

# Interview notes

## Sophia

- Rumble confusing
- Stroking a bit better with adaptive
- Felt like standard needs to get closer to object to grab it
- Lack of feedback when hand grabs. Thought hand disappeared because of bug.
- Adaptive felt more real
- Standard was pleasant as well because it did what i wanted
- Easier to grab by just pressing it
- More feedback was good with adaptive
- No penetration was good
- Bothered by inaccurate rumble
- Adaptive was more responsive
- Stability is better in standard
- No penetration was informative
- Adaptive no penetration made her feel more inside the world

## Raghav

- Adaptive hands allowed for caressing clouds
- Adaptive hands allow for gentle interactions
- Liked holding things without grabbing (specially with the adaptive hands)
- Hitting bamboos together was nice with rumble
- Adaptive haptic feedback allows to feel touch of objects without visual feedback
- Some of the objects had weird weights (or center of mass)
- Fun to play with adaptive hover state of hands
- Adaptive hands felt more real
- Grabbing can feel weird and unrealistic
- Prioritize natural physics grabbing (not using trigger)
- Strange to grab an object when grip is not possible (see image)



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- Missed having a body to balance a natural hold against
  - Notice state changes in adaptive hand

- Disliked the non firm grabbing
- Lift and grab should be different

## Lucas

- Needed to get used to adaptive
- Liked visualization, still 1 to 1 mapping. Clarifies that there is no bug. System still tracking actual hand
- Adaptive hand felt like an upgrade, but there was nothing wrong with the standard one
- Preferred grabbing because of haptic feedback
- Intimate feeling with haptic feedback on stroking
- Sound feedback helped
- Haptic of contact happening
- Didn't like hand disappearing when you grabbed something
- Right pose at the cost of losing exact tracking would be preferable
- As long as it meets the intention, filtering is good

## Pablo

- Instability breaks immersion more than breaking physics laws
- Enjoyed vibration
- Adaptive nice when it works
- Adaptive fitting to control non-anthropomorphic creatures (alien, tentacles...)
- No strong preference in choices
- Resistance of objects was nicer with adaptive. Everything breaks with standard hands.
- Liked free grab (better without grabbing)
- Hand positioning felt unnatural

## Alberto

- Too much rumble. Not gradual enough
- Expected to have arms and behaved like he did
- Preferred stroking with standard, rumble might have been the cause
- Liked visualization, informative about actual players position
- Preferred adaptive with static objects
- Wasn't bothered by input filtering, almost didn't notice it
- Adaptive pleasant because of adaptiveness but unpleasant because of rumble
- Rumble was unpolished and imprecise but appropriate use

## Peter

- Adaptive makes sense for stroking
- Flat hand slap meh meh
- Adaptive didn't feel adaptive around static objects
- Adaptive generally felt like they followed his intentions, but not when the fingers didn't adapt
- Did not feel disconnection from avatar
- Wireframe became visible too late, user got confused when hand didn't follow 1 to 1
- Language that informs of whether an object is intractable was enough to make user not want to break the physics rules.
- Standard hands not responsive to the environment
- Noticed stability issues
- Preferred standard because with movable objects because adaptive were a bit unstable
- Stroking creatures was pleasant

## Praveen

- Liked finger adaptation
- Wasn't immediately apparent that the computer was still tracking the controller
- Uncomfortably rumble
- Hover was nice, but standard was nicer inside objects because of rumble discomfort
- Very bothered by disconnect between hand position and rotation and controller
- Finger disconnection didn't bother him because it felt natural that the fingers would adapt. Natural reaction of fingers.

## Sarah

- Easier to pick up without grabbing with adaptive, but not easy enough
- Missed having a body to hold things against
- Rumble intensity informed of penetration
- Unstable interactions with objects when lifting

## Marco

- Deviation from tracking devices felt unnatural when lifting
- Grabbing a flat surface should be impossible
- Did not notice finger adaption

# Camila

- Haptic feedback was unpleasant
- Bothered by deviation from their hand position
- Haptic feedback was satisfying when hitting and pushing
- Lost focus on the hands in Touchy Island once she started exploring the game itself
- Haptic feedback described as “small shocks”