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Event number	Time in video	Participants	Setting	Activity	Laptop	Controller
1	0:00	JT	Indoors inside JT's room	JT plays Final Fantasy 14 using a laptop and controller	While text continously flows across the screen, JT hold s the controller with just his left hand while	JT grasps the controller with both hands above the laptop
2	0:30			Participates in a group event to kill monsters	JT excplicitly targets one monster by visually marking him with an icon	Right hand manages buttons for attacking. Left hand manages character movement
3	1:00			JT types to his friends	JT fiddles with his mouse during a loading screen. With his right hand he types a command in the chat bar then puts down the controller to type with both hands	JT holds the controller with his left hand only
4	1:30			Sending a message	JT pauses for a moment while a sentence is yet to be sent, and then continues typing	
5	2:00			Finding a location	The map pops up on the scr	JT brings up a map while he's moving to find where he needs to go. He find the target on the map by moving along it.
6	2:30				The map pops up on the scr	JT again launches the map and repeats the same process
7	3:00			Finding a target monster	An icon displaying (1) pops up above the monster JT targets in his display	JT follows the targeted monster and moves toward it
8	3:30			Fighting the targetted monster		
9	4:00			Goes to new game location	A menu pops up showing a list of towns to teleport to	With his left hand, JT does a sequential button press to bring up a menu of towns and villages.
10	4:30			Waiting to load	A black screen with the name of the city the teleported to	JT waits resting his left hand while his right rests on his chin
11	5:00			finding a location target	The map pops up on the scr	JT brings up a map while he's moving to find where he needs to go. He find the target on the map by moving along it.
12	5:30			Fighting the targetted monster	A monster appears and is marked with an icon <1>	JT controls the camera and creates an overhead view displaying area overflowing with characters
13	6:00			Recruited by a party	A confirmation prompt shows	JT selects yes using the controller
14	6:30			Going to a location	We see JT's character take straight lines to a location	JT does not touch the movement analogs or bring up his map. He takes the shortest path to his location

Event number	Time in video	Time event lasts		Activity	Action	Image
15	7:00			Looking around	JT's camera and Character look in same direction	JT swivels camera with the right analog stick on the controller
16	7:30			Map usage	Map zooms out fully to see the whole area, then moves cursor around map to view areas not displayed	JT controls the camera with the right analog stick then closes it with a button press
17	8:00			Going to a location	Instantly after arriving near the target location, JT opens the map again	JT controls the camera with the right analog stick then closes it with a button press
18	8:30			Map usage while moving	While moving toward the target location, JT keeps the map open	JT uses the left analog to continue moving while he uses the right analog stick to navigate around the map
19	9:00			Congregating at spcified locaiton with group	JT and his group all meet up at the target location waiting to fight a monster	Uses Camera control to center in on the monster
20	9:30			Congregating at spcified locaiton with group	JT and his group all meet up at the target location waiting to fight a monster	Uses Camera control to center in on the monster
21	10:00			Fighting the monster	JT and his group coordinate their focus by marking the monster with a <1> above it	JT weaves his attacks with button presses on his controller

Transcript

Event number	Time in video	Time event lasts	Activity	Action	Image
1	1:20	0:10	JT communicates with his friends via the chat system	While text continously flows across the screen, JT hold s the controller with just his left hand while utilizing the mouse with his right.	
2	2:26	0:07	JT tries to navigate to a destination	JT opens the map	

3	2:56	0:02	JT coordinates with his party to take down a monst	JT highlights a monster with the targetting system then with a button press he marks the monster with a <1>	
4	4:00	0:10	JT decides to travel to another town	JT brings up the list of towns and villages and figures out where he needs to go	
5	5:39	1:00	JT in progress of taking down a monster with a group	JT reorients his camera to an overhead view	
6	8:00	0:20	JT decides to travel to another town to hunt a monster with his group	In the span of less than 30 seconds, right before he travels to the town, he checks his map to see where to go. Then, a few seconds after arriving in the town, JT checks his map again	