

Sat

Participant 2

28/08/23

Battery
Connected
~~Dis~~

Doom - Tetris

- doesn't immediately use the crank

Note: Battery doesn't seem to charge

Note: ~~the~~ preset doesn't allow shooting in the game

- didn't ~~so~~ crank after 3 mins.



Doom A - Changed brightness to 3.

Doom B

Note: - charged 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.
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Interview

Q 1.) general thoughts

- annoying to crank
- went down fast
- lots of things going on in the game
- Doan B did

- Cheat mechanism
- it's not intuitive of a motion in the game

- Crank motion is physically demanding.

Q takes away from immersion

Q → how better integrate mechanics.

- problem is motion
- ray of insight
- feels like cheating.

[piece would ^{still} rotate.
not ideal.

- placement of crank
 - ↳ tucked in
 - ↳ still feel still there
 - ↳ does get in way.

Q imagine more seamless

- watch that would power by wearing.

using that technology
in wearable health monitor

~~need to use~~
~~using~~ motion natural
for product.

- walking on tile.
- cranking is not the most natural action for James Carole.
- moving joystick.
- the beauty of handheld is tilted