

Participant 4

28/06/23

(4) P-Tetris-Doom

Tetris

[good to give small intro to system]

- very little interaction with system initially
- Uses a classic format of play
- Forget to rotate pieces
- Slow cranking at first
- More gentle style of play for pieces
- Energy profile:



DOOM A

- lots of cranking at the start

Game idea: dynamic brightness. Simple fun game to reach most brightness

- slow style of game play
- Sudden bursts of cranking
- Hard to see the display

DOOM B

- more firing interaction

Interview:

- fun to try something out
- Kinda novel

Limitations:

- unfortunate to crank during game play
- During doom integrated pause when back to life
- I have to crank again

Q) how to better integrate

Monitor - for now much much more cranking
I didn't really know direct effect of cranking

Q) is the context a natural fit

- makes sense
- Not a big deal
- Phone more annoying
- Small tasks
- Where not in process

- Would prefer more integrated
- More integration would be cool