

Sitting

Participant 5

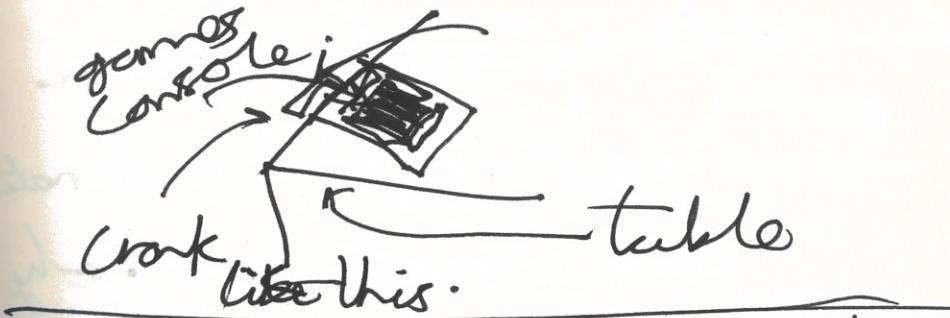
29/06/23

- (4) P-Tetris - Doom
 - classic interaction style
 - didn't want to use pause as seen as cheating the original gameplay

People want automatic
pause but not
~~for~~ self ability to
~~to~~ pause

Note: handle
broke and required
fixing

- fixed + continued experiment.
 - allowed extra minute for gameplay.
 - user liked to put crank away in holder and play normally



→ wanted to get to
100 before game
play. 100?

A hand-drawn diagram of a rectangular frame. A vertical line in the center is labeled 'P'. A horizontal line extending from the right side is labeled 'M'. The bottom edge of the rectangle has three question marks: one under the left vertical leg and two under the right vertical leg.

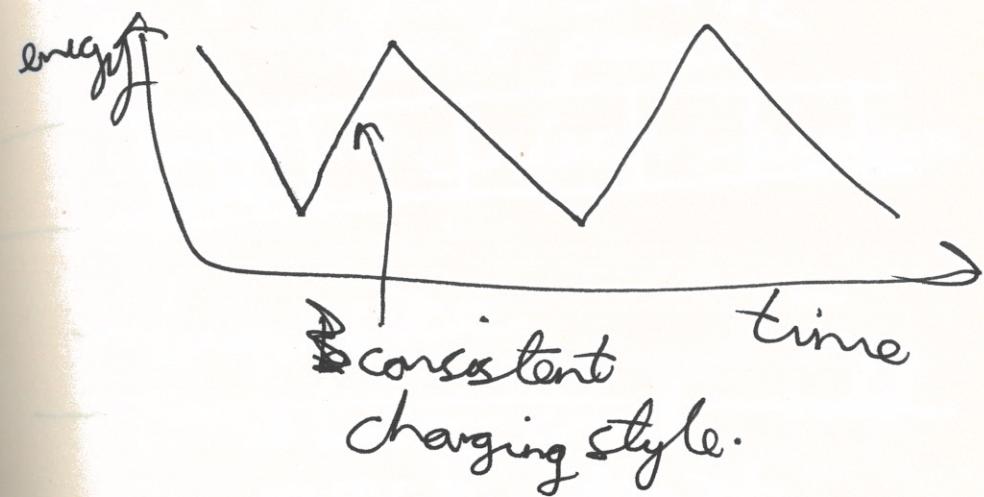
- Logging data is going to be very messy.

DOOM A

- Play in a classic style and try to avoid crashing.
- Seems like crashing + Solar are not natural interactions for device
 - either need to make natural crash interactions or only harvest classic examples

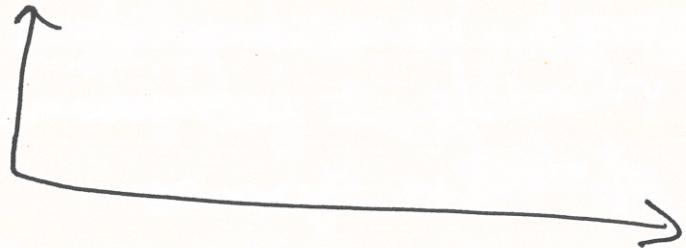
- people have mental models + imaginations of classic games.

→ participant seems cautious of crash as it now seems clumsy.



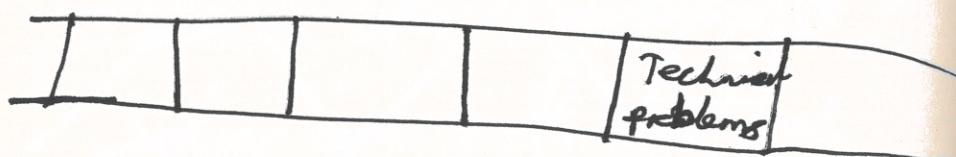
DOOM B

- first time playing doom
- crash is not robust enough



Q -

- System died approx 3 mins into gameplay.



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System is very
temperamental

- Q - buttons not responsive
- pause only for
 - probably don't pause unless necessary
 - large size
→ larger craft would be more robust
 - no connection to machine (EH).