

Sat

Participant 3

28/06/23

- (3) P-D-T

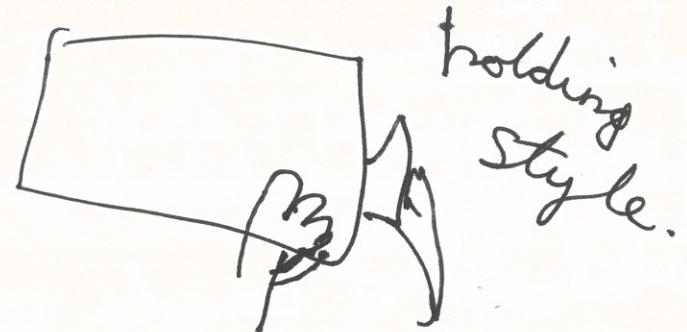
Doom A

- • familiarises with crank then normal interaction

- → System died and then did big crank session.



Energy pattern.



holding
style.

→ classic interaction

Doom B

- is it using solar panels?

→ Participant made some comments at gaming.

→ wasn't aware the system was battery-free

→ what is the capacitance of the system?

Thought : people had a 'real' gaming lesson

Tetris

→ participant liked to have hand of console out to be able to interact with when needed.



- cranking is not a natural motion of the device so often done separately to other (i.e. bursts of cranking + bursts of gameplay)

Note : Tetris crashed after 4 miss.

Note : Reset tetris and allowed play for 2 more min.

Interview

Q1). first time using console like this

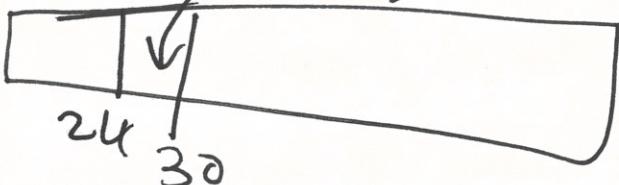
- intuitive, easy to use
- brightness could be higher.
- better visual indicator
- Doom B → character died at , 20%

- quite comfortable
- protruding on side.

- triggers could be bigger
- tactile feedback more needed

~~Size of triggers~~

Q Pause into gameplay
need to charge



- if pause it would crack
- I wouldn't even stop (if in gameplay).

- frustrating multiple times per gameplay.
- frequency of crack was a little bit disturbing.

automatically pause

new
feature

Q more valuable
court or natural
harvesting?

→ hated losing Zone
- both take in the zone.

BOTH
would lose.

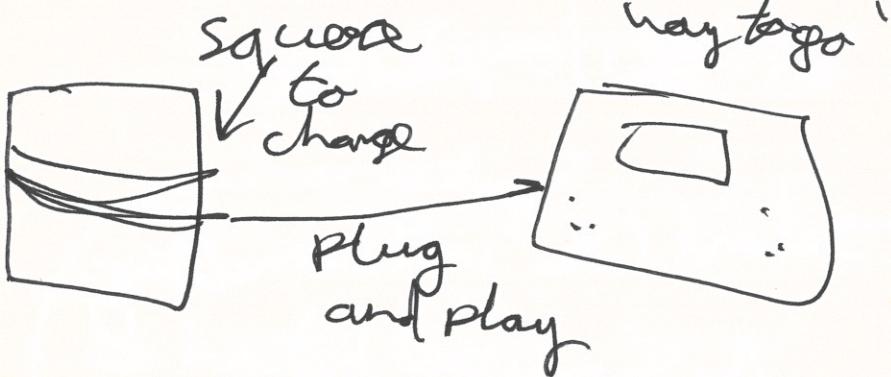
~~fish
for
winning~~
therapeutic fishing
games
when betting is low

- 1 min crank
- 3 to game

→ don't like intermittent

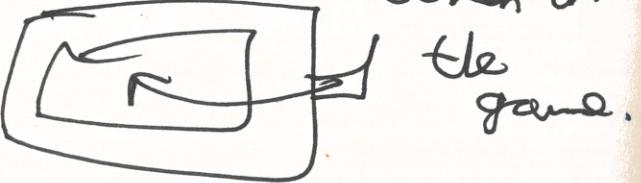
↑ rather than
run

Fully disconnected



Fully connected

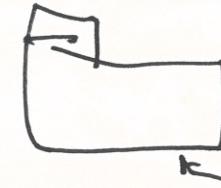
→ limited
time of
crash



mid is bad



-Sports apparel especially
shoes.



performance
data for shoes.

LCA for battery
and battery-free