

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

Thought: people want automatic pause but not ability to pause

Note: handle broke and required fixing

- fixed and continued experiment
 - Allowed extra minute for gameplay
 - User liked to put crank away in holder and play normally
- Want to get to 100 before game play

DOOM A

- play in a classic style and try to avoid cranking
- Seems like cranking + solar are not natural interaction for device. Either need to make natural crank interaction 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
- System dies approx 3 mins into gameplay
- System is temperamental

Thought:

- people try to recreate classic gameplay if they are aware of the IP, so modification can be a difficult sell.