

AD HOC GESTURE TRICK SYSTEM UR

Have you played the prototype? (If yes, trick experience?) Do you or have you ever owned a pet? Off the top of your head can you name 3 tricks?	A
INTRO TRICK MATRIX TEACH SIT SHOW LABELED PET VISUAL MOVES ALLOW PARTICIPANT TO CREATE 1pt GESTURES WITHIN MATRIX TO MATCH	B1
INTRO TRICK MATRIX TEACH SIT SHOW PART OF GESTURE → PET VISUAL MOVE SET ALLOW PARTICIPANT TO FILL IN MISSING MOVES	B2
SHOW TRICK MATRIX TEACH EXPERT (2 pt) GESTURE	C
RECALL SHOW TRICK MATRIX WHAT GESTURE FOR SIT? IF ANOTHER IS SITTING, WHAT GESTURE TO LIE DOWN? [1 pt] IF ANOTHER IS SITTING, WHAT GESTURE OR GESTURE[S] FOR ROLL OVER ?	D1
RECALL DO NOT SHOW TRICK MATRIX WHAT GESTURE FOR SIT? IF ANOTHER IS SITTING, WHAT GESTURE TO LIE DOWN? [1 pt] IF ANOTHER IS SITTING, WHAT GESTURE OR GESTURE[S] FOR ROLL OVER ?	D2

KEY:

Alt versions: Participants will randomly get one or the other but not both

- **A. General Questions:** Pet experience impact, common pet tricks?
- **B. TEACH:** Is The trick matrix helpful? Are there common gestures / trick matches. (Alt version)
- **C. TEACH EXPERT:** Does it make sense?
- **D. RECALL:** How well can participants recall simple, expert with and without matrix (Alt version)
- **E.** Any other thoughts participant has about overall experience