Y: So which kind of material you think is more reasonable or you like the best?

U5: So maybe for something that needs some grip like the mouse and this would be

Best(black one) otherwise this one for like motions and maybe the twisting (transparent). Definitely not this (transparent).

Y: Why?

U5: Just the feels like just doesn't feel that nice, you know, just feels like a plastic bag. Well, it's a plastic bag, right? This has, like, some or, let's say, quality feel. And this just has. Yeah.

Y: So will you use this kind of device in your everyday life?

U5: I mean if you. If you make it and there are games for it. Why not? OK, yeah. So can they just like talk a bit about the you said one of the things. Like for like the objectives of this device, right? So one of them was to make it more portable.

Y: Yes.

U5: I honestly don't think that mouse is in controllers are the biggest problem in portability. I think that the the main though, like bringing the PlayStation is like a much bigger issue and you can't make the PlayStation out of this, but I would agree with the hand hurting part. And especially for like having to use a really bad mouse. It doesn't like. It's either too small for your hand or too big, or just in general like doesn't fit the shape of your head feels really bad, and with this you could kind of like adjust the the size. At least I don't know about the shape, but probably still something could be done so.

Y: And before I tell you how to use it, and after I tell you how to use it as the twist and the pusher, did you find something not reasonable?

U5: Maybe the twisting part I wouldn't have thought of that. I wouldn't say it's not reasonable, it's just not like clear from the first look that you should like twist basically that these joints like here that these circles that they're supposed to be joint. Because I kind of imagine that these like the areas that have air in them would be the buttons. And yeah, so I think the fact that you're that these are like kind of joints is a bit unclear.

Y: And which one do you prefer? Like the modular design or the all of the buttons combined on the single device?

U5: Well, I think that depends on the usage, right? If you had to just use it for a mouse then like the separate one of course, but if it's like a joystick that joystick controller that has many buttons and many different modes of interaction than the the larger one. I think so, I don't know if it's the matter, but the one where you can add like many different things is that the the modular one like with the modular. Would you like combine a lot of them into one thing like?

Y: For the modular, is more like, so you have a base and you can attach the different buttons onto it. And you can change them.

U5: Think of so you you can make like for your keyboard like a small addition. Let's say that has. Well right now you can buy some stuff that has like a macro pad like custom buttons, right? So this could be something similar. Let's see if you make this next to your keyboard for like some specific game and then you configure it. With the modules that you need or not even for a game, but some like specific use or shortcuts.

Y: OK. So that's for the first group of two questions and the second group is regarding the appearance. So despite of the feeling of touching it, do you prefer the transparent one or the Black. You don't think of the texture or the feeling of of it, just the appearance, because I might add the electronics and the wires inside of that. So you can see through them.

U5: OK, for electronics that would be cool to see for them. But I was still probably like the black. OK, just cleaner, nicer, more sleek.

Y: So do you think I can add other kind of colors?

U5: But I mean, I would be happy with just the black one, honestly.

Y: You think the colorful is better or just the black or white the clean?

U5: Well, it depends on what you're going for. Is like for not just for game. Yeah. If it's so, maybe if it's for game, then I would go for the colors. Maybe this is something looking at like the potential user. I think this would be something maybe colorful because like how I would imagine the user would be someone who cares enough about the optimizing their computer gadgets. To go out of their way to to buy something that that's not just a regular mouse, keyboard or a game pad.

Y: And the final group of the questions is regarding the haptic. So in general, do you think the device like this one, this one is comfortable or not?

U5: Yeah, the Black 1 is. And this probably would be the same amount comfortable.

That is an interesting way how they fix it. Like not in the middle but like either in this.

Yeah, yeah. But I'm just saying, like, I didn't try before I knew. Oh, OK, because I thought these were like buttons. Yeah. So that they're comfortable after I found it and you are using it to find somewhere uncomfortable with the device.

Y: OK. So can you feel the same amount of feedback as in the real life after I tell you how to actually using it?

U5: What do you mean is in real life?

Y: Like the real life, like the the real device. Like I tell you, this is a pusher and you push it.

U5: So honestly, like I wouldn't say it provides the same amount of feedback, but it provides surprisingly way more feedback than I would expect from just air being like. Just the like a from like a bag with air right? So I think compared to mechanical switch, there is no like the the sound. But it's still really surprising how you can make like something with just air and then it fixates on the position. Like even move this when it's twisted, like it doesn't go back to the initial state, which I would expect it different. So it's surprisingly a lot of feedback from you.

Y: Can you think of like more of the input on the device? So I already provided two kinds of.

U5: Yes, but would it like if it was sealed, wouldn't it explode it like?

Y: It will be pumped so it won't won't be entirely still.

U5: Stress ball. These are also quite nice for pushing. Even though they're not meant for this right, but they kind of do feel like, at least from a first impression of something that could be buttoned. So yeah, if you go with the mouse, then for the multiples, you're now a sensor that that is underneath the the optic sensor. Could be also the a squeeze right like.