

Sat

Participant 2

28/06/23

Battery
Connected

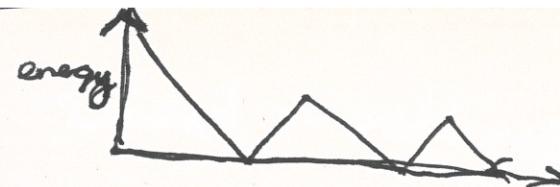
Doom - Tetris

- doesn't immediately use the crank

Note: Battery doesn't seem to charge

Note: ~~the~~ preset doesn't allow shooting in the game

- didn't go cranked after 3 mins.



Doom A - changed brightness to 3.

Doom B

Note: - charged to battery-free ^{connected}
since capacitor was not being implemented by on-board logging.

- Participant actions with firing.

Tetris.

- * didn't use crank much initially
- * sudden bursts.

Interview

Q 1.) general thoughts

- annoying to crank
 - went down fast
 - lots of things going on in the game.
- Doom B did it

- Cheat mechanism
 - it's not intuitive of a motion in the game
- Crank motion is physically demanding.

Q takes away from immersion.

Q → how better integrate mechanics.

- problem is motion
 - pay off in creative
 - feels like cheating.

+ piece would still rotate.
not ideal.

- placement of crank
 - ↳ tucked in
 - Still feel still there does get in way.

Q imagine more sensible

- wristwatch that would pause by nearing.

using that technology
is wearable health monitor

~~need to use~~
~~using motion natural~~
for product.

- working on tile.
- cranking is not the most natural action for James Caruso.
- moving joystick.
- the beauty of handheld & tilted