

Observation:**Data collected by recorder 1:****Participant 1 notes:**

1. Could not find tutorial; found a game instead. Did not realize they were in a game. We helped them get to the tutorial.
2. Should start experiment with participant in the tutorial, then ask them to get to level 3 of "hunt" game.
3. Participant in the settings menu turned off visual aids by accident then turned them back on.
4. Found games menu, selected incorrect game. Proceeded to play incorrect game.
5. Reminded the participant of the objective to get to level 3 of the HUNT game, not SLOT MACHINE game.
6. Participant has issues finding the corners of the screen. Turned off visual aids again.
7. Found HUNT, started new game.
8. Tried different gestures and taps to shoot the arrow (?) at the static target. Made it to level 2.
9. May change our methodology to include listening to the game's audio at the same time as the participant (double adaptor)
10. Ended experiment due to time constraints.

Wanted to play the game afterwards while seeing the tablet. Enjoyed the game but missed what they could see?

Participant 2 notes

1. Navigated to the games menu
2. Chose slot machine but returned.
3. Chose slot machine again but returned
4. Correctly selected the game Hunt.

Made good progress, wanted to play the game with eyes open.

Participant 3 notes

1. Successfully completed tutorial, made it to games menu.
2. Chose slot machine game, started to play. Reminded him that we want him to play hunt.
3. Asked how to return to the menu, needed to be guided to the corner button and double click it.
4. Could not find HUNT.
5. Returned to the slot machine game, proceed to play.

6. Played slot machine fine.
7. Took him to the hunt game manually so he could play.
8. Game over, could not find the retry button. Let him play the game without blindfolded but with the visual aids off.
 - Much more confident finger movements, as he could see the edges of the tablet presumably?
 - Better tracking ability, bolder movements.
9. Let him play without blindfolded with the visual aids on.
 - Missed the target, asked why it was game over gain.
 - Did not understand the game rules.
 - Asked for confirmation of the game rules.

Unsure of how to play the game. Unsure of how to operate, hints not clear, tutorial failed? Did not hear instructions? Unsure of how to catch the target, did not hear the pull back command. Enjoyed it but did not fully understand the instructions/game rules.

Swiping direction is unintuitive, perhaps for only full sight people with experience with smart devices?

Participant 4 notes

1. Subject repeats the words he hears.
2. Accidentally left the tutorial, we took him back into tutorial level. We should put masking tape around the edges of the screen to prevent miss taps.
3. Difficulty completing the tutorial. Lots of time spent on the double click stage (I Think).
4. Many miss taps on the center of the screen, instead tapping the top of the tablet.
5. Subject needed to be directed to find the games, and taught how to navigate. Tutorial failed, no progress/learning made.
6. Instructors directed subject into the hunt game, and directed to the tutorial. Maybe should change instructions to get participants to get to the tutorial of the hunt game, but is that a conscious choice for them to avoid it?
7. First participant to use their hands to find the edges of the tablet.
8. Instructor points out there might be a slight delay for the audio cue, and as the target moves away from user's finger the sound does not change very much, or according to how fast/fast the target is moving.
9. Participant seems to be enjoying playing the game with the visual aids off but unblindfolded much more.
10. Now letting him play with the visual aids on and unblindfolded.

Note: After difficulties, decided to let participant play hunt unblindfolded but with visual aids off.