

# Participant 1

## 28/06/23

### (3) P-DOOM-Tetris

DOOM Level A, Part 1:

- Very little cranking at start
- Common gaming experience
- No change of modality initially

DOOM Level A, Part 2:

- System died before cranking
- Suddenly cranks fast
- Surprised by energy

DOOM Level A Part 3:

- Plays the games normally
- Very little cranking

DOOM Level A Part 4:

- Cranking again
- Energy pattern:



DOOM Level B Part 1:

- classic interaction style
- Crank slightly earlier than level A
- Adapting to interaction style
- Wants to give back console when out of power
- Thinks it's crashed

NB: system crashed and required reset

- added more time to game play to compensate for failure

Tetris:

- classic style
  - Charge in large bursts
  - Moved console
  - Slight change of behaviour
  - Participant didn't stand up or move for the solar panels
- 
- enjoyed Tetris and doom the same

## Interview questions:

Q1.)

- annoying to constantly crank
- I had to grop
- Hurt my arm
- Non-linear
- Hard to estimate
- I died a few times
- 

Q2.)

- didn't use pause
- Forgot about it
- Tetris is easier
- Easier to check percentage

Q3.)

- control brick using crank
- Would be nice to charge while play
- Crank nice ambidextrous
- Other ways to charge