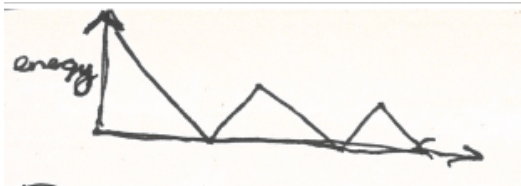# Participant 2
28/06/23
P-DOOM-Tetris

DOOM A

- doesn't immediately use the crank

NB: Battery doesn't seem to charge
NB: preset doesn't allow shooting in the game

- cranked after ~3 mins

DOOM B

Note: changed to battery-free connected since capacitor was not being supplemented by on-board logging
- participant cautious with firing

Tetris

- didn't use crank much initially
- Sudden bursts

Interview:

Q1.) general thoughts:

- annoying to crank
- Went down fast
- Lots of things going on in the game
- DOOM B died
- Cheat mechanism
- It's not intuitive of a motion in the game
- Crank motion is physically demanding
- Takes away from immersion

Q -> how can we better integrate mechanism

- problem is motion
- Pay off incentive
- Feels like cheating

Nb: piece would still rotate

- placement of crank is tucked in by still feels there, does get in the way.

Q -> imagine more seamful
- wristwatch that would power by wearing
- Using that technology in wearable health monitor

- Need to use motion natural for product
- Walking on tile
- Cranking is not the most natural action for games console
- Moving joystick
- The beauty of handheld is tilted