**1. What users said**  
From both sessions, people mostly talked about how the system felt to use. They mentioned the light, the sound, the timing, and how the tasks were shared.

* The lights were too bright and had glare. Some said it reflected into their eyes and made it hard to focus.
* The voice or audio came in at the wrong time. A few people wanted to press a button themselves when they were ready to hear the next instruction.
* One person said, “Every time it speaks, I’m not ready yet.” The timing didn’t match how humans work.
* They wanted to know what others were doing, who was busy or waiting, who needed help.
* Some people said the group didn’t always share work fairly. They wanted the system to help balance things out and give a small push to people who weren’t doing much.
* A few talked about safety and cultural awareness. For example, how knives are passed or how it should be clear and safe for children.
* The overall feeling was mixed. It felt strange or stressful but also exciting, like being on a show such as MasterChef.
* People weren’t sure what “done right” meant. They asked things like “Do we cut it into cubes or slices.” They needed visible examples.

**2. Main themes from user feedback**

**Control and timing**  
People prefer to trigger the next hint themselves. They don’t want the system to talk automatically while they’re focused.

**Seeing the bigger picture**  
They want to know what’s happening with everyone else. That helps teamwork and avoids waiting around.

**Fairness and motivation**  
They care about balance. They don’t want a few to do all the work. They like when the system encourages everyone to take part.

**Managing sensory load**  
The lights and sounds were too much. People want softer and slower feedback with options to adjust brightness or sound.

**Safety and inclusiveness**  
They want it to be safe for kids and to respect different cultural habits. They like clear color zones or markings.

**Learnable and explainable rules**  
They want to know why something is judged wrong. Clear messages like “Scissors outside the blue zone” make it easier to learn.

**3. What users said they need**

* “I want to press a button when I’m ready for help or the next step.”
* “I want to see the progress of others so I can help too.”
* “I want to control the light and sound so it’s not harsh.”
* “I need to know what the correct result looks like.”
* “I hope it helps make the work fair so everyone does their part.”
* “If kids or mixed groups use it, it should have safety checks and clear markers.”

**4. How users think and behave**

* They learn by doing, not by long explanations.
* They switch between focus and cooperation. When focused, they don’t want interruptions. When done, they want to look around and help.
* They care about fairness and teamwork. Seeing others’ progress makes them more likely to help.
* They imagine the experience like a story or show, which shows they connect it to real life.

**5. Main frustrations**

1. The voice talks while they’re focused.
2. Too much light or sound.
3. Can’t see team progress or who’s waiting.
4. Rules unclear, not sure what counts as clean or finished.
5. Workload uneven. Some do less.

**6. User ideas for improvement**

* Add a “Next” button for timing control.
* Show a dashboard of everyone’s task and wait status.
* Make brightness and volume adjustable.
* Show examples of correct results.
* Use colors or shapes to show zones, especially for kids.

**7. What users would call “better”**  
You could measure it like this:

* At least 80% of instructions are triggered by the user.
* People feel fewer interruptions.
* Brightness rated comfortable (4 out of 5).
* 90% of users can describe the current goal correctly.
* Fairness rated 4 out of 5 or higher.

**8. User quotes**

* “When I’m busy, I want to choose when to hear the next thing.”
* “I want to see who’s waiting or needs help so I can help too.”
* “I want softer light and sound that doesn’t stress me out.”
* “I want to know exactly what the right result looks like.”
* “If kids use it, it needs to be safe and clearly marked.”