User 0:

* Phase 1, after 15 trials arm started to hurt
* Phase 2, more fun with a repelling force applied
* General
  + Bored
  + Back ground/room was distracting
  + Include some instructions at the start for the user to get their orientation
* Ball movement was good, the jitteriness added another testing element, tested reaction movement, tested a fast twitch

User 1:

* motivation similar throughout
* Phase 2 felt lighter
* Good not too much going on, ball was easy to follow without
* Smoothness and speed was good, covered most of the area but a couple of times went out of range

Questions to ask the users:

* How did you find phase 1, 2 and 3 trials?
  + Did you notice any differences in your motivation?
* If applicable, how did you find the forces? Was it too strong, too weak?
* How did you find the tasks with no forces applied?
* What do you think of the VR environment?
* Can you briefly comment on the target movement?
  + Speed?
  + Movement smoothness?
  + Was a significant area of the workspace covered?
* Do you have any general feedback about the study?