

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.
 - ~~stays~~ more gestal style of play for pieces.



type of energy profile.

Doom A

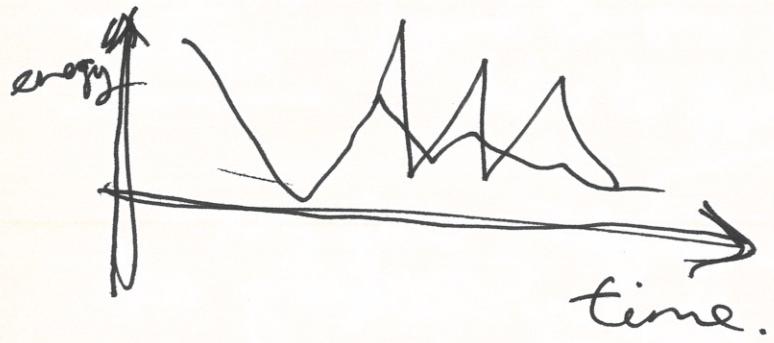
→ lots of cranking at the start.



Feature: ~~dynamic~~
~~dynamic~~, brightness
=

Can this be done with a computer?
to reach next brightness
1. & what problems/delays

→ star style of game play
sudden bursts of crafting



- hard to see the display.

Doom Level B

- moe firing interaction

Interviews

1) just to try something out.

kinda navel.

2) Limitations

→ collaborate to craft during gameplay.

during doom integrated

Pause when back to

life.
→ I have to work 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 big deal

→ phase more
annoying.

- Small tasks
→ where not in process

→ would prefer more
integrated.

→ more integration
would be cool.

