

Participant 6

04/07/23

B-DOOM-Tetris

DOOM A

- classic gameplay style with very little use of the crank initially
- Doesn't seem to note power level initially
- Do we need more intense graphic?
- Didn't use crank, started using it 4:30
- Holding crank between fingers when not in use

DOOM B

- "difficult to hold and crank"
- Seems like usability is a big concern for system and many people find the crank to be an unnatural action
- Very classic gameplay style with very little use of the crank as it doesn't seem like a natural interaction for the system.
- Participant tilts the device for best viewing angle

Tetris

- using classic gameplay style
- No use of the crank to slow time
- Pause feature already does this if needed

Q - overall impression

- battery-free idea small device
- Difficult to use the thing
- 'Seeing the screen difficult'

Q - how would you redesign the system?

- in game doom cut scenes and open doors and time based
- Fish game to stay within
- Imagine in
- Less connected to game
- Change to mechanic in game
- More motivate to try in doom

Q - solar within application design

- tamagotchi or plan that needs light -> 'natural'
- Used pause in doom
- Not necessary