Like a score as in you got three out three ~

Ev: **you should track the score**. Because Even in therapies lke **usually we try to have objective things**. We have this test thats on thirtyth. Like you know when you first came in you scored twenty-nine, now you are scoring twenty-five. So It shows them that they are improving

Ex: So maybe we should ~

Ev: So that concept ~

Ex: maybe we should keep track of the levels that they complete as well as their score on each of the levels?

Ev: Yes yes

Ex: Ok. Perfect. Um did you think anything was unnecessary in the game?

Ev: No no ~ i think you needed all of the steps

Ex: Ok perfect. Um ~ and then do you have any further suggestions? I think ~

Ev: No, my only suggestions is that I **would definitely make it more difficult**

Ex: Ok

Ev: Then

Ex: Test going up

Ev: Yeah! Then as they up yeap

Ex: do you think it should start difficult? Like do you think ~

Ev: No ~ well no because it's e~ good to start ehh~ **a little bit lower because depending then you can use it with different level of patients**

Ex: Ok

Ev: But then it's like those memory cards that you flip over the disks

Ex: mhmm

Ev: you know the game that people that that~ the kids use

Ex: yeap yeap

Ev: The better you get the more ehh~ the things will have to flip and match up

Ex: true true. Yeah so it's good to have the easier ones

Ev: and the harder ones

Ex: But we have that option of going harder

Ev: Ok

Ex: Sure~ Ok perfect. Well that's everything

Ev: That was it boy that was clean. That was good

Ex: That wasn't so bad

Ev: nop <laugh>

Ex: <laugh>

<Ex sits back>

Ev: *So you are actually [going to] do a program program*? Or~

Ex: Yeah the idea is to ~ we are all software dEv345elopers

Ev: O yeah? Ok

Ex: So yeah our plan is to actually do this and run it. Um ~ we were originally planning to do for android. So for not for ipads. Only because all of us know how to work with androids better than over ipads. But um~ Yeah so but that's we are doing it, I mean it's due in ~ we have two and half month to complete it so

Ev: Wow that amazing

Ex: Yeah we are hoping. Yeah it nEver [going to] get to the extent that we are talking about in this two and half month because it's going to be. I mean it's going to be

Ev: But your prototype. You will have protocol

Ex: Exactly we are [going to] have what we want it to be and hopefully if we are want to have it continue then we will be able to continue working and then make

Ev: make it so~

Ex: make it a thing. Yeah

Ev: <laughing>

Ex: SO we are hoping but your feedback is [going to] be greatly appreciate it. I'll take it back to my teammate

Ev: That's good. That's good. Yeah and if you ever have to test it with a patient then that we can try to

Ex: Yeah if we ~ once we have it actually on a tablet or whatever. We could eh ~ what would your suggestion ~ I just thought of this now. What would your suggestions be if they didn't have Facebook? What would something they care about? Would it interest them as much if it's just random people with random pictures?

Ev: Yes! Because it's like doing those games ~ those memory games with kids I have. People is good because they ehh ~ what happen

Ex: Yeah

Ev: You don't [want to] turn the button to find another button

Ex: Yeah

Ev: **Having to do with adult subjects. Adult subjects for sure**

Ex: So Even if

Ev: So the game itself. Yeah

Ex: So if they don't have Facebook just putting in random people would with random things they like is just

Ev: Yeah

Ex: is perfectly fine

Ev: yeah because they would

Ex: perfect

Ev: then would use their memory to go back to them

Ex: to go back on them even if they don't know who they are

Ev: And thats almost~ thats also a good option to have **because it's like as I was saying it's people you know**.

Ex: Yeah

Ev: So ~ so its new information thats given to you

Ex: Ok

Ev: like this guys likes this ~ this not your cousin and you sort of remember because **sometimes they are short-term memory is not eh~ is not well but something that happened ten years ago they will remember**

Ex: Ok

Ev: So it might be fact they already know where as a new with new faces and new objects they have to match up

Ex: Yeap

Ev: That's even more challenging

Ex: Ok

Ev: **So i think you should have both options as a game and then as eh~ as a game of people they don't know and then as eh~**

Ex: so we should

Ev: that's something

Ex: So we should have the option of them Even if they have a Facebook account doing~

Ev: Yeah

Ex: Playing with~

Ev: Yeah

Ex: with~ with not Facebook

Ev: yeap

Ex: Ok ok that's cool. Kind of like you said you knew candy crush has it

Ev: Yeah

Ex: It has the option of login into Facebook but if not you could just

Ev: it does? <laughing>

Ex: Yeah yeah candy crush has option of login into Facebook but if you don't login you can still play the game

Ev: But what happen if you login into Facebook then what happens if you play in somebody else and you will play with somebody

Ex: you get to know how you friends are doing

Ev: O~ ok

Ex: yeah

Ev: that i don't know

<both laughing>

Ex: Um ok. Ok so perfect thats really good feedback

Ev: yeap yeap

Ex: OK! Perfect

Ev: No it's good

Ex: Thank you so much, I really really appreciate it!