


Sat. Participant 4 28/06/23

#(4) P- Tetris - Doom

Tetris [good to give small  
intro to system]

- very little interaction with system initially
- uses a classic format of play
- forgot to rotate pieces
- slow cranking at first.
- ~~slow~~ more gradual style of play for pieces.

  
type of energy profile.

Doom A

→ lots of cranking at the start.



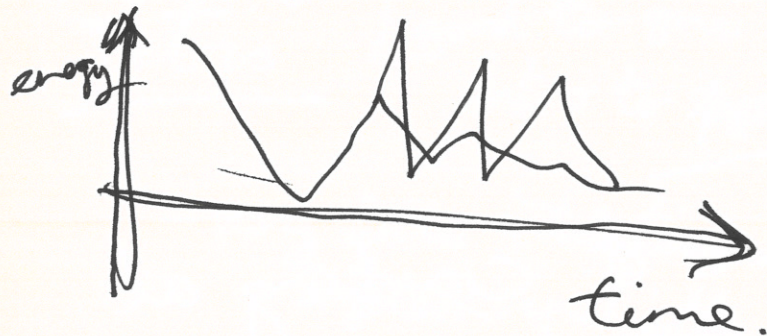
Feature: ~~dynamic~~  
dynamic brightness

Can this  
be done with  
a computer?

Simple  
fun game  
to reach  
max brightness



→ slow style of game play  
sudden bursts of crawling



- hard to see the display.

### Doom Level B

- more firing interaction

## Interviews

1) Just to try something out.

kinda novel.

2) Limitations

→ unsuitable to crawl during gameplay.

during doom integrated

Pause when back to life.

→ I have to crawl again.



Q) how better integrated

monitor

→ for how much  
more cranking.

→ I didn't really know  
direct effect of  
Cranking.

Q) contexts natural fit

→ makes sense.

→ not a big deal

→ phase more  
annoying.

- Small tasks

→ where not in process

→ would prefer more  
integrated.

→ more integration  
would be cool.

→