

# Utest DBL

250923

**TZ:** Okay, hello everyone. So, I think I'm most interested in the overall experience. How much did you feel you were able to control what's happening? And how much was it connected to interacting with other people in the physical room? We saw that when you use the sliders yourself, you barely see anything happening. But the moment you put your heads together and coordinate, interesting things comes up.

**Pink:** I think when we just came together and discussed how to balance everything out, we kind of agreed that the colors have different characters. I was pink, and I felt so chilled the whole time. I tried to interact with, for example, yellow, who seemed a bit more nervous. I was trying to understand how pink works in combination with different colors. But for me, I felt like pink was the most chilled color, so I didn't feel that much action with it. But when the others were doing something also towards me, something was happening. There's a big difference between doing it solo and not talking to each other, and then trying to figure stuff out together.

**Yellow:** Yeah, the most interesting part for me, and I think for all of us, was the character traits of each color. We were trying to move the 'T' in the same direction. But it didn't move exactly the same way as we thought it would. We kind of understood it in the beginning, but not really.

**TZ:** It's interesting that you're assigning personalities to the colors. One of the reasons to put letters there instead of just points was to prevent people from thinking too organically about it. I wanted people to focus more on the interaction. As soon as you see a digital organism, you're fine just watching it. But it still has that character, something alive.

**Orange:** For me, the piece is kind of helical. It reflects the dynamics of the world. We have different characters and we try to have control, but we never really do. I can imagine it being very relatable because there are so many things happening and people are trying to figure it out. They might connect it to their own experiences.

**TZ:** I've gotten feedback multiple times that you get a feeling for it, but also not really. You have that illusion that you can control it, but you can only have a small influence.

**Green:** I'm still at the point where I don't understand it. When we coordinated and had everything at zero, we thought we could start trying out stuff. But then we made some changes based on our assumptions, and it didn't really work that way. It still felt like you couldn't control what was happening, even though I assume it's not that complex of a simulation.

**TZ:** The simulation is actually just a very simple implementation of acceleration. I sometimes feel that when things become really fast on the screen, the acceleration involved affects it so much that even if you use other sliders, they don't affect it as much.

**Pink:** I actually have a question: what is the meaning of that "Master" slider?

**TZ:** The master slider is for finding good settings. It was the first test run with four users, so I used it for tweaking. The idea is not to have a master slider in the future when the simulation is running as an installation.

**Yellow:** It would be nice to have percentages or something because you don't know what "200"

means.

**Orange:** Absolute values don't mean much, percentages would be interesting.

**TZ:** Is there anything missing for you?

**Yellow:** Some lines about the project in the beginning would be good. It could help me dive into the project more.

**TZ:** I'm unsure how much I want to explain. On one side, it works better the less people know; on the other side, context is good.

**Orange:** For me, it was confusing initially. I had no clue what to do with the tablet, and I didn't know the other tablets had different colors.

**TZ:** So you think an introduction line would be useful?

**Orange:** Yes, an introductory line could help set the context and make it easier to understand.

**Yellow:** The physical space also matters. When you told us to come close together, it had a good impact.

**TZ:** Would mounting the iPads at specific points help?

**Yellow:** Yes, having a table with mounted iPads would make sense.

**TZ:** Any last words?

**Pink:** Might go back to using just dots instead of Letters. There's room to have both a simple and an advanced version.

**Green:** Thank you for this. The interaction really comes alive when we're all in front of the screen, talking and figuring things out.

**Orange:** Maybe make it obvious who represents which color, especially if the iPads are located next to each other but we can't see each other's screens.

**Yellow:** This is why I think humans inherently want to personalize colors or things they interact with.