

Sitting

Participant 5

29/06/23

(4) P-Tetris - Doom

- classic interaction style
- didn't want to use pause as seen as cheating the original gameplay.

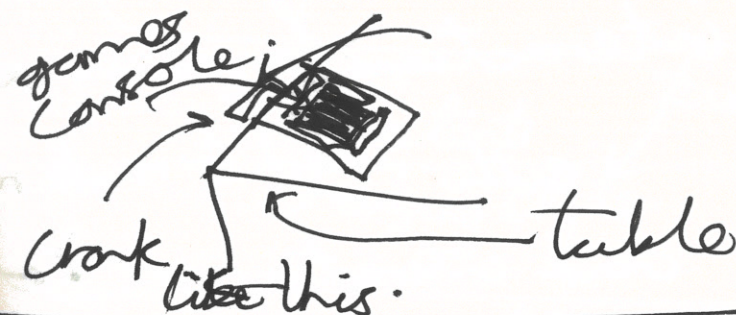
↓
People want automatic pause but not ~~for~~ ~~set~~ ability to ~~pause~~ pause.

Note: handle broke and required fixing

- fixed + continued experiment.

- allowed extra minute for gameplay.

- user liked to put crank away in holder and play normally



→ wanted to get to 100 before game play.

- Q = [diagram of a game board with a crank and a score of 100?]

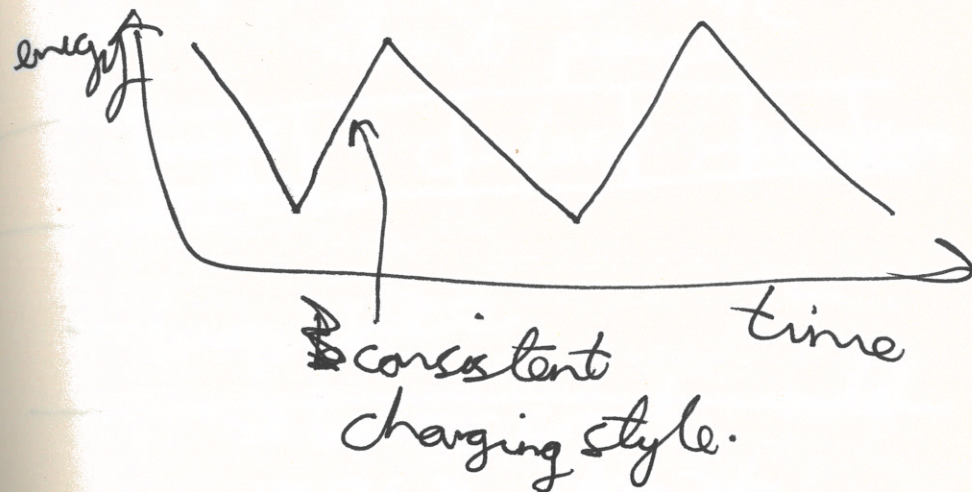
- logging data is going to be very messy.

DOOM A

- play in a classic style and try to avoid cranking.
- seems like cranking + Solar are not natural interactions for device
 - ↳ either need to make natural crank interactions or only harvest classic examples

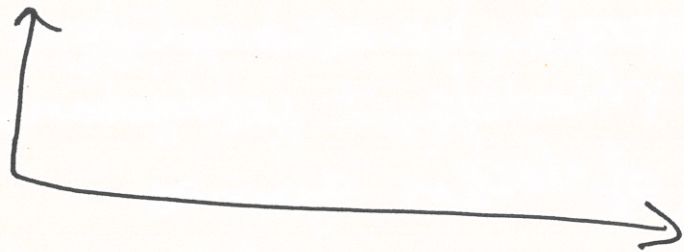
- people have mental models + imaginaries of classic games.

→ participant seems cautious of crank as it now seems flimsy.



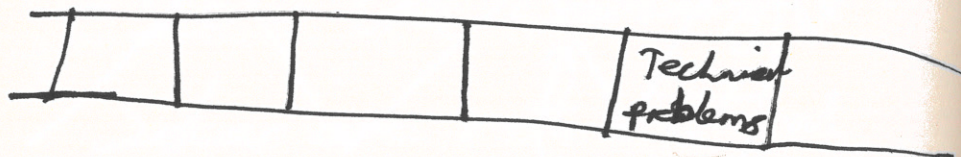
DOOM B - first time playing doom

- crank is not robust enough



Q -

- System died approx 3 mins into gameplay.



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System is very temperamental

Q - buttons was responsive

- pause only for

- probably

don't pause

unless necessary

- large size

→ larger crank would be nice with movement.

- no connect to machine (EH).