

- top holding the console and clock on having it on the table and couch

- participant 1 → light on
participant 2 → light off

→ does not lead off the screen with crawling

- she also played before (like participant 1)

- she forgets to close the console all the time (passed off completely during this at the beginning with ~~one~~ ^{at the end} during DOOP(B) out in the middle

- top quick exchange

- console too big to change with a single hand

- confused with the external description to both the console

- Worst: battery dies just (5 min is too short)

- 1/2 min interval in a game

- too interactive game: 5-10 min no crawling X (room 3)

- good: the fun of the console

Monday 17 July
17:30
15:30

- pressing the screen

Change idea to: SHE PLAYED TETIS

- low voice - It takes effort to understand/understand interaction
- interface of the battery for DOOP should be more intuitive

- What was your overall impression of the system?

- How connected did you feel to the games console and the way it harvests energy?

- What were the best and worst parts of the games console experience?

- How did you use the pause feature during game play?

- Can you imagine any other games or applications where it might be possible to connect the energy harvesting mechanics to in-application features?

- ↳ lost last tie firstly one, or a second flight: a football game (pos, a ball and use a clock to it) → spot goes
- did not use centre because it didn't make any difference (i.e. waste of time)
 - dark screen disturbing! I hated that - did not enjoy that
 - 55% was enough to play for 5 min, 100% is handy to start coding; did not want to look tie for
 - best parts: none! too difficult seen as ^{coding}