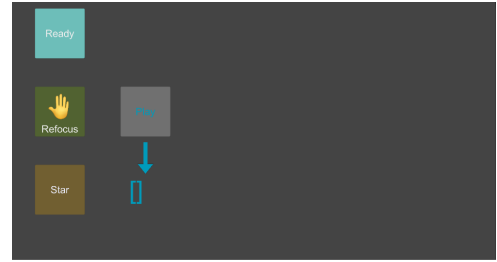
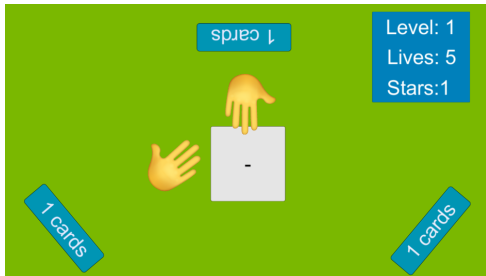


(a) *NextLevel* Shared Screen



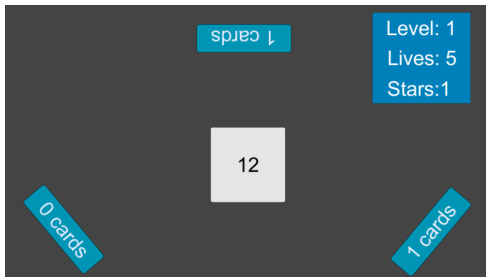
(b) *NextLevel* Player



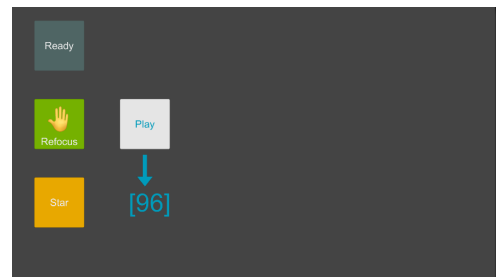
(c) *Refocus* Shared Screen



(d) *Refocus* Player



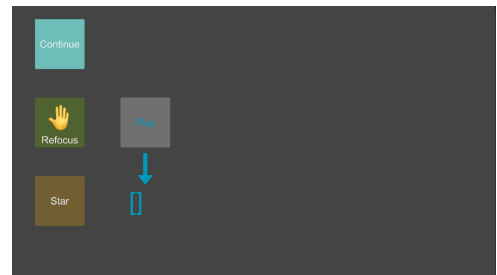
(e) *Game* Shared Screen



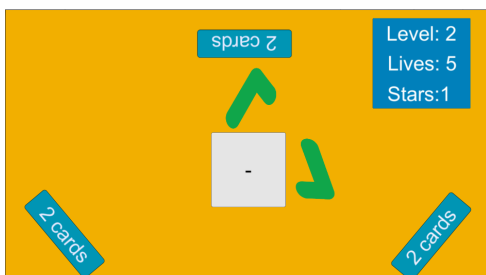
(f) *Game* Player



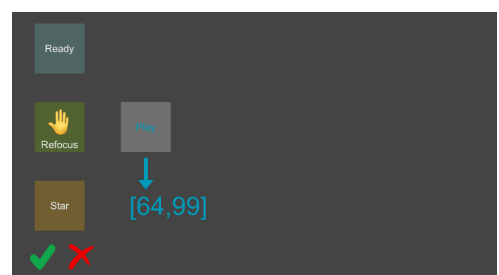
(g) *Mistake* Shared Screen



(h) *Mistake* Player



(i) *UseStar* Shared Screen



(j) *UseStar* Player

Figure 4.2: Tablets screenshots during the game