

- top holding the couch at chest or keeping it on the table and couch

- participant 1 → light on
participant 2 → light off

→ does not hold off
seem with
couching

- she also played tennis before (like participant 1)

- she forgets to close the carabiner all the time (passed off completely during this set he begins with three down at the end during Doppel B)
out into middle

- too quick exchange

- couch too big to change with a single hand

- confused with the opening description to break the couch

- Worst; following slides past (time is too short)

- 1/2 min interval in a game

- to interactive games: 5-10 min no couching X (100%) 75:30

- good; the sooner or earlier couch

Mondays/Tuesdays
(M: 30)

- pressing the screen

Change position to: SHE PLAYED TERMS

- for voice - It takes effort to understand / remember information
- instead one of the buttons for Doppel 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 connected the energy harvesting mechanics to in-application features?

↳ lost hand this first one ; or second play w/ a football
you (pass) a ball and use a catch to it) → sport game

- did not use catch because it didn't make any difference
(i.e. waste of time)
- dark screen distrubing! I hated that - did not enjoy that
- 55% was enough to play for 5 min, 100% is bound to start config ; did not wait too long to look for config
- best part : none! low difficulty seems like config