Participant	Marked Unit	Category Code	Contextual Unit (Feature)	Contextual Unit (Logs)
P1	didn't really care when I did this because I wasn't aware this was a thing	Experience towards (playful) features	Contributor Revealable	
P1	no emotional attachment to this project	Contextual Considerations		
P1	Because contributors don't really help me to get started with a project I guess	Social Onboarding		
P1	only had some 80 lines and I thought to myself 'well, that's not that big in my opinion'	Experience towards (playful) features	Potential Issue Revealable	
P1	I didn't really get the impression of the existance of 'sub' packages, whatever they are supposed to be anyway	Experience towards (playful) features	Overview Scene (Subpackages)	
P1	only check out npm packages when I actually have to work with them, not randomly only because they are used in a project	Technical Onboarding		
P1	Not exactly sure what you mean with 'legacy' file	Experience towards (playful) features	Potential Issue Revealable	
P1	actually interesting to get told about contributors and see their faces. Not that it would really help me getting into this project but yeah, gives it a more personal flavor	Social Onboarding		
P1	during each discovery was still a bit big to digest in a playfull way I think	Attitude towards Playful elements		
P1	visualizations like images/icons rather than just plain text and a sample of the code and a link to the actual file	Improvements for implemented features		
P1	or an icon I learned earlier this represents a contributor	Improvements for implemented features		
P1	The texts where pretty repetitive and I stopped reading after 'contributor' so I might've missed any information that was unique to this slide	Experience towards (playful) features		
P1	I was a bit confused because I didn't know what to do when I reached the first blank slide	Experience towards (playful) features		Can also be seen in the logs, No action at all in the beginning, until companion message in both detail and overview scene (see logs lines 10-63)
P1	helper on the bottom was quick to assist, though	Experience towards (playful) features		
P1	elements disappear, I would make them fade out rather than just getting invisible instantly	Improvements for implemented features		
P1	impression of revealing areas better when the initial background would be dark and when you trigger the sonar, everything inside the expanding circle is bright. Maybe with some something visual in the background that gives some depth	Improvements for implemented features		
P1	came to help always at the right time. Good guy!	Experience towards (playful) features		Both companion helping messages were shown, as seen in the logs (log lines 10, 60)
P1	To be honest, I don't really know. It strongly depends on the urgency to get familiar with a	Attitude towards Play in Onboarding		
P1	Exploring something like in this example can be frustrating if you really just want to get the gist of something because you stumble accross so many random things	Attitude towards Play in Onboarding		
P1	this kind of visualization isn't the right thing to learn about a coding project. At least not for me.	Attitude towards Play in Onboarding		
P1	hadn't had too much of these occasions yet	Organizational Onboarding		
P1	I set it up first to get a feeling for what I'm dealing with (if possible) and than I dig deeper	Technical Onboarding		
P1	I talk to those who set up or work on the project if possible	Social Onboarding		
P1	for my IDE, it's mostly stuff that helps visualize things like pairs of brackets and key words or variables vs functions and so on.	Technical Onboarding		
P1	I try to stick to conventions and write code that's hopefully easy to understand with meaningful variable and function names	Technical Onboarding		
P1	I'd provide some extra goals, like the first 5 questions about contributors I remember or not and so on so the explorer has something to aim	Ideas on Playful Elements for Onboarding		
P1	'quests' can be aimed to point out core concepts of the project and guide the participant towards	Ideas on Playful Elements for Onboarding		
P1	Gamification is great to learn things like coding itself, like exploring a story with command line	Ideas on Playful Elements for Onboarding		
P1	Exploring something in a playful way also needs to be done it each person's personal pace	Attitude towards Play in Onboarding		

P1	exploring something also needs time and is not fun if you are under preasure and you just want to get the gist of something	Attitude towards Play in Onboarding		
P1	As you did it in your example, I want to have the headspace to branch out and check out parts of the project that are maybe just nice to know but necessarely helping me with actually working on the project	Attitude towards Play in Onboarding		
P1	make the participants make solving problems, like searching for an answer for a specific	Ideas on Playful Elements for Onboarding		
P1	let the participant choose a goal and give him or her some sort of quest line with a bunch of sub goals to achieve	Ideas on Playful Elements for Onboarding		
P1	letting them to search for reusable components which are used throughout the project to make them aware they exist	Ideas on Onboarding Elements		
P1	what dependencies a main component has. Then you have just a portion of npm packages to digest	Ideas on Onboarding Elements		
P1	Serve the project guided and bit by bit, only giving participants the choice what main goal they have or they want to achieve by playing this	Ideas on Playful Elements for Onboarding		
P3	Ich habe mir aber ein paar Profile angeguckt	Experience towards (playful) features	Contributor Revealable	
P3	Anhang der Größe und Zeilenmenge hätte ich dem \"refactor-worthy\" aber in den meisten Fällen vermutlich zugestimmt.	Experience towards (playful) features	Potential Issue Revealable	
P3	ungefähre Vorstellung davon bekommen, wie die Projekte untereinander zusammenhängen	Experience towards (playful) features		
P3	wenn ich es mir nicht merken konnte, war eine Visualisierung auf alle Fälle hilfreich	Experience towards (playful) features		
P3	schön durch die Vorstellung der Contributors ein paar Namen kennenzulernen, denen man im weiteren Verlauf des Projekt vermutlich häufiger über den Weg laufen wird	Experience towards (playful) features	Contributor Revealable	
P3	Mit der Vorstellung der großen \"refactor-worthy\" Dateien werden einem direkt mehrere Möglichkeiten eröffnet, in das Projekt	Experience towards (playful) features	Potential Issue Revealable	
P3	Mir fehlte ein wenig das fachliche über das Projekt. Was tut es? Wofür ist es gut? Nur anhand des Codes ist das schwierig zu verstehen.	Improvements for implemented features		
P3	Im ersten Moment wusste ich nicht, wie ich starten sollte	Experience towards (playful) features		As seen in the logs, companion messages appeared in both scenes (lines 9040, 9090)
P3	urch die Hilfen habe ich aber sehr schnell verstanden, wie der Ablauf gedacht ist	Experience towards (playful) features		Both messages seen, after that clicking started as can be seen in logs (9040 and following, 9090 and following)
P3	Suchen der verschiedenen Punkte hat im ersten Moment Spaß gemacht, wurde anschließend aber ein bisschen nervig (vor allem weil einige Punkte vor einem abgehauen sind).	Experience towards (playful) features		
P3	hilfreich um zu verstehen, wie das Onboarding zu bedienen ist	Experience towards (playful) features		
P3	Leider sagt er nichts, wenn man auf ihn klick	Experience towards (playful) features		
P3	Wiederholung der Hilfe oder irgendein Feedback wären nett gewesen.	Improvements for implemented features		
P3	ganz groben ersten Überblick über das Projekt zu verschaffen, würde ich so eine Visualisierung durchaus gut finden	Attitude towards Play in Onboarding		
P3	Wenn ich an einem neuen Projekt anfange, arbeite ich mich von außen immer weiter rein	Technical Onboarding		
P3	Ablauf des Codes anhand von konkreten Interaktionen mit dem Programm	Technical Onboarding		
P3	Austausch mit erfahrenen Entwicklern finde ich dabei sehr wichtig	Social Onboarding		
P3	das durchgucken alter Issues und deren Lösungen finde ich immer sehr hilfreich	Organizational Onboarding		
P3	Entweder mir fällt selber ein Fehler/Verbesserung auf und ich möchte es umsetzen oder ich sehe Issues anderer Benutzer und möchte diese Lösen	Organizational Onboarding		
P3	versuche ich mich von oben nach unten durch den Code zu \"wühlen\" um irgendwann an der Stelle anzukommen, an der ich etwas ändern/verbessern möchte	Technical Onboarding		

P3	verzweige ich oft in die verschiedenen Bereiche des Codes, die an dieser Stelle verwendet werden. So lerne ich nach und nach die Funktionen kennen und wie sie verwendet	Technical Onboarding	
P3	Ich fände ein Beispiel-Issue spannend. Ein Fehlverhalten, das einem präsentiert wird und das man zu lösen hat. Das Beispiel-Issue sollte so gewählt sein, dass man an vielen wichtigen Stellen des Codes vorbeikommt	Ideas on Onboarding Elements	
P3	bevorzuge doch mehr den direkten Kontakt zu Kollegen/Contributors und das selbständige Entdecken des Codes.	Social Onboarding	
P3	Für den allerersten Überblick und eventuell einer fachlichen Vorstellung der Software finde ich spielerische Elemente durchaus angebracht	Attitude towards Play in Onboarding	
P3	mehr bei den Open Source Projekten sehen, weil hier oft eine direkte und nahe Kommunikation mit anderen Entwicklern nur schwer möglich ist	Contextual Considerations	
P3	Im Arbeitsumfeld sind Kollegen eher greifbar und bei Fragen ansprechbar	Contextual Considerations	
P3	Vielleicht mit einem Art Wettbewerb wer einen gewissen Workflow schneller durchgespielt hat	Ideas on Playful Elements for Onboarding	
P6	but many of the connections were overlapping, hard to see	Experience towards (playful) features	
P6	line/file size alone does not tell the whole story	Improvements for implemented features	
P6	Liked the connections and the overview map, helped me see at a glance what is in the project	Experience towards (playful) features	
P6	missed actual textual content of the project besides the previews, maybe include more of the contents of the underyling project	Improvements for implemented features	
P6	Liked the little worm character, felt smooth	Experience towards (playful) features	
P6	would have liked more connection to the source	Improvements for implemented features	
P6	Helpful as far as indicating what I have done	Experience towards (playful) features	Companion
P6	not much interaction with it, could not click it besides messages	Experience towards (playful) features	Companion
P6	would like to see it on projects of another programming language\nespecially those that maybe are not as cleanly divided into sub	Attitude towards Play in Onboarding	
P6	would have also liked to see more of the structure of the single sub projects	Improvements for implemented features	
P6	would probably still go at new projects in the IDE itself, seems more efficient at least for the source code	Attitude towards Play in Onboarding	
P6	I try to get access to everything that I need (git, deployment server, ...) and then set up the project locally and try to build it	Technical Onboarding	
P6	if there is at any point problems I try to contact the person who wrote the code otherwise the other team members already in the project	Social Onboarding	
P6	Best case there is documentation for the initial setup, but that is often missing	Organizational Onboarding	
P6	try to talk to project management to get to know the organizational structure	Organizational Onboarding	
P6	Navigation in code I do with IntelliJ and go-to-definition most of the time	Technical Onboarding	
P6	first step is always the documentation, if there are problems I google or search through the issue list of the package	Technical Onboarding	
P6	For the source code, would have liked an approach that is near to the code, maybe within the IDE itself and more textual or a little helper within the IDE acting playful	Improvements for implemented features	
P6	project organization structure maybe a clearer picture of who to talk to and communication with them as part of a game	Improvements for implemented features	
P6	do not think it can be efficient in day-to-day work	Attitude towards Play in Onboarding	
P6	maybe for looking at open source projects out of interests	Contextual Considerations	
P6	maybe for young developers or people starting with development	Contextual Considerations	
P6	maybe include more of a progress status	Improvements for implemented features	

P6	go all the way and create a 3D world from a project that you can go through, although that could be way too far from the project	Ideas on Playful Elements for Onboarding		
P8	Some code examples listed below looked to be refactor-worth. For example commented out console logs or very long config values mapped to string in inline calculations.	Experience towards (playful) features	Potential Issue Revealable	
P8	surprised that even a major project like ethereumjs has the same problems like many other projects like commented out code or console logs or very big util.ts files	Technical Onboarding	Potential Issue Revealable	
P8	Some basic information like GitHub stars would be cool at the beginning	Improvements for implemented features		
P8	I needed some time and the help box to understand, that I was supposed to click somewhere to reveal the information	Experience towards (playful) features		Also can be seen in the logs, on the overview no help was shown, but then in detail scene it was (line 23471, companion message was closed)
P8	I had some problems catching the fast moving dots	Experience towards (playful) features		Relatively long sequence of reveal clicks without clicking on an lement (e.g. json lines 23613-23755)
P8	That was fun at first, but at the end it was not that much fun anymore to catch the dots, because it was that easy	Experience towards (playful) features		
P8	visualisation of all modules looked a bit chaotic. At first I thought, \"that should help me get a better overview?!\"	Experience towards (playful) features		
P8	It came up when I was the first time in a sub module and didn't know what to do. There is was very helpful	Experience towards (playful) features	Companion	Can be seen on line 23471 - Companion was shown in submodule
P8	I don't think that I would prefer such a game/interactive visualisation in contrast to just going throw the filestructure, because the game seemed to be a bit random	Attitude towards Play in Onboarding		
P8	I don't know if the modules I checked out are the most important ones or not	Improvements for implemented features		
P8	usually it's a coworker introducing someone new to the project	Social Onboarding		
P8	I'm checking out a new github project, I just roam around and search for some modules and files whose name seem important to me	Technical Onboarding		
P8	I just go through the file structure in GitHub and when I wanna dig deeper I open the project in	Technical Onboarding		
P8	There could be some moving dots from module to module, depending on how often the module gets imported into another module	Improvements for implemented features		
P8	recognise which module is used a lot and which not that often	Ideas on Onboarding Elements		
P8	some activity missing, many games have this discover, fight enemies concept	Ideas on Playful Elements for Onboarding		
P8	This guide is good for discovering	Experience towards (playful) features	Detail Scene (Within Subpackage)	
P8	some minigames like fighting the bugs or something similar could make it more interesting	Ideas on Playful Elements for Onboarding		
P8	some videos of the commit history of the project like	Ideas on Playful Elements for Onboarding		
P8	In a work environment you are often applied to that project and there is someone who can	Contextual Considerations		
P8	In open source project often someone new just joins randomly selfmotivated	Contextual Considerations		
P8	playful automatic introduction brings more benefits for open source projects, than for work	Contextual Considerations		
P8	find x items of y\" feature (like the pigeons in gta4)	Ideas on Playful Elements for Onboarding		
P8	Some speaking character introducing with some basic information	Ideas on Playful Elements for Onboarding		
P8	Some character to follow, like a rabbit or something that you need to follow from module	Ideas on Playful Elements for Onboarding		
P8	area constraints, so that you discover a certain area, and after some tasks and knowladge gains you are allowed to discover a broader area	Ideas on Playful Elements for Onboarding		
P9	damit hab ich schon gearbeitet, hab aber nicht auf den link gklickt	Experience towards (playful) features	Package Revealable	went through pretty fast, not read too much in detail probably
P9	grundsätzlich find ichs vertretbar, dass man bei über 1000 zeilen etwas refactoren sollte	Technical Onboarding	Potential Issue Revealable	

P9	übersicht gut, dass man alle packages auf einem platz sieht	Experience towards (playful) features	Package Revealable
P9	mehr info zu den packages gewünscht, zusätzlich zu namen und größe, vielleicht direkt in der	Improvements for implemented features	
P9	infos je package ganz gut, dass man die direkt die personen sieht mit dem was sie als letztes gemacht haben	Experience towards (playful) features	Package Revealable
P9	aufdecken war aber bisschen eintönig, da hätte mir was zusätzliches zu machen gefallen	Improvements for implemented features	
P9	fand die kleine animation mit dem auge ganz gut, aber viel interaktion gab es nicht	Experience towards (playful) features	Companion
P9	gut bei neuen projekten grade bei größeren, wo es sonst schwierig is einen überblick zu bekommen\nlinux-kernel würde mir einfallen, also bei großen ganz bekannten projekte, bei denen ich aber nicht unbedingt viel mit der programmiersprache gemacht habe	Contextual Considerations	
P9	klone mir das projekt als erstes und öffne es dann in meiner ide, da gehe ich dann vom main file ausgehend in die unterfiles, je nachdem was ich machen	Technical Onboarding	
P9	in einer session zusammen die arbeit am projekt anzufangen um direkt einen ansprechpartner für fragen zu haben	Social Onboarding	
P9	grade als einarbeitung in projekte, wo man schwierig einen überblick bekommen kann	Contextual Considerations	
P9	vielleicht nicht das schnellste, aber um sich spielerisch eine idee zu verschaffen eine gute	Attitude towards Play in Onboarding	