Games Console Experiment

Sat   28/06/23

| Participant 1 | (3) P-Doom - Tetris |

- very little cranking at start

DA Part 1
- common gaming experience.
- no change of modality initially.

DA Part 2
- system died before cranking
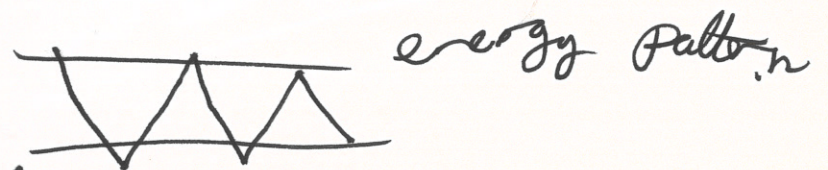- suddenly cranks fast.
- surprised by enemy

DA Part 3
- plays the game normally
- very little cranking

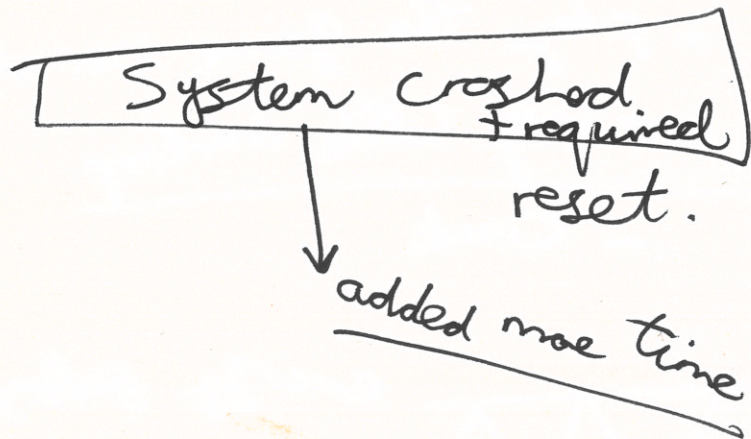
DA Part 4
- Crank

energy pattern

DB

Part 1

- classic interaction style

- work slightly earlier

- adapting to interaction style.

- wants to give back when ran out

- think crashed,

System crashed. Frequired reset.

↓

added more time

Tetris

Part 1

- classic style

- charge is large burst
  - maxed console

↳ Slight change of behaviour.

→ Participant didn't stand up or move for the solar panels

- Enjoyed Tetris + Doom B the same note.

Q1.) annoying to constantly
crank

- I had to grip
  - hurt my arm.

- non-linear

- hard to estimate

I died a few time.

- ~~don't~~ know when to
pause.

Q2.) didn't use pause

- forgot about it
- tetris is easier

easier to check percentage

Q3.) correction

- control brick using
crank

- playdate.

- would be nice
charge while play.

- crank nice ambidextrous.

- other way to charge