

Participant 3

28/06/23

(3) P-DOOM-Tetris

DOOM A

- Familiarise with rank then normal interaction
- System died and then did big crank session
- Energy pattern:



- A classic interaction

DOOM B

- “is it using solar panes?”
- Participant made some comments at gaming
- Wasn’t aware the system was battery-free
- “What is the capacitance of the system?”

Thought: people had a ‘real’ gaming experience

Tetris

- participant liked to have handle of console out to be able to interact with when needed.
- Cranking is not a natural motion of the device so often done separately to others (i.e. bursts of cranking + bursts of game play).
- Note: Tetris crashed after 4 mins
- Note: reset tetris and allowed play for 1 more min.

Interview:

Q1.)

- first time using console like this
- Intuitive, easy to use
- Brightness could be higher
- Quite comfortable
- [crank] protruding on side
- Triggers could be bigger
- Tactile feedback more needed

Q2.)

- Pause into gameplay needed to charge
 - If pause I would crank
 - I wouldn’t even stop (if in gameplay)
 - Frustrating multiple times per gameplay
 - Frequency of crank was a little bit disturbing
- Need: automatically pause

Q-> more valuable crank or natural harvesting?

- hated losing the zone
- Want take in the zone

Would love therapeutic fishing game. Fish appear when battery is low

- 1 min crank
- 10 game

Don't like intermittency

Fully disconnected idea:

- device completely disconnected from device which can charge up separately
- Sports apparel especially shoes

Need to conduct an LCA from battery-free computing