more distracting

- Classic gameplay.

  → people try to recreate classic gameplay.

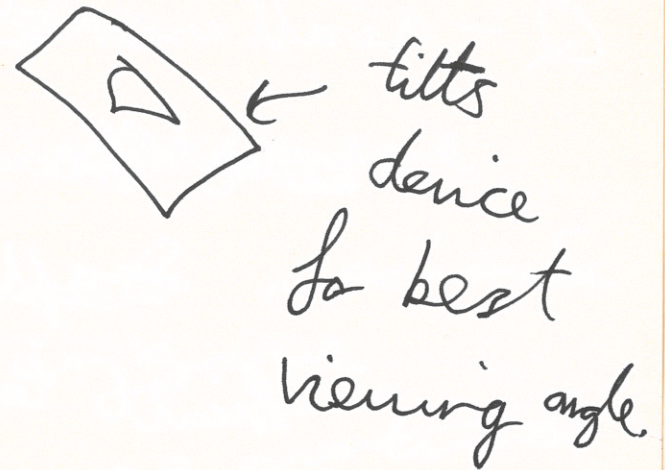## B - Doom-Tetris

- classic gameplay style with very little use of the crank initially

- doesn't seem to notice power level initially

  → do we need more intense graphics?

- didn't use crank.

  → started using 4:30

  ♡ [signature]

Doom B

- "difficult to hold and crank" quote

- 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

← tilts device for best viewing angle

Q - what would incentive you to use the crank.

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 — thing

- "See the screen difficult"

Q — how design

- in game — doom
  ↳ cut scenes
  + open doors
  + time based

→ fish game to
stay within

- imagine in

- less connected to game

- change to mechanic
  in game

- more motivated
  to try in doom.

Q - solar within application
design

tamagotchi or plan
that needs light
↳ 'natural'.

- used pause in doom.
  - not necessary.