**Trade Show User Testing Analysis**

**What users said**

During the Trade Show testing, participants shared mixed feelings about control and communication. Some said the system moved too fast and made it hard to keep up, while others felt confused about when to switch tasks. One user said the peeling took too long and left others waiting. Another admitted, “I messed up, I’ll just cube it,” showing uncertainty about what was considered correct. A few said the experience was “fun but controlling,” as if they were following the system rather than working naturally. Some also found it hard to perform tasks and talk at the same time. Others wondered how the system judged if they were doing things correctly.

**Main themes**

Many users felt they lost control of their own pace. The frequent reminders and countdowns made the activity feel mechanical. People were unsure about the right way to complete the task and were distracted by constant corrections. Collaboration often felt forced, as users focused on responding to the voice rather than interacting with each other. While they appreciated the playful idea, they wanted clearer rules, smoother timing, and more space to act freely.

**What users need**

Users wanted more control over the timing. They preferred to decide when to move or listen to the next instruction. They wanted to see team progress to avoid confusion and waiting. They also needed visual examples to understand what “correct” looked like, and clearer explanations of how the system made its judgments. Most importantly, they hoped communication would happen naturally, not because the system told them to talk.

**How users behave**

Users learned by doing. When they made mistakes, they quickly tried to fix them instead of asking for help. They moved between moments of focus and cooperation. Interruptions such as countdowns or repeated alerts broke their concentration. Some felt self-conscious after being corrected and started over-talking or apologizing, showing that the system created pressure rather than teamwork.

**Main frustrations**

The biggest frustration was feeling controlled. The repeated commands and countdowns made users act reactively. Many were unsure what “done right” meant, which caused stress and hesitation. Task switching was unclear, and multitasking between action and conversation was tiring. Some participants said they talked more or apologized just to please the system. Real cooperation was replaced by compliance.

**User ideas**

Users suggested letting them control when to move or trigger the next step. They wanted visual progress indicators and simple examples of correct results. They also preferred feedback that focused on meaningful interaction, helping or responding, rather than measuring how loud or quiet they were. They imagined a system that supports human rhythm instead of dictating it.

**Conclusion**

The Trade Show testing revealed the balance between control and freedom in ***The Pressure Cooking***. Participants enjoyed the concept but felt stressed by constant instructions. When the system dominated, collaboration became mechanical. Users wanted the system to step back, giving them control of timing, visible progress, and clear rules. With these changes, teamwork could shift from pressure-driven obedience to genuine, self-directed cooperation.