

Game	User Feedback From T-J Group
Rocket Bird	<p>“Although language boundary make more times to finish the game, but puzzles still can be solved with patience.”</p> <p>“Can’t communicate by language, but the game also offer little ways to communicate like move and jump.”</p> <p>“We can’t discuss that who change which position and how to defense”</p>
Portal 2	<p>“It’s hard to explain my solution to solve puzzles. I am tired for communication.”</p> <p>“You have to really cooperate but if you can’t talk that is really really hard.”</p> <p>“I can’t know what my partner is thinking. I can only guess it by his movement.”</p>
Monaco	<p>“I want my partner to lure the guardian, and he don’t understand it. But I can still complete my mission by other approach.”</p> <p>“This game is easy. We don’t really need communication with each other.”</p> <p>“The game doesn’t really need any sort of co-op behavior.”</p>