Observation

Interview

Y: Which material do u prefer?

U1: I think I prefer the black one, (for the transparent) I think the material touching itself is not that nice, bc it feels like kinda sticky, if u do like this (rubbing the material), u kind of get stuck to it.

Y: Is that bc of ur afraid of leaking so u are not dare to squeeze it?

U1: No, even its turned off, its not that nice to play with. I think maybe the transparent is nice too bc I thought these were kind of buttons(joints), though the buttons u can see the interaction more clearly, but at the same time it might be too small.

Y: Do u think u will use it in your everyday life?

U1: I think its def fine to play with, I don’t rly game that much so I don’t know how to use normal controllers but I do think they are quite fun to play with.

Y: But its not only about the game, you can not only use it as a game controller, but u can also use it like if I have a mouse here, I can directly control my computer.

U1: Its kind of hard to imagine, I think I have to test it out in my real life situation.

Y: Do u think theres smt not reasonable?

U1: I kind of confused to that bridge, I think its nice to have them connected, but I think it might be to small. Bc Ik if u have a switch u probably have to control with 2 hands, and u can stretch it out and I think that would be a bit nicer, now u have a rly big constraint (the bridge), if ur playing w 2 hands, it makes a bit harder to do it, so maybe its better to have the anaclastic material so u can stretch it out and when u returns it can turn into a