



Experimenter checklist:

Check participant has filled in informed consent form Ensure device capacitor is full before handing console to participant

Section A: Researcher Page

A1. Enter the participant ID code

8	.	0	0	0	0	0	0	0	0	0
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A2. Which order are the participants following?

- (1) Battery - DOOM - Tetris
- (2) Battery - Tetris - DOOM
- (3) Power Level - DOOM - Tetris
- (4) Power Level - Tetris - DOOM
- (5) Connected - DOOM - Tetris
- (6) Connected - Tetris - DOOM

A3. Have you completed the following?

Yes

Completed informed consent form

Charged console

Charged console logger

Charged battery pack/laptop to charge device

Entered participant ID in console

Started logging session



Section B: Introduction

Hello and thank you for participating in this study of an energy harvesting game console developed by researchers at Delft University of Technology.

The purpose of this research is to understand your views on the console and gather feedback on its performance. Your participation in this study is entirely voluntary and you are free to withdraw at any time. You are also free to omit any personal questions and may ask the researcher present to erase the data associated with your participation at any time during the study.

During this study, which will take approximately 30 minutes to complete, we will ask you to engage with a number of gaming tasks on the device and answer a series of survey questions about your experience. To protect your data privacy, all data collected will be handled in accordance with GDPR and fully anonymised before publication.

Part of this experiment will involve playing a classic first-person shooter style game. If you are not comfortable playing this style of game please inform the attending researcher now.

B1. Have you completed an informed consent form about this experiment? (If no, please alert the attending researcher)

Yes

Section C: Background Questions

In this part of this experiment you will complete a series of short questions about your background and experience with gaming.

C1. On average, how frequently do you play video games?

- | | |
|---------------------|-------------------------------------|
| Daily | <input type="checkbox"/> |
| A few times a week | <input type="checkbox"/> |
| A few times a month | <input type="checkbox"/> |
| Rarely | <input checked="" type="checkbox"/> |
| Never | <input type="checkbox"/> |

C2. Have you previously played any first-person shooter style games (on a phone, pc, tv, game console, etc.)?

- Yes
No

C3. Have you previously played any puzzle video games (on a phone, pc, tv, game console, etc.)?

- Yes
No



C4. Have you previously played the first-person shooter game DOOM (on a phone, pc, tv, game console, etc.)?

Yes

No

C5. Have you previously played the video game Tetris (on a phone, pc, tv, game console, etc.)?

Yes

No

C6. Have you ever used a handheld device powered by harvested energy sources, such as solar panels or a crank handle (examples may include a hand powered flashlight or a calculator powered by a solar panel)?
If yes, please specify the device(s) you have used in the comment section provided

Yes

No



Section D: Device Introduction and Tutorial

Before using the games console we would like you to follow this short device tutorial. The tutorial will provide an overview of the device's features and demonstrate how to use it.

Button Guide

Please familiarise yourself with the buttons and input mechanics of the game console demonstrated in the following image.

We recommend that you spend a moment interacting with these buttons on the game console. If you have any questions about the placement of the buttons, or how to use them, please ask the attending researcher for further guidance.

Powering the Device

There are two ways for the device to be powered, either through solar panels embedded into the front of the system, or by turning the crank handle.

Please take a moment to identify the solar panels and practice powering the system with the crank handle. Note that the crank handle can be turned in both a clockwise and anticlockwise direction.

Power Level Indicator

In the top righthand side of the device you will see a small icon with the device's current state of charge. This is the charge of the on-board capacitor.

Power Failure

Due to the nature of the device and the way it is powered, the game console may occasionally turn off. In this case, to resume gameplay the device needs more power from either the solar panels or crank handle.

D1. Are you ready to proceed with the experiment? (If not, please reread the above tutorial or contact the researcher present)

Yes



Section E: Device Introduction and Tutorial

Before using the games console we would like you to follow this short device tutorial. The tutorial will provide an overview of the device's features and demonstrate how to use it.

Button Guide

Please familiarise yourself with the buttons and input mechanics of the game console demonstrated in the following image.

We recommend that you spend a moment interacting with these buttons on the game console. If you have any questions about the placement of the buttons, or how to use them, please ask the attending researcher for further guidance.

Powering the Device

There are three ways for the device to be powered, either through solar panels embedded into the front of the system, by turning the crank handle, or through supplemental power provided to the console.

Please take a moment to identify the solar panels and practice powering the system with the crank handle. Note that the crank handle can be turned in both a clockwise and anticlockwise direction.

Power Level Indicator

In the top righthand side of the device you will see a small icon with the device's current state of charge. This is the charge of the on-board capacitor.

Power Failure

Due to the nature of the device and the way it is powered, the game console may occasionally turn off. In this case, to resume gameplay the device needs more power from either the solar panels or crank handle.

E1. Are you ready to proceed with the experiment? (If not, please reread the above tutorial or contact the researcher present)

Yes



Section F: Tetris Introduction

In this game, you will be playing one level of the classic game Tetris.

Tetris Interface

Once you're on the game screen, you'll see an empty grid with a preview of the first Tetris block on the side. You will also have information about your total game score and the upcoming block.

Your goal is to arrange the falling blocks to create solid horizontal lines without any gaps. When a solid line is formed, it will disappear, and you'll earn points. Be careful not to let the blocks stack up to the top of the grid, as that will end the game. Keep playing and aim for a high score by clearing as many lines as possible.

Controlling the Game

Use the joystick to move the block horizontally or down at a faster rate. Turning the crank handle will slow game play down. You can also rotate the orientation of the block by pressing A or B and also pause/resume the game by pressing the Y key.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

F1. Are you ready to play Tetris? (If not, please reread the above tutorial or contact the attending researcher)

Yes

Section G: Tetris Introduction

In this game, you will be playing one level of the classic game Tetris.

Tetris Interface

Once you're on the game screen, you'll see an empty grid with a preview of the first Tetris block on the side. You will also have information about your total game score and the upcoming block.

Your goal is to arrange the falling blocks to create solid horizontal lines without any gaps. When a solid line is formed, it will disappear, and you'll earn points. Be careful not to let the blocks stack up to the top of the grid, as that will end the game. Keep playing and aim for a high score by clearing as many lines as possible.

Controlling the Game

Use the joystick to move the block horizontally or down at a faster rate. You can rotate the orientation of the block by pressing keys A or B. You can also pause/resume the game by pressing the Y key.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

G1. Are you ready to play Tetris? (If not, please reread the above tutorial or contact the attending researcher)

Yes



Section H: Tetris Game

Please play Tetris for 5 minutes. If you have any questions during this time, please contact the researcher present. The researcher will also let you know when your 5 minutes have finished.

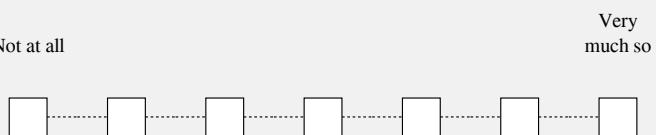
- H1.** After completing Tetris, please ask the researcher present for the password to continue.

Section I: Tetris Game Experience

You have now completed the Tetris game. We will now ask you a few questions about your experience of gameplay on the device. Please answer the following questions by selecting the relevant tick box. In particular, remember that these questions are asking you about how you felt at the end of the gaming experience.

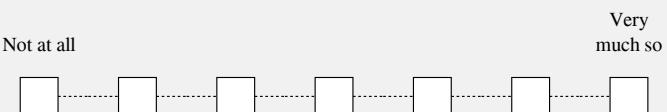
- II.

To what extent did you feel that the game was something you were experiencing, rather than something you were just doing?



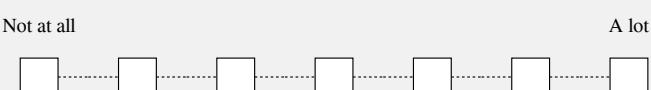
- I2.

To what extent did you feel emotionally attached to the game?



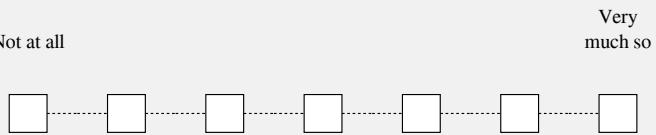
- I3.

To what extent were you interested in seeing how the game's events would progress?



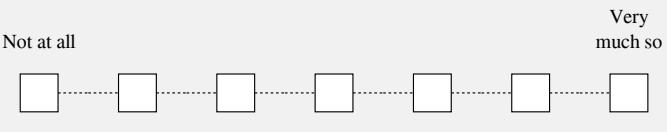
- I4

At any point did you find yourself become so involved that you wanted to speak to the game directly?



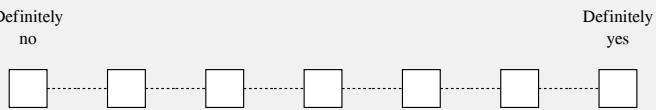
- I5.

When interrupted, were you disappointed that
the game was over?



- I6.

Would you like to play the game again?





Section J: Tetris Game Experience

Following on from your experience of gameplay during the Tetris game, we would now like you to complete a few short questions to evaluate how much perceived workload you experienced while completing the given task. For each of the six scales, evaluate the game you just performed by moving the slider to the scale's location that matches your experience. Each line has two endpoint descriptors that describe the scale. Consider your responses carefully in distinguishing among the different task conditions, and consider each scale individually.

J1.

How mentally demanding was the task?|Very low|Very high

How physically demanding was the task?|Very low|Very high

How hurried or rushed was the pace of the task? Very low|Very high

How successful were you in accomplishing what you were asked to do? Perfect|Failure

How hard did you have to work to accomplish your level of performance?|Very low|Very high

How insecure, discouraged, irritated, stressed, and annoyed were you? Very low|Very high



Section K: DOOM Game Introduction

In this game, you will be playing two levels of the classic first-person shooter game DOOM. The goal of the game is to complete the levels as quickly and accurately as possible within a maximum time limit of 5 minutes per level.

After 5 minutes of playing the first level (Level A), the task will be stopped and we will ask you to complete a short questionnaire. You will then play the second level (Level B) for another 5 minutes and complete a short questionnaire.

Game Description

To finish levels A and B, you must travel through the game area to reach a marked exit room. Whilst trying to find the exit room, you must fight a variety of enemies, including demons and possessed undead humans, while managing supplies of ammunition, health, and armour.

The monsters have very simple behaviour, consisting of either moving toward you if they see or hear you, or attacking by throwing fireballs, biting, using magic abilities, or clawing.

The environment also includes a range of additional hazards such as pits of toxic waste, ceilings that lower and crush objects, and locked doors requiring a keycard or a remote switch.

Weapons and ammunition can be found throughout the game or you can collect them from dead enemies.

Doom Interface

Please familiarise yourself with the following screen layout for the game.

Here you have information regarding your remaining ammunition, your health, armour, and weapons.

Button Guide for DOOM

During the game you will be able to perform a number of in-game actions which are tied to the buttons of the device. The following graphic demonstrates which device buttons perform which operation.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

Reviving in DOOM

If your character dies in the game, you are able to respawn by pressing the A button. You have an unlimited number of respawns in the game.

K1. Are you ready to play DOOM Level A? (If not, please reread the above tutorial or contact the attending researcher)

Yes



Section L: DOOM Game Introduction

In this game, you will be playing two levels of the classic first-person shooter game DOOM. The goal of the game is to complete the levels as quickly and accurately as possible within a maximum time limit of 5 minutes per level.

After 5 minutes of playing the first level (Level A), the task will be stopped and we will ask you to complete a short questionnaire. You will then play the second level (Level B) for another 5 minutes and complete a short questionnaire.

Game Description

To finish levels A and B, you must travel through the game area to reach a marked exit room. Whilst trying to find the exit room, you must fight a variety of enemies, including demons and possessed undead humans, while managing supplies of ammunition, health, and armour.

The monsters have very simple behaviour, consisting of either moving toward you if they see or hear you, or attacking by throwing fireballs, biting, using magic abilities, or clawing.

The environment also includes a range of additional hazards such as pits of toxic waste, ceilings that lower and crush objects, and locked doors requiring a keycard or a remote switch.

Weapons and ammunition can be found throughout the game or you can collect them from dead enemies.

Doom Interface

Please familiarise yourself with the following screen layout for the game.

Here you have information regarding your remaining ammunition, your health, armour, and weapons.

Button Guide for DOOM

During the game you will be able to perform a number of in-game actions which are tied to the buttons of the device. The following graphic demonstrates which device buttons perform which operation.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

Reviving in DOOM

If your character dies in the game, you are able to respawn by pressing the A button. You have an unlimited number of respawns in the game.

L1. Are you ready to play DOOM Level A? (If not, please reread the above tutorial or contact the attending researcher)

Yes



Section M: DOOM, Level A

You have 5 minutes to complete DOOM Level A. If you have any questions during this time, please contact the researcher present. The researcher will also let you know when your 5 minutes have finished.

- M1.** After completing DOOM Level A, please pass the console to the researcher present and ask them for the password to continue.

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Section N: DOOM, Level A Experience

You have now completed Level A of the game DOOM.

We will now ask you a few questions about your experience of gameplay on the device. Please answer the following questions by selecting the relevant tick box. In particular, remember that these questions are asking you about how you felt at the end of the gaming experience.

- N1.

To what extent did you feel that the game was something you were experiencing, rather than something you were just doing?

Net et al.

Very
much so



- N2.

To what extent did you feel emotionally attached to the game?

Not at all

Very
much so



- N3.

To what extent were you interested in seeing

Not at all

A lot



- 14

At any point did you find yourself become so involved that you wanted to speak to the game directly?

Not at all

Very
much so



- N5

When interrupted, were you disappointed that
the game was over?

Not at all

Very
much so



**N6.**

Would you like to play the game again? Definitely no Definitely yes

Section O: DOOM, Level A Experience

Following on from your experience of gameplay during Level A of DOOM, we would now like you to complete a few short questions to evaluate how much perceived workload you experienced while completing the given task.

For each of the six scales, evaluate the game you just performed by moving the slider to the scale's location that matches your experience.

Each line has two endpoint descriptors that describe the scale. Consider your responses carefully in distinguishing among the different task conditions, and consider each scale individually.

O1.

How mentally demanding was the task?|Very low|Very high 5 . 0 0 0 0 0 0 0 0

How physically demanding was the task?|Very low|Very high 1 7 . 0 0 0 0 0 0 0

How hurried or rushed was the pace of the task?|Very low|Very high 1 5 . 0 0 0 0 0 0 0

How successful were you in accomplishing what you were asked to do?|Perfect|Failure 1 0 . 0 0 0 0 0 0 0

How hard did you have to work to accomplish your level of performance?|Very low|Very high 1 7 . 0 0 0 0 0 0 0

How insecure, discouraged, irritated, stressed, and annoyed were you?|Very low|Very high 1 5 . 0 0 0 0 0 0 0

Section P: DOOM, Level B Introduction

Having now completed Level A of DOOM, we will now proceed with Level B.

P1. Are you ready to play DOOM Level B? (If not, please contact the attending researcher)

Yes

Section Q: DOOM, Level B

Please complete Level B as previously instructed. You have 5 minutes to complete this task. If you have any questions during this time, please contact the researcher present. The researcher will also let you know when your 5 minutes have finished.

Q1. After completing DOOM Level B, please pass the console to the researcher present and ask them for the password to continue.

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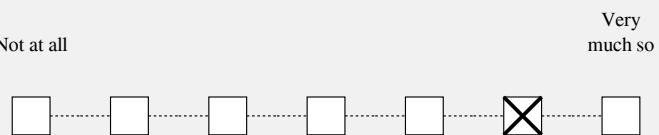
Section R: DOOM, Level B Experience

You have now completed Level B of DOOM.

We will now ask you a few questions about your experience of gameplay on the device. Please answer the following questions by selecting the relevant tick box. In particular, remember that these questions are asking you about how you felt at the end of the gaming experience.

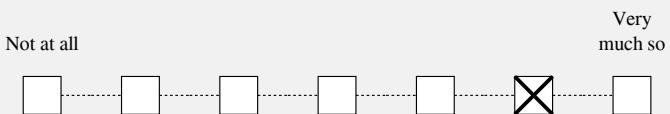
R1.

To what extent did you feel that the game was something you were experiencing, rather than something you were just doing?



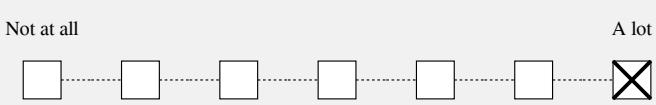
R2

To what extent did you feel emotionally attached to the game?



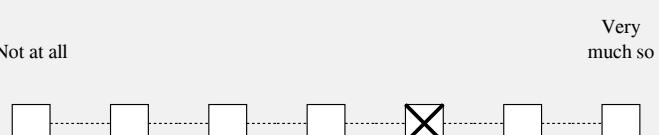
R3

To what extent were you interested in seeing how the game's events would progress?



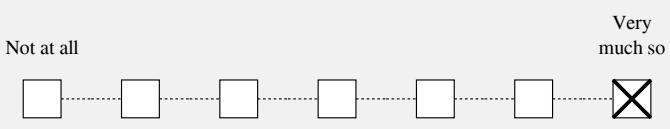
R4.

At any point did you find yourself become so involved that you wanted to speak to the game directly?



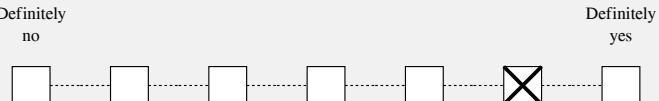
R5.

When interrupted, were you disappointed that
the game was over?



R6.

Would you like to play the game again?





Section S: DOOM, Level B Experience

Following on from your experience of gameplay during Level B of DOOM, we would now like you to complete a few short questions to evaluate how much perceived workload you experienced while completing the given task.

For each of the six scales, evaluate the game you just performed by moving the slider to the scale's location that matches your experience.

Each line has two endpoint descriptors that describe the scale. Consider your responses carefully in distinguishing among the different task conditions, and consider each scale individually.

S1.

How mentally demanding was the task?|Very low|Very high

1	5	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

How physically demanding was the task?|Very low|Very high

1	8	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

How hurried or rushed was the pace of the task?|Very low|Very high

2	0	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

How successful were you in accomplishing what you were asked to do?|Perfect|Failure

1	6	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

How hard did you have to work to accomplish your level of performance?|Very low|Very high

1	8	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---	---

How insecure, discouraged, irritated, stressed, and annoyed were you?|Very low|Very high

1	7	.	0	0	0	0	0	0	0	0
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Section T: Tetris Introduction

In this game, you will be playing one level of the classic game Tetris.

Tetris Interface

Once you're on the game screen, you'll see an empty grid with a preview of the first Tetris block on the side. You will also have information about your total game score and the upcoming block.

Your goal is to arrange the falling blocks to create solid horizontal lines without any gaps. When a solid line is formed, it will disappear, and you'll earn points. Be careful not to let the blocks stack up to the top of the grid, as that will end the game. Keep playing and aim for a high score by clearing as many lines as possible.

Controlling the Game

Use the joystick to move the block horizontally or down at a faster rate. Turning the crank handle will slow game play down. You can also rotate the orientation of the block by pressing A or B and also pause/resume the game by pressing the Y key.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

T1. Are you ready to play Tetris? (If not, please reread the above tutorial or contact the attending researcher)

Yes



Section U: Tetris Introduction

In this game, you will be playing one level of the classic game Tetris.

Tetris Interface

Once you're on the game screen, you'll see an empty grid with a preview of the first Tetris block on the side. You will also have information about your total game score and the upcoming block.

Your goal is to arrange the falling blocks to create solid horizontal lines without any gaps. When a solid line is formed, it will disappear, and you'll earn points. Be careful not to let the blocks stack up to the top of the grid, as that will end the game. Keep playing and aim for a high score by clearing as many lines as possible.

Controlling the Game

Use the joystick to move the block horizontally or down at a faster rate. You can rotate the orientation of the block by pressing keys A or B. You can also pause/resume the game by pressing the Y key.

If you have any questions or concerns, please raise them now. Otherwise, we will begin the task when you are ready.

- U1. Are you ready to play Tetris? (If not, please reread the above tutorial or contact the attending researcher)**

Yes

Section V: Tetris Game

Please play Tetris for 5 minutes. If you have any questions during this time, please contact the researcher present. The researcher will also let you know when your 5 minutes have finished.

- V1. After completing Tetris, please ask the researcher present for the password to continue.**

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Section W: Tetris Game Experience

You have now completed the Tetris game. We will now ask you a few questions about your experience of gameplay on the device. Please answer the following questions by selecting the relevant tick box. In particular, remember that these questions are asking you about how you felt at the end of the gaming experience.

- W1.**

Not at all Very much so

To what extent did you feel that the game was something you were experiencing, rather than something you were just doing?

- W2.**

Not at all Very much so

To what extent did you feel emotionally attached to the game?

**W3.**

To what extent were you interested in seeing how the game's events would progress?

Not at all	<input type="checkbox"/>	A lot						
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W4.

At any point did you find yourself become so involved that you wanted to speak to the game directly?

Not at all	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Very much so
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W5.

When interrupted, were you disappointed that the game was over?

Not at all	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Very much so					
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W6.

Would you like to play the game again?

Definitely no	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Definitely yes					
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Section X: Tetris Game Experience

Following on from your experience of gameplay during the Tetris game, we would now like you to complete a few short questions to evaluate how much perceived workload you experienced while completing the given task. For each of the six scales, evaluate the game you just performed by moving the slider to the scale's location that matches your experience. Each line has two endpoint descriptors that describe the scale. Consider your responses carefully in distinguishing among the different task conditions, and consider each scale individually.

X1.

How mentally demanding was the task?|Very low|Very high

5	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

How physically demanding was the task?|Very low|Very high

1	4	.	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

How hurried or rushed was the pace of the task?|Very low|Very high

1	1	.	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

How successful were you in accomplishing what you were asked to do?|Perfect|Failure

3	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

How hard did you have to work to accomplish your level of performance?|Very low|Very high

5	.	0	0	0	0	0	0	0	0
---	---	---	---	---	---	---	---	---	---

How insecure, discouraged, irritated, stressed, and annoyed were you?|Very low|Very high

1	8	.	0	0	0	0	0	0	0
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Section Y: System Evaluation

You have now completed all tasks involving the games console.

In this section we will ask you a few questions about your overall opinions of the system and how you found using it.

Y1. Which experience, DOOM Level A, DOOM Level B, or the Tetris, did you enjoy the most?

DOOM Level A	<input type="checkbox"/>
DOOM Level B	<input type="checkbox"/>
Tetris	<input checked="" type="checkbox"/>
Enjoyed all games equally	<input type="checkbox"/>

Y2. Did you pause any of the following games?

DOOM Level A	
DOOM Level B	
Tetris	

Y3. For the following questions please indicate your level of agreement with the provided statement about the battery-free game console and your experience of completing the given tasks on the system.

Strongly
DisagreeStrongly
Agree

I was allowed to control my interaction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
I was able to block out most other distractions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I was absorbed in what I was doing	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I was immersed in the games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I was distracted by other attentions very easily	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Time appeared to go by very quickly using the games console	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
I lost track of time when I was playing the games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Time "flew" when I played the games console	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
This experience excited my curiosity	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
This experience made me curious	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
This experience aroused my imagination	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
My interaction with the games console was clear and understandable	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Interacting with the games console did not require a lot of my mental effort	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
I found the games console to be trouble free	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I found it easy to get the games console to do what I want it to do	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It was simple to do what I wanted with the games console	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It was easy for me to become skilful at using the games console	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
I found the games console easy to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The games console decreased my stress	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The games console helped me better pass time	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
The games console provided a useful escape	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The games console helped me to think more clearly	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The games console helped me feel rejuvenated	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I would plan on using it in the future	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Strongly
Disagree

Strongly
Agree

I would intend to continue using it in the future

I expect my use of it to continue in the future

Section Z: Demographics Questions

For the final part of the experiment we will now ask you a few demographic questions.

Z1. What is your age?

2	6	.	0	0	0	0	0	0	0
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Z2. Gender: How do you identify?

Female

Male

Non-Binary

Prefer not to say

Other

Other



Z3. What is the highest level of education you have completed?

- Primary/Elementary School
- Secondary/High School
- Higher National Qualification
- Bachelor's Degree
- Master's Degree
- Doctoral Degree
- Prefer not to say
- Other

Other

Z4. Which hand do you primarily use for fine motor tasks (such as writing)?

- Left
- Right
- A mix depending on the task
- Ambidextrous (able to use both hands equally well for tasks)
- Prefer not to say
- Other

Other

Z5. Had you previously heard about battery-free computing before the start of this study?

- Yes
- No



Thank you for participating in this study. Your feedback is valuable and will help us improve the experience of users interacting with power harvesting game consoles.