

## **Questions while playing games....**

### **Cognitive**

What is your experience while playing game?  
Bored, heart beating, tense up, happy, etc.

### **functional**

How do the controls (hardware) affect interaction?

How does interface interfere with / reveal interaction?

How does interactive elements (visual buttons, etc.) interfere with / reveal interaction?

### **explicit**

Do rules make sense?

Are paths / choices apparent?

Do narrative and explicit interactions enhance each other / conflict?

### **beyond-object**

If this is a closed system game how does it compare to open-system games (multi-player / online, etc.)

If open-system game, how does open system affect interactions?