Affective Narrative in Information Behavior:  
The Concurrence of Engagement and Affective Load in 
Spontaneously Constructed User Discourse

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Introduction and Background

Affect is a central component of user experience involving interaction with technology. Nahl (2010) uses the Information Reception and Engagement Model to show the interrelatedness of Affective, Cognitive, and Sensorimotor domains in user experience. Her data is collected from Spontaneously Constructed User Discourses, first person accounts recorded by individuals during technology interactions. Nahl cites research that shows affect as fluid in the course of user experience:

...while affect accompanies every activity, its qualities are manifold, it frequently fluctuates and seldom remains steady. (Nahl, p. 3 of pre-publication proof)

In fact user experience in all domains fluctuates as a normal characteristic of interaction with technology, as the user negotiates the situation step by step seeking to maximize satisfaction and enjoyment and minimize frustration:

When people function in an information environment, their actions, evaluations, engagement intentions, and plans develop organically, as part of their personal adjustment to the social computing situation, thus technology, biology, and social practices are fused in interacting synergy. (p. 5 of pre-publication proof)

User experience proceeds through Affective, Cognitive, and Sensorimotor domains in concert. Nahl's Information Reception and Engagement Model describes information behavior as micro-sequences of decision making accessing all domains. While Nahl's model is not employed in the following report, the model's integrated approach to the ACS domains inspired the methodology used here.

This report demonstrates affect in user technology interaction experience by coding written user discourses for elements (terms and phrases) in the cognitive and sensorimotor domains. Though user discourses contain direct evidence of both positive and negative affect, the methodology here codes for cognitive and sensorimotor elements only, with the understanding that affect is a component part of intellectual and physical behavior and motivation. Understandings/interpretations (cognitive domain) of a situation carry affective value depending on whether the situation is perceived as
conducive to task completion or as constraining task completion; actions (sensorimotor domain) carry affective value depending on whether they are successful or unsuccessful.

Meta-coding for affect through the other domains emphasizes one of the key ideas in Nahl's model and her work in general: emotion, cognition and action are interactive and woven together in human experience. Borrowing Nahl's terminology this report will refer to user experience of positive emotion as Engagement, and user experience of negative emotion as Affective Load.

Threads of Experience

A given sequence of events is referred to as a thread. The discourses are coded for four independent threads, two in the cognitive domain and two in the sensorimotor domain. The larger goal is to expose a nuanced affective narrative which exhibits a concurrence of both positive affect (Engagement) and negative affect (Affective Load). The four threads are outlined below.

• Acts of Self-Efficacy

This is an Engagement thread in the sensorimotor domain and includes successful actions. A successful action is one that is completed, though this may occur in the midst of an unsuccessful larger task or goal. For example if one is not having a successful telephone conversation, hanging up the phone would be a successful action even if the communication were a failure. Acts of Self-Efficacy would also included noticings (a term coined by Nahl, 2010): the act of paying attentions to something. "These instructions are incorrect" would be a successful noticing, and thereby an Act of Self-Efficacy.
• Failed Intentions

These may be thought of as unsuccessful acts of self-efficacy (also within the sensorimotor domain): "I couldn't hang up the phone", or "I don't understand the instructions". They include unsuccessful actions and plans not realized.

• Expressions of Humor & Play

Expressions of Humor & Play occupy the cognitive domain and involve not so much the telling of jokes but rather being able to make light of a situation through understatement, foolishness, self-reference, incongruity, sarcasm, etc. Humor in this sense is a strong indicator of engagement for the user.

• Expressions of Perceived Constraint

Expressions of Perceived Constraint are not diametrically opposed to Expressions of Humor & Play but are meant to identify affective load in the cognitive domain. Perceived constraints are any recognition of problems, limitations, or impediments in a given situation.

The four threads are traced concurrently through a given discourse showing an interplay not only between cognitive and sensorimotor domains but also between engagement and affective load. Table 01 shows the interrelatedness of the threads and domains and their conjunction with affect.
<table>
<thead>
<tr>
<th>cognitive domain</th>
<th>sensorimotor domain</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Acts of Self-Efficacy</td>
</tr>
<tr>
<td>Expressions of Humor and Play</td>
<td>Full Engagement</td>
</tr>
<tr>
<td>Expressions of Perceived Constraint</td>
<td>Mixed Engagement/ Affective Load</td>
</tr>
</tbody>
</table>

Table 01. Interrelatedness of cognitive and sensorimotor domains, and threads, as indicators of affect.

Engagement and Affective Load may also intermix within the cognitive or the sensorimotor domains, i.e. Expressions of Humor & Play may coexist with Expressions of Perceived Constraints; Acts of Self-Efficacy may coexist with Failed Intentions.

Methodology

A Spontaneously Constructed User Discourse (SCUD) was generated for each of several sessions of human interaction with a technology interface. The collection of these discourses constitute the Interface Assessment Journal for this project. Each discourse is named by date and by a descriptive term. Three discourses have been selected for this report based on their illustrative utility.

Each discourse is duplicated in four copies, and each copy is coded for a separate thread of user experience (Acts of Self-Efficacy, Failed Intentions, Expressions of Humor & Play, and Expressions of Perceived Constraint).

The text-on-page manifestation of each discourse is taken as a primary document for the purposes of indicating sequence of events (terms and phrases). To this end font
size and format have been normalized as much as possible, though there are inconsistencies with the instruments used in the original recording of text. All recording was done on a word processor (laptop computer) but the beginning template page for each session varied.

Absolute time ("clock time") was not recorded during the sessions, though there is some indication of time passage within the text. Absolute time could be coded to the discourses after the fact, but this would introduce a variety of inconsistencies including inaccurate recollection and a variable ratio of absolute time to amount of text recorded. In addition the recording templates included reflective prompts which took the user/subject outside of the technology interaction proper which exacerbates the consistency issues with passage of absolute time as represented by the text.

Absolute time would be useful for comparisons across discourses, but this was not considered to be an important part of the data presentation for this report. Therefore text-on-page was chosen as providing a reliable measure of sequence of events. Text-on-page does not account for segments of totally neutral language as there is no provision in the model for recording neutral events, i.e. only coded events are entered in the threads. Note however that in the current corpus of discourses large segments of wholly neutral language are rare.

Rating

Phrases and/or terms in each of the four threads are coded on a 3 point scale, 1 indicating least intense/meaningful, 3 indicating most. As the process is based on self-evaluation the coding is by definition subjective.

In general the rating of 1 in any of the threads would indicate a simple disconnected known or easily understood circumstance or task, which would have local and/or non-critical impact. A rating of 3 would indicate a complicated or critical situation or task that may be unfamiliar and require learning, and that may have implications for situations or
tasks either during the session or extending beyond the session. Examples from the
discourses are given as illustration.

• Acts of Self-Efficacy

Acts of Self-Efficacy range from simple perfunctory well known actions that have only an
immediate and/or non-critical impact, to unknown multi-part critical tasks which require
on the spot learning and may have long term impacts.

rating 1 = "...did a 'find' for cowboy boots..." (from 101018 discourse, p. 2)
This was a familiar task performed in Second Life, not requiring consideration of
other parts of the task, and easily and directly completed.

rating 3 = "Perform several test recordings..." (from 101107 discourse, p. 2)
This task was multipart and required coordinating not only information gathered
earlier in the session but also previous life experience working with similar
software. In addition the current testing was essential to being able to use the
software latter in a real time context to complete a different course project.

• Failed Intentions

The same criteria apply to rating Failed Intentions: simple, local, non-critical failures
would receive a low rating, complex, critical failures with longer term consequences
would receive a high rating.

rating 1 = "...still didn't get hair..." (from 101018 discourse, p. 2)
This task was not required for the assignment, but rather a long term need. As
such it was not critical, and reflected simply the lack of time to include it within
the assignment.

rating 3 = "Can't figure out how to use the dioramas." (from 101030 discourse, p. 3)
This task was a major part of the assignment, and failure was connected to
difficulty with an affordance (HUD) which the user had spent much time and
energy grappling with previously in the same session. It was also not clear if the
HUD was working properly, so that failure also involved uncertainty regarding the
affordance.

• Expressions of Humor & Play

Expressions of Humor & Play that are passing, brief, and disconnected would receive a
low rating, while more complex commentary, perhaps self referential, or involving a
series of phrases, or integrating broader concepts would receive a higher rating. A
higher level of absurdity or incongruity may also warrant a higher rating.

rating 1 = "not yet" (from discourse 101018, p. 1)

This was an off handed quip in response to a prompt in the recording instrument
regarding current level of irritation. No tasks had been performed yet; the phrase
was conveying a mock sense of doom.

rating 3 = "... I'll want to sell it later. But I don't want to 'share'." (from discourse
101117, p. 3)

This was part of a mini-diatribe against the labeling of export functions, which the
user regarded as not only an issue of usability, but also an artifact of Free
Information ideology. The user has strong feelings about intellectual property
rights especially regarding audio so the comment is intertextual for the user. In
addition the comment is delivered as a mock argument with the software.

• Expressions of Perceived Constraint

Expressions of Perceived Constraint are rated according to level of severity, either in
terms of directly impeding the completion of the task at hand or in terms of broader
consequences.

rating 1 = "overall time anxieties" (from discourse 101030, p. 1)
A general comment not connected to the session, and not directly impacting the execution of tasks.

rating 3 = "I'm not learning anything here." (from discourse 101030, p. 3)

This comment was made after much difficulty with various affordances and direct failure at required tasks. The comment reflects not only not having the understanding to improve the situation but also having spent time and energy with no success. It was also a meta-reference to the notion of learning from one's mistakes - and that even that had failed in this session.

Weaving the threads together

Once a discourse has been coded for the four threads, the threads need to be interpolated so that all coded phrases reside within a single sequence. This is accomplished by dividing the text-on-page documents into quarter page segments. Ratings for each thread are then aligned on a spreadsheet according to the page segmentation (figure 01a and figure 01b), and the ratings across all four threads are sorted manually into a master sequence segment by segment (figure 02). "0" values are added to empty fields, and the two Affective Load threads, Failed Intentions and Expressions of Perceived Constraints, are converted to negative values (figure 02). This is a labor intensive task. (Complete spreadsheets are provided as Appendices 01.2, 02.2, and 03.2.)

The various threads are identified in the spreadsheets by initialisms and color:

Acts of Self-Efficacy = ASE; green
Failed Intentions = FI; yellow
Expressions of Humor & Play = EHP; blue
Expressions of Perceived Constraints = EPC; purple
### Figure 01a. Aligning 4 coded threads in spreadsheet according to ¼ page segmentation: overview.

<table>
<thead>
<tr>
<th>101018</th>
<th>page 01</th>
<th>page 02</th>
<th>page 03</th>
<th>page 04</th>
<th>page 05</th>
<th>page 06</th>
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</thead>
<tbody>
<tr>
<td>AE</td>
<td>difficult to work in SL</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td></td>
<td>map out men's vs</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>grab a duster jacket</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>&quot;find&quot; for cowboy</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>TIP'd there</td>
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<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>distinguished merits</td>
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<td>placed a blanket</td>
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<tr>
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<tr>
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<td>put on the outfit at the</td>
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<td></td>
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<td>proceeded to find</td>
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<td>take individual items</td>
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<td>FI</td>
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<td></td>
<td>looking for shoes in</td>
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<td></td>
<td>account i did not</td>
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<td>still didn't get hair</td>
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<td></td>
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<td></td>
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<tr>
<td></td>
<td>the boots went on but</td>
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<td></td>
<td></td>
<td></td>
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<td></td>
<td>does not allow for</td>
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<td>just keep clicking until</td>
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<td></td>
<td>not deal with the</td>
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<td>still didn't get hair</td>
<td>1</td>
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<td></td>
<td>only some of the</td>
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<td>all my other clothing</td>
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<td>Really hate &quot;just doing&quot;</td>
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<tr>
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<td>is not clear that I will</td>
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<td>both not knowing how</td>
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<td>see above</td>
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<td>not deal with the</td>
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Figure 01b. Aligning 4 coded threads in spreadsheet according to ¼ page segmentation: detail.

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<th>InworldAttire</th>
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<td>difficult to work in SL</td>
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<td></td>
</tr>
<tr>
<td>map out men's vs.</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>grab a duster jacket</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>&quot;find&quot; for cowboy</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>TP'd there</td>
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<td>1</td>
</tr>
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<td>distinguish men's and</td>
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<td>grabbed a blackish</td>
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<tr>
<td>spent over the $500</td>
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<td></td>
</tr>
<tr>
<td>put on the outfit at the</td>
<td></td>
<td></td>
</tr>
<tr>
<td>proceeded to find</td>
<td></td>
<td></td>
</tr>
<tr>
<td>went to LIS Student</td>
<td></td>
<td></td>
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<tr>
<td>take individual items</td>
<td></td>
<td></td>
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<tr>
<td>remembered from a</td>
<td></td>
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</tr>
<tr>
<td>FI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>looking for shoes in</td>
<td></td>
<td></td>
</tr>
<tr>
<td>account I did not</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Still didn't get hair</td>
<td></td>
<td></td>
</tr>
<tr>
<td>only some of the</td>
<td></td>
<td></td>
</tr>
<tr>
<td>collar didn't fit</td>
<td></td>
<td></td>
</tr>
<tr>
<td>the boots went on but</td>
<td></td>
<td></td>
</tr>
<tr>
<td>does not allow for</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Took a long time to</td>
<td></td>
<td></td>
</tr>
<tr>
<td>playing around with</td>
<td></td>
<td></td>
</tr>
<tr>
<td>just keep clicking until</td>
<td></td>
<td></td>
</tr>
<tr>
<td>not deal with the</td>
<td></td>
<td></td>
</tr>
<tr>
<td>EHP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>failure is not an</td>
<td></td>
<td></td>
</tr>
<tr>
<td>not yet</td>
<td></td>
<td></td>
</tr>
<tr>
<td>it's slicker than my</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(anything that didn't</td>
<td></td>
<td></td>
</tr>
<tr>
<td>not yet</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Figure 02 Arranging phrases from all 4 threads in a master sequence: detail. "0" values added; FI and EPC converted to negative values.
Presentation of Data

The 4 threads are plotted on a single chart with a zero line representing neutral affect. The Engagement threads (Acts of Self-Efficacy and Expressions of Humor & Play) are plotted in values from 1 to 3 above the zero line; the Affective Load threads (Failed Intentions and Expressions of Perceived Constraints) are plotted in values (-1) to (-3) below the zero line. The threads are color coded.

Three discourses have been charted:

- 101018 - InWorld Attire : Figure 03
- 101030 - Pose Stand : Figure 04
- 101107 - Garage Band : Figure 05

The three charts appear first followed by discussion.
Figure 03. Affective Narrative showing concurrence of Engagement and Affective Load in Spontaneously Constructed User Discourse: 101018 InWorld Attire
Figure 04. Affective Narrative showing concurrence of Engagement and Affective Load in Spontaneously Constructed User Discourse: 101030 Pose Stand
Figure 05. Affective Narrative showing concurrence of Engagement and Affective Load in Spontaneously Constructed User Discourse: 101107 Garage Band
Discussion

• 101018 - InWorld Attire

The InWorld Attire discourse chart shows Engagement in the first three pages. The tasks during this portion were teleporting to stores and purchasing business attire. These tasks were already known and most of the Perceived Constraints were due to time pressure. The second half of the discourse produced more Affective Load - this corresponds to not being able get clothing to fit properly. The Self-Efficacy event in the last quarter corresponds to having solved the problem. The -3 Perceived Constraint event is a comment about wasting time and having other things to do.

• 101030 - Pose Stand

The Pose Stand discourse chart shows intense Affective Load especially around the beginning of page 4 and a corresponding absence of Self-Efficacy. This session was very frustrating with complicated affordances and several parts of the assignment not completed. The group of 10 Self-Efficacy events toward the end indicates the tasks of uploading and sending pictures, task which were familiar. The Humor/Play event at the end represents a nihilistic sarcastic remark about the utility of not caring.

• 101107 - Garage Band

The Garage Band session was relatively smooth and successful. Even though I was learning new software it involved a familiar topic and the interface behaved in predictable ways. The chart for this discourse shows high and consistent presence of Self-Efficacy. There is a slight increase in Affective Load on page 4 when the software wouldn't export what I wanted.

• Overall

The charts give a general impression of the balance of Engagement vs. Affective Load. They also show that Engagement and Affective Load happen concurrently in human experience. Self-Efficacy and Expressions of Humor/Play (perhaps in the form of
sarcasm) occur in the midst dire situations, and Perceived Constraints and Failed Intentions occur even as we successfully complete tasks.

All three discourses begin with mild Perceived Constraint events - uncertainty about new technology or tasks. Though Humor/Play events tend to be scarce during intense affective load, Self-Efficacy events are ubiquitous, which might be choosing a different texture, choosing to start again, deciding that an interface is stupid, or choosing to turn off the computer. In addition, a given phrase may be coded to more than one thread. This is the case with the phrase "...when I learn to organize my life, my SL inventory will be no problem..." (InWorld Attire, p. 5) which is coded as both a Perceived Constraint and as an Expression of Humor.

It is possible to simply add up the scores for Engagement vs. Affective Load and claim that a certain experience was mostly positive or negative. However, this is not nuanced and not as revealing as considering the interplay and concurrence between various cognitive and sensorimotor threads that carry affect with them.

**Confounding Variables and Inconsistencies**

Several problems have already been mentioned regarding methodology. These include the absence of an absolute time measure which would be useful for comparing across discourses; and the use of reflective prompts in the recording sheets which breaks the continuity of the narrative.

One limitation of Spontaneously Constructed User Discourse is that the researcher only has access to a single subject. However, the trade off is the richness and nuance of the user experience that is readily accessible to the researcher.

The narrative threads are subjective as every individual has different ways of expressing themselves on paper and different ways of expressing engagement and affective load. It may be that a given individual does not record what they do that does
not work (Failed Intentions); it is certainly likely that not everyone makes self-referential jokes when constructing a discourse (Expressions of Humor & Play).

However, it may be possible for each person to identify their own modes of expression as complimentary threads indicating Engagement and Affective Load, and thereby construct Affective Narrative charts using the methodology outlined here.

**Conclusion**

Meta-coding for affect through the cognitive and sensorimotor domains brings out the interrelatedness of the three domains. The methodology treats the concurrence of the domains as axiomatic; however coding with both negative and positive values reveals that the user experience is a dynamic flow of Engagement and Affective Load.

Indicating each separate event (phrase or term) and color coding the threads within the graphic representation of the entire discourse gives some sense of the affective richness, both positive and negative, of the user experience. Coding directly for affective elements within a discourse would likely not capture this detail.

Table 01 presented at the beginning of this report distinguished between states of Full Engagement or Full Affective Load, and Mixed Engagement or Mixed Affective Load. Based on the discourses used for this report as well as the others that constitute the interactive assessment journal pure Engagement or pure Affective Load are rare. Even in segments of intense Affective Load (e.g. page 4 of the Pose Stand discourse) there are likely to be elements of Engagement however slight or fleeting. And the converse also holds.

In general, human experience in technology interactions comprises a mix of Engagement and Affective Load, with instances of only one or the other being the exception. The methodology presented here provides one tool for examining the
concurrence of not only the ACS domains but also Engagement and Affective Load, and for gathering evidence of the centrality of affect in information behavior.
Works Cited

Appendices

01  101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

  01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
  01.1.2 InWorld Attire SCUD Coded for Failed Intentions
  01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
  01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02  101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

  02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
  02.1.2 Pose Stand SCUD Coded for Failed Intentions
  02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
  02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03  101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

  03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
  03.1.2 Garage Band SCUD Coded for Failed Intentions
  03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
  03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.
Professional Attire

A. Before you begin the tasks

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
failure is not an option...

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
success in SL is based on social interaction - appearance matters

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
difficult to work in SL notecards, feels cramped

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
not yet

1. Select and Teleport to a place to find the required apparel.
2. Copy SLURL into report and describe how you decided to go there. Describe what if anything you obtain there.
3. Copy SLURLs for any additional places you go to acquire the clothing. Under each SLURL describe briefly your decisions to go there and describe what if anything you obtain there.

sf design mens - Business Suits, shirts, flexi ties, coats, Lotus - Moderate
http://maps.secondlife.com/secondlife/Lotus/241/224/142

S & G Western Boots & Cowboy Hats Store # 2, Haebargeri
http://maps.secondlife.com/secondlife/Haebargeri/76/227/23

The time pressure greatly increases the stress level, and modifies the decision making process.
I arrive at sf and immediately try to map out men's vs. women's sections. All the posters of the clothes are nice, but I am wary of the appearances of the avatars in the pics - I've never wanted to look like a fashion model in SL, but I've always known that it would require more time than I've been willing to invest to make my avatar "professional" but also the way that I want it.

I grab a duster jacket outfit - not worrying about assembling bit by bit because of the time constraints. Even though it is technically not "business" it's slicker than my home made duds, and fits a broader criteria of "professional" in SL.

Spent time looking for shoes in sf, but failed. Did a "find" for cowboy boots and TP'd there. Again at S&G the first task was to distinguish men's and women's sections. Didn't look around too much, just grabbed a blackish pair of boots (anything that didn't have spurs or a skull on it...!)

note that also due to the time constraint and my own personal bank account I did not evaluate my choices based on price, so I spent over the $500 amount for just the outfit and shoes. Still didn't get hair.

B. After working through tasks 1-3 [choosing and teleporting to location]

How likely is it that you will become good at this particular task?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 8
Briefly explain your rating: pretty familiar with this activity

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 7
Briefly explain your rating: basic survival skill in SL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here: 1
Briefly explain your rating: not yet

To what extent are you feeling irritated doing this particular task?
Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here: 1
Briefly explain your rating: not yet

--------------------------------------------------------------------------------------------------------------------
4. After obtaining the required elements, put the entire ensemble on your avatar. You may use the dressing area near the LIS Student Union (phone booth TPs to a private sky box), underwater is good, in a deserted location, and some stores have dressing rooms.

5. Describe the process of dressing the avatar and how you managed all of the pieces, list the SL affordances you used in the process, and perceived level of success.

I had put on the outfit at the store. Although only some of the items appeared on my avatar and the collar didn't fit I proceeded to find shoes - at least I wasn't naked...

I went to LIS Student Union to dress. This is a comfort zone for me - I usually park here.

I tried putting on the boots by dragging the box from my inventory - the boots went on but all my other clothing came off... Had to redress with outfit and then open the box and take individual items back and them but the boots on one part at a time.

C. While working through tasks 4-5 [obtaining items, opening boxes & wearing]

How likely is it that you will become good at this particular task?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 5

Briefly explain your rating:

I have not spent much time on appearance in SL because I have been more interested in social interaction. I am very aware of the effect that appearance has on social interaction in SL, with a limited amount of time I choose other activities.

Whether or not I can "master" appearance editing in SL will depend on how much time I spend doing it.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 6

Briefly explain your rating:

definitely beneficial for SL professional interactions

To what extent are you feeling frustrated doing this particular task?

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 4

Briefly explain your rating:

The time constraint does not allow for investigating the environments and interface functions. It's all shoot now ask questions later... Perhaps a personality thing - I prefer to understand what I'm doing as I do it. Really hate "just doing it".

To what extent are you feeling irritated doing this particular task?
6. After dressing the avatar completely with all of the required elements, right-click the avatar, select Edit My Outfit, click up arrow at bottom of pane and select Save As, Name the outfit folder for easy retrieval, OK, close Inventory
7. Open your Inventory and type WORN in the search box. Review all of the items your avatar is wearing. Is anything missing (e.g., shoe, bald cap, shoe base, eyes, socks, etc.)? Try to wear it and discuss your success. Is there anything extra that should not or need not be there (e.g., piece of a prior outfit, double hair, etc.)? Try to remove it and discuss your success.

Took a long time to figure out how to resize my tie and collar. After playing around with the prim adjustments I remembered from a workshop last semester that you could move the location of clothes on your avatar with the edit move functions. Still no hair, but I’ve gotten used to Manny this way. Maybe a hat later will be sufficient.

D. While working through tasks 6-7 [editing outfit]

**How likely is it that you will become good at this particular task?**
- Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
- Type your number here: 6
- Briefly explain your rating:
  - During the experimenting it is not clear that I will be successful. You just keep clicking until you figure it out.

**How likely is it that the skills you are learning in this task will be useful in your career?**
- Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
- Type your number here: 8
- Briefly explain your rating:
  - I suppose I’ll have to go shopping more now that I have a little confidence about making stuff fit properly.

**To what extent are you feeling frustrated doing this particular task?**
- Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
- Type your number here: 7
- Briefly explain your rating:
  - It was getting pretty frustrating; both not knowing how to do things, but feeling that I’m wasting time and not getting other things done.

**To what extent are you feeling irritated doing this particular task?**
- Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
- Type your number here: 2
- Briefly explain your rating:
  - Not irritated, just want to do it better, be more in control of the process.
Type your number here: 6
Briefly explain your rating:
see above

8. Delete WORN in search box and locate the outfit folder you created. If you want, move it to a desired location in your Inventory. Describe your current Inventory organization strategy including letting the pieces stay wherever they land. Describe your usual approach to finding things in your Inventory.

9. Look at the elements of the outfit you created and note whether any are designated no copy. Those no copy pieces will exit the folder if you wear them in another ensemble. It is safest to copy the rest so they will remain in the outfit folder. If everything is in the folder you can just right click the folder to Replace Outfit. Try it. You can even change while moving around.

E. After completing tasks 8-9 [Inventory management]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
when I learn to organize my life then my SL inventory will be no problem

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Classification is an ongoing issue (inventory management); dealing with SL inventory is just an extension of RL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 4
Briefly explain your rating:
I'm inclined to not deal with the inventory mess now; I get anxious just thinking about inventory...

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 3
Briefly explain your rating:
less irritated when the task is brief and I'm almost done
01.1.2  InWorld Attire SCUD Coded for Failed Intentions

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.
Professional Attire

A. Before you begin the tasks

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
failure is not an option...

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
success in SL is based on social interaction - appearance matters

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
difficult to work in SL notecards, feels cramped

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
not yet

1. Select and Teleport to a place to find the required apparel.
2. Copy SLURL into report and describe how you decided to go there. Describe what if anything you obtain there.
3. Copy SLURLs for any additional places you go to acquire the clothing. Under each SLURL describe briefly your decisions to go there and describe what if anything you obtain there.

sf design mens - Business Suits, shirts, flexi ties, coats, Lotus - Moderate
http://maps.secondlife.com/secondlife/Lotus/241/224/142

S & G Western Boots & Cowboy Hats Store # 2, Haebadagi
http://maps.secondlife.com/secondlife/Haebaragi/76/227/23

The time pressure greatly increases the stress level, and modifies the decision making process.
I arrive at sf and immediately try to map out men's vs. women's sections. All the posters of the clothes are nice, but I am wary of the appearances of the avatars in the pics - I've never wanted to look like a fashion model in SL, but I've always known that it would require more time than I've been willing to invest to make my avatar "professional" but also the way that I want it.

I grab a duster jacket outfit - not worrying about assembling bit by bit because of the time constraints. Even though it is technically not "business" it's slicker than my home made duds, and fits a broader criteria of "professional" in SL.

Spent time looking for shoes in sf, but failed. Did a "find" for cowboy boots and TP'd there. Again at S&G the first task was to distinguish men's and women's sections. Didn't look around too much, just grabbed a blackish pair of boots (anything that didn't have spurs or a skull on it...!)

Note that also due to the time constraint and my own personal bank account I did not evaluate my choices based on price, so I spent over the $500 amount for just the outfit and shoes. Still didn't get hair.

B. After working through tasks 1-3 [choosing and teleporting to location]

How likely is it that you will become good at this particular task?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 8

Briefly explain your rating:

pretty familiar with this activity

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 7

Briefly explain your rating:

basic survival skill in SL

To what extent are you feeling frustrated doing this particular task?

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 1

Briefly explain your rating:

not yet

To what extent are you feeling irritated doing this particular task?

Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated

Type your number here: 1

Briefly explain your rating:

not yet
4. After obtaining the required elements, put the entire ensemble on your avatar. You may use the dressing area near the LIS Student Union (phone booth TPs to a private sky box), underwater is good, in a deserted location, and some stores have dressing rooms.

5. Describe the process of dressing the avatar and how you managed all of the pieces, list the SL affordances you used in the process, and perceived level of success.

I had put on the outfit at the store. Although only some of the items appeared on my avatar and the collar didn't fit I proceeded to find shoes - at least I wasn't naked...

I went to LIS Student Union to dress. This is a comfort zone for me - I usually park here.

I tried putting on the boots by dragging the box from my inventory - the boots went on but all my other clothing came off... Had to redress with outfit and then open the box and take individual items back and them but the boots on one part at a time.

C. While working through tasks 4-5 [obtaining items, opening boxes & wearing]

How likely is it that you will become good at this particular task?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 5

Briefly explain your rating:
I have not spent much time on appearance in SL because I have been more interested in social interaction. I am very aware of the effect that appearance has on social interaction in SL, with a limited amount of time I choose other activities.

Whether or not I can "master" appearance editing in SL will depend on how much time I spend doing it.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 6

Briefly explain your rating:
definitely beneficial for SL professional interactions

To what extent are you feeling frustrated doing this particular task?

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 4

Briefly explain your rating:
The time constraint does not allow for investigating the environments and interface functions. It's all shoot now ask questions later... Perhaps a personality thing - I prefer to understand what I'm doing as I do it. Really hate "just doing it".

To what extent are you feeling irritated doing this particular task?
Not Irritated  1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here:    2
Briefly explain your rating:
Not irritated, just want to do it better, be more in control of the process.

6. After dressing the avatar completely with all of the required elements, right-click the avatar, select Edit My Outfit, click up arrow at bottom of pane and select Save As, Name the outfit folder for easy retrieval, OK, close Inventory
7. Open your Inventory and type WORN in the search box. Review all of the items your avatar is wearing. Is anything missing (e.g., shoe, bald cap, shoe base, eyes, socks, etc.)? Try to wear it and discuss your success. Is there anything extra that should not or need not be there (e.g., piece of a prior outfit, double hair, etc.)? Try to remove it and discuss your success.

Took a long time to figure out how to resize my tie and collar. After playing around with the prim adjustments I remembered from a workshop last semester that you could move the location of clothes on your avatar with the edit move functions. Still no hair, but I've gotten used to Manny this way. Maybe a hat later will be sufficient

D. While working through tasks 6-7 [editing outfit]
How likely is it that you will become good at this particular task?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here:    6
Briefly explain your rating:
During the experimenting it is not clear that I will be successful. You just keep clicking until you figure it out.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here:    8
Briefly explain your rating:
I suppose I'll have to go shopping more now that I have a little confidence about making stuff fit properly.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here:    7
Briefly explain your rating:
It was getting pretty frustrating; both not knowing how to do things, but feeling that I'm wasting time and not getting other things done

To what extent are you feeling irritated doing this particular task?
Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here: 6
Briefly explain your rating:
see above

8. Delete WORN in search box and locate the outfit folder you created. If you want, move it to a desired location in your Inventory. Describe your current Inventory organization strategy including letting the pieces stay wherever they land. Describe your usual approach to finding things in your Inventory.

9. Look at the elements of the outfit you created and note whether any are designated no copy. Those no copy pieces will exit the folder if you wear them in another ensemble. It is safest to copy the rest so they will remain in the outfit folder. If everything is in the folder you can just right click the folder to Replace Outfit. Try it. You can even change while moving around.

E. After completing tasks 8-9 [Inventory management]

How likely is it that you will become good at this particular task?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 7
Briefly explain your rating:
when I learn to organize my life then my SL inventory will be no problem

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 7
Briefly explain your rating:
Classification is an ongoing issue (inventory management); dealing with SL inventory is just an extension of RL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here: 4
Briefly explain your rating:
I'm inclined to not deal with the inventory mess now; I get anxious just thinking about inventory...

To what extent are you feeling irritated doing this particular task?
Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here: 3
Briefly explain your rating:
less irritated when the task is brief and I'm almost done
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.
Professional Attire

---------------------------------------------------------------

A. Before you begin the tasks

How likely is it that you will become good at this particular task?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 8

Briefly explain your rating:

failure is not an option...

---

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 7

Briefly explain your rating:

success in SL is based on social interaction - appearance matters

---

To what extent are you feeling frustrated before doing this particular task?

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 3

Briefly explain your rating:

difficult to work in SL notecards, feels cramped

---

To what extent are you feeling irritated before doing this particular task?

Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated

Type your number here: 1

Briefly explain your rating:

not yet

---

1. Select and Teleport to a place to find the required apparel.

2. Copy SLURL into report and describe how you decided to go there. Describe what if anything you obtain there.

3. Copy SLURLs for any additional places you go to acquire the clothing. Under each SLURL describe briefly your decisions to go there and describe what if anything you obtain there.

sf design mens - Business Suits, shirts, flexi ties, coats, Lotus - Moderate
http://maps.secondlife.com/secondlife/Lotus/241/224/142

S & G Western Boots & Cowboy Hats Store # 2, Haebargaragi
http://maps.secondlife.com/secondlife/Haebargaragi/76/227/23

The time pressure greatly increases the stress level, and modifies the decision making process.
I arrive at sf and immediately try to map out men’s vs. women’s sections. All the posters of the clothes are nice, but I am wary of the appearances of the avatars in the pics - I’ve never wanted to look like a fashion model in SL, but I've always known that it would require more time than I’ve been willing to invest to make my avatar "professional" but also the way that I want it.

I grab a duster jacket outfit - not worrying about assembling bit by bit because of the time constraints. Even though it is technically not "business" it’s slicker than my homemade duds, and fits a broader criteria of "professional" in SL.

Spent time looking for shoes in sf, but failed. Did a "find" for cowboy boots and TP’d there. Again at S&G the first task was to distinguish men's and women's sections. Didn't look around too much, just grabbed a blackish pair of boots (anything that didn't have spurs or a skull on it...!)

note that also due to the time constraint and my own personal bank account I did not evaluate my choices based on price, so I spent over the $500 amount for just the outfit and shoes. Still didn't get hair.

B. After working through tasks 1-3 [choosing and teleporting to location]
How likely is it that you will become good at this particular task?
Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain
Type your number here:  8
Briefly explain your rating:
pretty familiar with this activity

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain
Type your number here:  7
Briefly explain your rating:
basic survival skill in SL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated  1  2  3  4  5  6  7  8  9  10  Extremely Frustrated
Type your number here:  1
Briefly explain your rating:
not yet

To what extent are you feeling irritated doing this particular task?
Not Irritated  1  2  3  4  5  6  7  8  9  10  Extremely Irritated
Type your number here:  1
Briefly explain your rating:
not yet
4. After obtaining the required elements, put the entire ensemble on your avatar. You may use the dressing area near the LIS Student Union (phone booth TPs to a private sky box), underwater is good, in a deserted location, and some stores have dressing rooms.

5. Describe the process of dressing the avatar and how you managed all of the pieces, list the SL affordances you used in the process, and perceived level of success.

I had put on the outfit at the store. Although only some of the items appeared on my avatar and the collar didn't fit I proceeded to find shoes - at least I wasn't naked...

I went to LIS Student Union to dress. This is a comfort zone for me - I usually park here.

I tried putting on the boots by dragging the box from my inventory - the boots went on but all my other clothing came off... Had to redress with outfit and then open the box and take individual items back and them but the boots on one part at a time.

C. While working through tasks 4-5 [obtaining items, opening boxes & wearing]

**How likely is it that you will become good at this particular task?**

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 5

Briefly explain your rating:

I have not spent much time on appearance in SL because I have been more interested in social interaction. I am very aware of the effect that appearance has on social interaction in SL, with a limited amount of time I choose other activities.

Whether or not I can "master" appearance editing in SL will depend on how much time I spend doing it.

**How likely is it that the skills you are learning in this task will be useful in your career?**

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 6

Briefly explain your rating:

definitely beneficial for SL professional interactions

**To what extent are you feeling frustrated doing this particular task?**

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 4

Briefly explain your rating:

The time constraint does not allow for investigating the environments and interface functions. It's all shoot now ask questions later... Perhaps a personality thing - I prefer to understand what I'm doing as I do it. Really hate "just doing it".

**To what extent are you feeling irritated doing this particular task?**
6. After dressing the avatar completely with all of the required elements, right-click the avatar, select Edit My Outfit, click up arrow at bottom of pane and select Save As, Name the outfit folder for easy retrieval, OK, close Inventory.

7. Open your Inventory and type WORN in the search box. Review all of the items your avatar is wearing. Is anything missing (e.g., shoe, bald cap, shoe base, eyes, socks, etc.)? Try to wear it and discuss your success. Is there anything extra that should not or need not be there (e.g., piece of a prior outfit, double hair, etc.)? Try to remove it and discuss your success.

Took a long time to figure out how to resize my tie and collar. After playing around with the prim adjustments I remembered from a workshop last semester that you could move the location of clothes on your avatar with the edit move functions. Still no hair, but I've gotten used to Manny this way. Maybe a hat later will be sufficient.

D. While working through tasks 6-7 [editing outfit]

**How likely is it that you will become good at this particular task?**

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 6

**Briefly explain your rating:**

During the experimenting it is not clear that I will be successful. You just keep clicking until you figure it out.

**How likely is it that the skills you are learning in this task will be useful in your career?**

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 8

**Briefly explain your rating:**

I suppose I'll have to go shopping more now that I have a little confidence about making stuff fit properly.

**To what extent are you feeling frustrated doing this particular task?**

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 7

**Briefly explain your rating:**

It was getting pretty frustrating; both not knowing how to do things, but feeling that I'm wasting time and not getting other things done.

**To what extent are you feeling irritated doing this particular task?**

Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated

Type your number here: 2

**Briefly explain your rating:**

Not irritated, just want to do it better, be more in control of the process.
Type your number here: 6
Briefly explain your rating:
see above

8. Delete WORN in search box and locate the outfit folder you created. If you want, move it to a desired location in your Inventory. Describe your current Inventory organization strategy including letting the pieces stay wherever they land. Describe your usual approach to finding things in your Inventory.

9. Look at the elements of the outfit you created and note whether any are designated no copy. Those no copy pieces will exit the folder if you wear them in another ensemble. It is safest to copy the rest so they will remain in the outfit folder. If everything is in the folder you can just right click the folder to Replace Outfit. Try it. You can even change while moving around.

E. After completing tasks 8-9 [Inventory management]
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
when I learn to organize my life then my SL inventory will be no problem

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Classification is an ongoing issue (inventory management); dealing with SL inventory is just an extension of RL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 4
Briefly explain your rating:
I'm inclined to not deal with the inventory mess now; I get anxious just thinking about inventory...

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 3
Briefly explain your rating:
less irritated when the task is brief and I'm almost done
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

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01 101018 InWorld Attire

01.1 InWorld Attire: Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data: Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand: Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data: Tables and Chart

03 101107 Garage Band

03.1 Garage Band: Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data: Tables and Chart
Professional Attire

A. Before you begin the tasks
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10  Almost Certain
Type your number here: 8
Briefly explain your rating:
failure is not an option...

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10  Almost Certain
Type your number here: 7
Briefly explain your rating:
success in SL is based on social interaction - appearance matters

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10  Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
difficult to work in SL notecards, feels cramped

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10  Extremely Irritated
Type your number here: 1
Briefly explain your rating:
not yet

1. Select and Teleport to a place to find the required apparel.
2. Copy SLURL into report and describe how you decided to go there. Describe what if anything you obtain there.
3. Copy SLURLs for any additional places you go to acquire the clothing. Under each SLURL describe briefly your decisions to go there and describe what if anything you obtain there.

sf design mens - Business Suits, shirts, flexi ties, coats, Lotus - Moderate
http://maps.secondlife.com/secondlife/Lotus/241/224/142

S & G Western Boots & Cowboy Hats Store # 2, Haearagi
http://maps.secondlife.com/secondlife/Haebaragi/76/227/23

The time pressure greatly increases the stress level, and modifies the decision making process.
I arrive at sf and immediately try to map out men's vs. women's sections. All the posters of the clothes are nice, but I am wary of the appearances of the avatars in the pics - I've never wanted to look like a fashion model in SL, but I've always known that it would require more time than I've been willing to invest to make my avatar "professional" but also the way that I want it.

I grab a duster jacket outfit - not worrying about assembling bit by bit because of the time constraints. Even though it is technically not "business" it's slicker than my home made duds, and fits a broader criteria of "professional" in SL.

Spent time looking for shoes in sf, but failed. Did a "find" for cowboy boots and TP'd there. Again at S&G the first task was to distinguish men's and women's sections. Didn't look around too much, just grabbed a blackish pair of boots (anything that didn't have spurs or a skull on it...!) note that also due to the time constraint and my own personal bank account I did not evaluate my choices based on price, so I spent over the $500 amount for just the outfit and shoes. Still didn't get hair.

B. After working through tasks 1-3 [choosing and teleporting to location]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
pretty familiar with this activity

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
basic survival skill in SL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
not yet

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
not yet

-----------------------------------------------
4. After obtaining the required elements, put the entire ensemble on your avatar. You may use the dressing area near the LIS Student Union (phone booth TPs to a private sky box), underwater is good, in a deserted location, and some stores have dressing rooms.

5. Describe the process of dressing the avatar and how you managed all of the pieces, list the SL affordances you used in the process, and perceived level of success.

I had put on the outfit at the store. Although only some of the items appeared on my avatar and the collar didn't fit I proceeded to find shoes - at least I wasn't naked...

I went to LIS Student Union to dress. This is a comfort zone for me - I usually park here.

I tried putting on the boots by dragging the box from my inventory - the boots went on but all my other clothing came off... Had to redress with outfit and then open the box and take individual items back and then put the boots on one part at a time.

C. While working through tasks 4-5 [obtaining items, opening boxes & wearing]

How likely is it that you will become good at this particular task?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 5

Briefly explain your rating:

I have not spent much time on appearance in SL because I have been more interested in social interaction. I am very aware of the effect that appearance has on social interaction in SL, with a limited amount of time I choose other activities.

Whether or not I can "master" appearance editing in SL will depend on how much time I spend doing it.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain

Type your number here: 6

Briefly explain your rating:

definitely beneficial for SL professional interactions

To what extent are you feeling frustrated doing this particular task?

Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated

Type your number here: 4

Briefly explain your rating:

The time constraint does not allow for investigating the environments and interface functions. It's all shoot now ask questions later... Perhaps a personality thing - I prefer to understand what I'm doing as I do it. Really hate "just doing it".

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated  
Type your number here: 2  
Briefly explain your rating:  
Not irritated, just want to do it better, be more in control of the process.  

6. After dressing the avatar completely with all of the required elements, right-click the avatar, select Edit My Outfit, click up arrow at bottom of pane and select Save As, Name the outfit folder for easy retrieval, OK, close Inventory  
7. Open your Inventory and type WORN in the search box. Review all of the items your avatar is wearing. Is anything missing (e.g., shoe, bald cap, shoe base, eyes, socks, etc.)? Try to wear it and discuss your success. Is there anything extra that should not or need not be there (e.g., piece of a prior outfit, double hair, etc.)? Try to remove it and discuss your success.  

Took a **long time to figure out** how to resize my tie and collar. After playing around with the prim adjustments I remembered from a workshop last semester that you could move the location of clothes on your avatar with the edit move functions. **Still no hair,** but I’ve gotten used to Manny this way. Maybe a hat later will be sufficient  

D. While working through tasks 6-7 [editing outfit]  
**How likely is it that you will become good at this particular task?**  
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain  
Type your number here: 6  
Briefly explain your rating:  
During the experimenting it is **not clear that I will be successful.** You just keep clicking until you figure it out.  

**How likely is it that the skills you are learning in this task will be useful in your career?**  
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain  
Type your number here: 8  
Briefly explain your rating:  
I suppose I’ll have to go shopping more now that I have a little confidence about making stuff fit properly.  

**To what extent are you feeling frustrated doing this particular task?**  
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated  
Type your number here: 7  
Briefly explain your rating:  
It was getting pretty frustrating; both **not knowing how to do things,** but **feeling that I’m wasting time and not getting other things done.**  

**To what extent are you feeling irritated doing this particular task?**  
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated  

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IAJ 101810 Inworld - Acquiring Professional Attire
8. Delete WORN in search box and locate the outfit folder you created. If you want, move it to a desired location in your Inventory. Describe your current Inventory organization strategy including letting the pieces stay wherever they land. Describe your usual approach to finding things in your Inventory.

9. Look at the elements of the outfit you created and note whether any are designated no copy. Those no copy pieces will exit the folder if you wear them in another ensemble. It is safest to copy the rest so they will remain in the outfit folder. If everything is in the folder you can just right click the folder to Replace Outfit. Try it. You can even change while moving around.

E. After completing tasks 8-9 [Inventory management]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
when I learn to organize my life then my SL inventory will be no problem

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Classification is an ongoing issue (inventory management); dealing with SL inventory is just an extension of RL

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 4
Briefly explain your rating:
I'm inclined to not deal with the inventory mess now; I get anxious just thinking about inventory...

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 3
Briefly explain your rating:
less irritated when the task is brief and I'm almost done
01.2 InWorld Attire Rating Data : Tables and Chart

Tables show the step by step combining of four threads into a single event sequence and the resulting chart.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
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<td>ASE</td>
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<tr>
<td>map out men's vs. women's sections</td>
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<td>grab a duster jacket outfit</td>
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<tr>
<td>&quot;find&quot; for cowboy boots</td>
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<td>TP'd there</td>
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<td>distinguish men's and women's sections</td>
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<tr>
<td>grabbed a blackish pair of boots</td>
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<td>spent over the $500 amount</td>
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<td>put on the outfit at the store</td>
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<td>proceeded to find shoes</td>
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<td>went to LIS Student Union</td>
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<td>take individual items back and them but the boots on one part at a time</td>
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<td>remembered from a workshop last semester that you could move the location of clothes on your avatar with the edit move functions</td>
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<td>looking for shoes in SL but failed</td>
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<td>I did not evaluate my choices based on price</td>
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<td>Still didn't get hair</td>
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<td>only some of the items appeared on my avatar</td>
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<td>time pressure greatly increases the stress level</td>
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<td>Really hate &quot;just doing it&quot;</td>
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<td>want to do it better, be more in control of the process</td>
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Distribute phrases in sequence across 4 threads

| ABE | EPC | FI | EHP | ASE | ABE | EPC | FI | EHP | ASE | ABE | EPC | FI | EHP | ASE | ABE | EPC | FI | EHP | ASE | ABE | EPC | FI | EHP | ASE | ABE | EPC | FI | EHP | ASE |
|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|-----|-----|----|-----|-----|
| 1   | 2   | -1 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   |
| -1  | 2   | -2 | 0   | 0   | -1  | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   | -2 | 0   | 0   | 1   | 2   |

Note: Load threads FI and EPC for negative values.
02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
Pose Stand

A. Before you begin the tasks
How likely is it that you will become good at this particular task?
Doubtful  1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here:  5
Briefly explain your rating:
Unsure because there are many things I have not done, and a new HUD to deal with.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful  1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here:    6
Briefly explain your rating:
Photography skill in SL will be useful for many things, but again unsure of what the tasks ahead hold.

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated  1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here:   3
Briefly explain your rating:
General inventory and overall time anxieties.

To what extent are you feeling irritated before doing this particular task?
Not Irritated  1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here:   2
Briefly explain your rating:
not much yet

1.    Teleport to the Photosphere.
2.    Obtain and Wear the posing HUD.
3.    Choose a sphere, click to change the backdrop color and/or pattern, click to change the lighting.

B. After working through tasks 1-3 [teleporting, adjusting sphere, wearing HUD]
How likely is it that you will become good at this particular task?
Doubtful  1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here:   7
Briefly explain your rating:
Uncertain when first arriving.  Had to look around for sign with directions.  It was big and obvious, but only reassuring when you read it and know that you're doing the right thing.
How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Not sure of the value of the poses and pods professionally. Looks like it might be fun. Esp when clicking the color changes; experimenting by clicking the different pods gives an idea of the range of variation. Already anticipating what the final result might be.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
the hud is intimidating - looks complicated even though we haven't got to that task yet. But so far things have gone smoothly

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not irritated; just having the background anxieties mentioned above.

OK this makes me laugh: I'm sure that Sanrio corp has not given permission to use Hello Kitty likeness here... I won't use that backdrop...

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
I'm not sure if I'm using the HUD properly. I can get the poses to change, but from the directions I think I should be able to change the lighting and backdrop from the HUD - but I can't. I can click on the pod and bring up a menu that changes color and backdrop.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The posing seems useful - but I don't think I really know what is going on. The instructions seem detailed but I don't have the patience to read them carefully. As long as I can take a picture I think I'll just move on.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 8
Briefly explain your rating:
very frustrating because this HUD is very complicated. It also looks ugly. Makes it feel like it must work ugly too.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 5
Briefly explain your rating:
I'd like to be done. I'd like to not have to do this more tomorrow. It's kind of fun to play with the positions. But the backdrops are not very effective with the camera zooming that I learned last class; so that kind of makes me want to get out into the "real" world and take pics with that feature instead.

6. After photographing the avatar in the sphere(s), select a diorama vignette, take several poses and photos with others.
7. Describe the process of changing the poses and posing your avatar with others, list the SL affordances you used in the process, and perceived level of success.

D. After working through tasks 6-7 [diorama poses, taking photos]
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
Can't figure out how to use the dioramas. HUD poses only work with the stands in the pods. The directions say that there are two different HUDs but I only have one, and it doesn't activate poses on it's own. There are no pose stands in the diorama. I went back to the initial sign and can't tell if it belongs to a different HUD then what the directions refer to. I think that I'm really annoyed now, and I will be even more annoyed if it turns out that the instructions are for a non-existent HUD and the assignment is un-completable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
I'm not learning anything here. I don't see how I can pose independently with this HUD.

101030 poser pics inworld Tiilie Posing Stand HUD 3
I'm also not interested in taking a picture with the diorama, so I won't.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 11
Briefly explain your rating:
See above. Also frustrated that the instructions require taking pictures with another avatar; since I am doing this alone there is no chance of successfully completing the assignment even if the HUD was working.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 11
Briefly explain your rating:
See above

8. Pose your avatar on the spiderweb. Read Nearby Chat for instructions on changing position and rotation, make changes and take several photos.
9. Describe the process of changing the pose with a pop-up HUD, list the SL affordances you used in the process, and perceived level of success.
10. Select photos to submit for the exercise, Upload or save to My Inventory, give Copy/Mod permissions to each, drag Textures to the end of this NC

E. After completing tasks 8-10 [spiderweb changing poses, taking photos, assigning Copy/Mod permissions, putting textures on NC]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The diorama section was a total loss. The rest is OK, except that I still think the HUD is difficult to use, and I don't think I can use poses other than in the pod. But uploading, setting permissions, and juggling inventory folders is basic stuff.

3/4

Used the bulk upload function successfully. Opened a second inventory window to move the textures to a new folder. Renamed a new notecard - I had copied the original to a external doc, which is much easier to work with than notecard Inworld. had to make a new notecard and copy from the external doc; then renamed the new notecard with "Manny" so as to distinguish from the original.

The HUD is still unfamiliar; I only know the basics of stepping through poses or sets of poses. Didn't get any lighting or anything else to work.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
If I learn how to not care about technology that would be useful.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 7
Briefly explain your rating:
Still not happy that I was not able to do what was required.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 7
Briefly explain your rating:
See above.

** DRAG TEXTURES/PHOTOS HERE:
02.1.2 Pose Stand SCUD Coded for Failed Intentions

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire: Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data: Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand: Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data: Tables and Chart

03 101107 Garage Band

03.1 Garage Band: Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data: Tables and Chart
Pose Stand

A. Before you begin the tasks
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 5
Briefly explain your rating:
Unsure because there are many things I have not done, and a new HUD to deal with.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Photography skill in SL will be useful for many things, but again unsure of what the tasks ahead hold.

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
General inventory and overall time anxieties.

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not much yet

1. Teleport to the Photosphere.
2. Obtain and Wear the posing HUD.
3. Choose a sphere, click to change the backdrop color and/or pattern, click to change the lighting.

B. After working through tasks 1-3 [teleporting, adjusting sphere, wearing HUD]
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Uncertain when first arriving. Had to look around for sign with directions. It was big and obvious, but only reassuring when you read it and know that you're doing the right thing.
How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain
Type your number here:   6
Briefly explain your rating:
Not sure of the value of the poses and pods professionally. Looks like it might be fun. Esp when clicking the color changes; experimenting by clicking the different pods gives an idea of the range of variation. Already anticipating what the final result might be.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated  1  2  3  4  5  6  7  8  9  10  Extremely Frustrated
Type your number here:   2
Briefly explain your rating:
the hud is intimidating - looks complicated even though we haven't got to that task yet. But so far things have gone smoothly

To what extent are you feeling irritated doing this particular task?
Not Irritated  1  2  3  4  5  6  7  8  9  10  Extremely Irritated
Type your number here:   2
Briefly explain your rating:
not irritated; just having the background anxieties mentioned above.

OK this makes me laugh: I'm sure that Sanrio corp has not given permission to use Hello Kitty likeness here... I won't use that backdrop...

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4. Sit on the Posing stand and use the HUD to change poses and take several photos.
5. Describe the process of changing the scene and posing your avatar, list the SL affordances you used in the process, and perceived level of success.

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C. While working through tasks 4-5 [using HUD for poses, taking photos]
How likely is it that you will become good at this particular task?
Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain
Type your number here:   6
Briefly explain your rating:
I'm not sure if I'm using the HUD properly. I can get the poses to change, but from the directions I think I should be able to change the lighting and backdrop from the HUD - but I can't. I can click on the pod and bring up a menu that changes color and backdrop.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain
Type your number here:   7
Briefly explain your rating:
The posing seems useful - but I don't think I really know what is going on. The instructions seem detailed but I don't have the patience to read them carefully. As long as I can take a picture I think I'll just move on.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 8
Briefly explain your rating:
very frustrating because this HUD is very complicated. It also looks ugly. Makes it feel like it must work ugly too.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 5
Briefly explain your rating:
I'd like to be done. I'd like to not have to do this more tomorrow. It's kind of fun to play with the positions. But the backdrops are not very effective with the camera zooming that I learned last class; so that kind of makes me want to get out into the "real" world and take pics with that feature instead.

6. After photographing the avatar in the sphere(s), select a diorama vignette, take several poses and photos with others.

7. Describe the process of changing the poses and posing your avatar with others, list the SL affordances you used in the process, and perceived level of success.

D. After working through tasks 6-7 [diorama poses, taking photos]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
Can't figure out how to use the dioramas. HUD poses only work with the stands in the pods. The directions say that there are two different HUDs but I only have one, and it doesn't activate poses on it's own. There are no pose stands in the diorama. I went back to the initial sign and can't tell if it's belongs to a different HUD then what the directions refer to. I think that I'm really annoyed now, and I will be even more annoyed if it turns out that the instructions are for a non-existent HUD and the assignment is un-completable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
I'm not learning anything here. I don't see how I can pose independently with this HUD.
I'm also not interested in taking a picture with the diorama, so I won't.

**To what extent are you feeling frustrated doing this particular task?**

Not Frustrated  1     2     3     4     5     6     7     8     9     10     Extremely Frustrated

Type your number here:  11

**Briefly explain your rating:**

See above. Also frustrated that the instructions require taking pictures with another avatar; since I am doing this alone there is **no chance of successfully completing the assignment** even if the HUD was working.

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**To what extent are you feeling irritated doing this particular task?**

Not Irritated  1     2     3     4     5     6     7     8     9     10     Extremely Irritated

Type your number here:  11

**Briefly explain your rating:**

see above

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8. Pose your avatar on the spiderweb. Read Nearby Chat for instructions on changing position and rotation, make changes and take several photos.

9. Describe the process of changing the pose with a pop-up HUD, list the SL affordances you used in the process, and perceived level of success.

10. Select photos to submit for the exercise, Upload or save to My Inventory, give Copy/Mod permissions to each, drag Textures to the end of this NC

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E. After completing tasks 8-10 [spiderweb changing poses, taking photos, assigning Copy/Mod permissions, putting textures on NC]

**How likely is it that you will become good at this particular task?**

Doubtful  1     2     3     4     5     6     7     8     9     10     Almost Certain

Type your number here:   7

**Briefly explain your rating:**

The **diorama section was a total loss.** The rest is OK, except that I still think the HUD is **difficult to use,** and I don't think I can use poses other than in the pod. But uploading, setting permissions, and juggling inventory folders is basic stuff.

Used the bulk upload function successfully. Opened a second inventory window to move the textures to a new folder. Renamed a new notecard - I had copied the original to a external doc, which is much easier to work with than notecard Inworld. had to make a new notecard and copy from the external doc; then renamed the new notecard with "Manny" so as to distinguish from the original.

The **HUD is still unfamiliar; I only know the basics of stepping through poses** or sets of poses. **Didn't get any lighting or anything else to work.**

**How likely is it that the skills you are learning in this task will be useful in your career?**

Doubtful  1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 7
Briefly explain your rating:
If I learn how to not care about technology that would be useful.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 7
Briefly explain your rating:
Still not happy that I was not able to do what was required.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 7
Briefly explain your rating:
See above.

** DRAG TEXTURES/PHOTOS HERE:
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
Pose Stand

A. Before you begin the tasks

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 5
Briefly explain your rating:
Unsure because there are many things I have not done, and a new HUD to deal with.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Photography skill in SL will be useful for many things, but again unsure of what the tasks ahead hold.

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
General inventory and overall time anxieties.

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not much yet

---

1. Teleport to the Photosphere.
2. Obtain and Wear the posing HUD.
3. Choose a sphere, click to change the backdrop color and/or pattern, click to change the lighting.

B. After working through tasks 1-3 [teleporting, adjusting sphere, wearing HUD]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Uncertain when first arriving. Had to look around for sign with directions. It was big and obvious, but only reassuring when you read it and know that you're doing the right thing.
How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Not sure of the value of the poses and pods professionally. Looks like it might be fun. Esp when clicking the color changes; experimenting by clicking the different pods gives an idea of the range of variation. Already anticipating what the final result might be.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
the hud is intimidating - looks complicated even though we haven't got to that task yet. But so far things have gone smoothly.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not irritated; just having the background anxieties mentioned above.

OK this makes me laugh: I'm sure that Sanrio corp has not given permission to use Hello Kitty likeness here... I won't use that backdrop...

---------------------------------------------------------------
4. Sit on the Posing stand and use the HUD to change poses and take several photos.
5. Describe the process of changing the scene and posing your avatar, list the SL affordances you used in the process, and perceived level of success.

C. While working through tasks 4-5 [using HUD for poses, taking photos]
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
I'm not sure if I'm using the HUD properly. I can get the poses to change, but from the directions I think I should be able to change the lighting and backdrop from the HUD - but I can't. I can click on the pod and bring up a menu that changes color and backdrop.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The posing seems useful - but I don't think I really know what is going on. The instructions seem detailed but I don't have the patience to read them carefully. As long as I can take a picture I think I'll just move on.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 8
Briefly explain your rating:
very frustrating because this HUD is very complicated. It also looks ugly. Makes it feel like it must work ugly too.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 5
Briefly explain your rating:
I'd like to be done. I'd like to not have to do this more tomorrow. It's kind of fun to play with the positions. But the backdrops are not very effective with the camera zooming that I learned last class; so that kind of makes me want to get out into the "real" world and take pics with that feature instead.

6. After photographing the avatar in the sphere(s), select a diorama vignette, take several poses and photos with others.

7. Describe the process of changing the poses and posing your avatar with others, list the SL affordances you used in the process, and perceived level of success.

D. After working through tasks 6-7 [diorama poses, taking photos]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
Can't figure out how to use the dioramas. HUD poses only work with the stands in the pods. The directions say that there are two different HUDs but I only have one, and it doesn't activate poses on it's own. There are pose stands in the diorama. I went back to the initial sign and can't tell if it's belongs to a different HUD then what the directions refer to. I think that I'm really annoyed now, and I will be even more annoyed if it turns out that the instructions are for a non-existent HUD and the assignment is un-completable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating:
I'm not learning anything here. I don't see how I can pose independently with this HUD.
I'm also not interested in taking a picture with the diorama, so I won't.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 11
Briefly explain your rating:
See above. Also frustrated that the instructions require taking pictures with another avatar; since I am doing this alone there is no chance of successfully completing the assignment even if the HUD was working.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 11
Briefly explain your rating:
see above

8. Pose your avatar on the spiderweb. Read Nearby Chat for instructions on changing position and rotation, make changes and take several photos.
9. Describe the process of changing the pose with a pop-up HUD, list the SL affordances you used in the process, and perceived level of success.
10. Select photos to submit for the exercise, Upload or save to My Inventory, give Copy/Mod permissions to each, drag Textures to the end of this NC

E. After completing tasks 8-10 [spiderweb changing poses, taking photos, assigning Copy/Mod permissions, putting textures on NC]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The diorama section was a total loss. The rest is OK, except that I still think the HUD is difficult to use, and I don't think I can use poses other than in the pod. But uploading, setting permissions, and juggling inventory folders is basic stuff.

Used the bulk upload function successfully. Opened a second inventory window to move the textures to a new folder. Renamed a new notecard - I had copied the original to an external doc, which is much easier to work with than notecard Inworld. had to make a new notecard and copy from the external doc; then renamed the new notecard with "Manny" so as to distinguish from the original.

The HUD is still unfamiliar; I only know the basics of stepping through poses or sets of poses. Didn't get any lighting or anything else to work.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here:  7
Briefly explain your rating:
If I learn how to not care about technology that would be useful.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated  1    2    3    4    5    6    7    8    9    10    Extremely Frustrated
Type your number here:  7
Briefly explain your rating:
Still not happy that I was not able to do what was required.

To what extent are you feeling irritated doing this particular task?
Not Irritated    1    2    3    4    5    6    7    8    9    10    Extremely Irritated
Type your number here:  7
Briefly explain your rating:
See above.

** DRAG TEXTURES/PHOTOS HERE:
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire: Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data: Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand: Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data: Tables and Chart

03 101107 Garage Band

03.1 Garage Band: Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data: Tables and Chart
A. Before you begin the tasks

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 5
Briefly explain your rating:
Unsure because there are many things I have not done, and a new HUD to deal with.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Photography skill in SL will be useful for many things, but again unsure of what the tasks ahead hold.

To what extent are you feeling frustrated before doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 3
Briefly explain your rating:
General inventory and overall time anxieties.

To what extent are you feeling irritated before doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not much yet

B. After working through tasks 1-3 [teleporting, adjusting sphere, wearing HUD]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Uncertain when first arriving. Had to look around for sign with directions. It was big and obvious, but only reassuring when you read it and know that you're doing the right thing.
How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Not sure of the value of the poses and pods professionally. Looks like it might be fun. Esp when clicking the color changes; experimenting by clicking the different pods gives an idea of the range of variation. Already anticipating what the final result might be.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
the hud is intimidating - looks complicated even though we haven't got to that task yet. But so far things have gone smoothly

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
not irritated; just having the background anxieties mentioned above.

OK this makes me laugh: I'm sure that Sanrio corp has not given permission to use Hello Kitty likeness here... I won't use that backdrop...

---

4. Sit on the Posing stand and use the HUD to change poses and take several photos.
5. Describe the process of changing the scene and posing your avatar, list the SL affordances you used in the process, and perceived level of success.

C. While working through tasks 4-5 [using HUD for poses, taking photos]
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
I'm not sure if I'm using the HUD properly. I can get the poses to change, but from the directions I think I should be able to change the lighting and backdrop from the HUD - but I can't. I can click on the pod and bring up a menu that changes color and backdrop.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The posing seems useful - but I don't think I really know what is going on. The instructions seem detailed but I don't have the patience to read them carefully. As long as I can take a picture I think I'll just move on.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 8
Briefly explain your rating: very frustrating because this HUD is very complicated. It also looks ugly. Makes it feel like it must work ugly too.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 5
Briefly explain your rating: I'd like to be done. I'd like to not have to do this more tomorrow. It's kind of fun to play with the positions. But the backdrops are not very effective with the camera zooming that I learned last class; so that kind of makes me want to get out into the "real" world and take pics with that feature instead.

6. After photographing the avatar in the sphere(s), select a diorama vignette, take several poses and photos with others.

7. Describe the process of changing the poses and posing your avatar with others, list the SL affordances you used in the process, and perceived level of success.

D. After working through tasks 6-7 [diorama poses, taking photos]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating: Can't figure out how to use the dioramas. HUD poses only work with the stands in the pods. The directions say that there are two different HUDs but I only have one, and it doesn't activate poses on it's own. There are no pose stands in the diorama. I went back to the initial sign and can't tell if it's belongs to a different HUD then what the directions refer to. I think that I'm really annoyed now, and I will be even more annoyed if it turns out that the instructions are for a non-existent HUD and the assignment is un-completable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 0
Briefly explain your rating: I'm not learning anything here. I don't see how I can pose independently with this HUD.
I'm also **not interested in taking a picture** with the diorama, so I won't.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 11
Briefly explain your rating:
See above. Also frustrated that the instructions require taking pictures with another avatar; since I am doing this alone there is **no chance** of successfully completing the assignment even if the HUD was working.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 11
Briefly explain your rating:
see above

---

8. Pose your avatar on the spiderweb. Read Nearby Chat for instructions on changing position and rotation, make changes and take several photos.
9. Describe the process of changing the pose with a pop-up HUD, list the SL affordances you used in the process, and perceived level of success.
10. Select photos to submit for the exercise, Upload or save to My Inventory, give Copy/Mod permissions to each, drag Textures to the end of this NC

E. After completing tasks 8-10 [spiderweb changing poses, taking photos, assigning Copy/Mod permissions, putting textures on NC]

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
The diorama section was **a total loss**. The rest is OK, except that I still think the HUD is difficult to use, and I don't think I can use poses other than in the pod. But uploading, setting permissions, and juggling inventory folders is basic stuff.

Used the bulk upload function successfully. Opened a second inventory window to move the textures to a new folder. Renamed a new notecard - I had copied the original to an external doc, which is much easier to work with than notecard Inworld. had to make a new notecard and copy from the external doc; then renamed the new notecard with "Manny" so as to distinguish from the original.

The HUD is **still unfamiliar**, I only know the basics of stepping through poses or sets of poses. **Didn't get any lighting or anything else to work.**

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
If I learn how to not care about technology that would be useful.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 7
Briefly explain your rating:
Still not happy that I was not able to do what was required.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 7
Briefly explain your rating:
See above.

** DRAG TEXTURES/PHOTOS HERE:
02.2 Pose Stand Rating Data: Tables and Chart

Tables show the step by step combining of four threads into a single event sequence and the resulting chart.

01 101018 InWorld Attire

01.1 InWorld Attire: Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data: Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand: Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
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02.2 Pose Stand Rating Data: Tables and Chart

03 101107 Garage Band

03.1 Garage Band: Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data: Tables and Chart
ASE
look around for sign with directions
experimenting by clicking the different pods
I won't use that backdrop
I can get the poses to change
As long as I can take a picture I think I'll just move on
play with the positions
take pics with that feature instead
went back to the initial sign
so I won't
uploading
setting permissions
juggling inventory folders
bulk upload function successfully
Opened a second inventory window to move the textures to a new folder
Renamed a new notecard
copied the original to an external doc
make a new notecard
copy from the external doc
renamed the new notecard

FI
had to look around for sign with directions
the hud is intimidating looks complicated
I should be able to change the lighting and backdrop from the HUD - but I can't
I don't think I really know what is going on
I don't have the patience to read them carefully
this HUD is very complicated
the backdrops are not very effective with the camera zooming that I learned last class
Can't figure out how to use the dioramas
HUD poses only work with the stands
two different HUDs but I only have one
doesn't activate poses on it's own
no pose stands in the diorama
can't tell if it's belongs to a different HUD
don't see how I can pose independently
do chance of successfully completing the assignment
the diorama section was a total loss
HUD is difficult to use
don't think I can use poses other than in the pod
HUD is still unfamiliar
only know the basics
didn't get any lighting or anything else to work
was not able to do what was required

EMP
not much yet
I'm sure that Sanrio corp has not given permission to use Hello Kitty likeness here...
Makes it feel like it must work ugly too
the "real" world
non-existent HUD
If I learn how to not care about technology that would be useful.

EPC
many things I have not done
new HUD to deal with
General inventory
overall time anxieties
had to look around for sign with directions
Not sure of the value of the poses and pods professionally
hud is intimidating - looks complicated
background anxieties
I'm sure that Sanrio corp has not given permission
Think I should be able to change the lighting and backdrop from the HUD - but I can't
I don't think I really know
detailed but I don't have the patience to read them carefully
this HUD is very complicated
It also looks ugly
I'd like to be done
HUD poses only work
if it turns out that the instructions are for a non-existent HUD and the assignment is uncompletable
I'm not learning anything here
don't see how I can pose independently
not interested in taking a picture
see above
do chance of successfully completing the assignment
the diorama section was a total loss
HUD is difficult to use
don't think I can use poses
HUD is still unfamiliar
only know the basics
Didn't get any lighting or anything else to work
If I learn how to not care about technology that would be useful
Still not happy that I was not able to do what was required
see above
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101030 Pose Stand

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03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

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01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
Before you begin the tasks

How likely is it that you will become good at this particular task?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain

Type your number here:  6

Briefly explain your rating:

Not sure if past experience will translate; I'm always wary - in using technology success is not a function of one's knowledge of the topic, it is a function of being able to use the interface. Often the interface impedes task completion not because the task is complex but because the interface does not function or is unusable.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain

Type your number here:  7

Briefly explain your rating:

Being able to work with media, even using non-professional applications, provides a general foundation many professional activities. Just not certain if I will be able to learn this piece of technology.

To what extent are you feeling frustrated doing this particular task?

Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated

Type your number here:  2

Briefly explain your rating:

Not frustrated, just in a rush.

To what extent are you feeling irritated doing this particular task?

Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated

Type your number here:  2

Briefly explain your rating:

Also thinking about other things I need to do today.

Open Garage Band. I have never used this software before. I have used Digital Performer and Pro Tools which are professional applications, but I don't know if any of that experience will be useful with a non-professional app. Experiencing apprehension.

I am pleasantly surprised to find that the interface is either familiar or learnable. Tracks are in an upper window. It is very easy to add tracks and select audio input (deselect MIDI instruments). Icons for the individual tracks are not obvious, but mouse over confirms that I understand what each does.

Wave form editing window is located in a lower frame. The recording/playback controls are located in the middle - these are modeled after analog tape machines. This is an
industry standard, even though at this point most people have never used tape; these icons are also used on digital audio players and iTunes.

I note that there is no stop button on the interface (usually a square). However, the space bar toggles between play and stop - this is standard for computer audio gear.

Some icons the same as the iTunes interface, which is familiar to me. So I feel pretty comfortable with the interface after having looked everything over.

B. After working through tasks 1-3
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Feel confident about how to use the interface, though still not sure if it will do what it is supposed to do.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 10
Briefly explain your rating:
Surprised that my prior background is useful here. A professional level Pro Tools rig costs tens of thousands of dollars - so it is not likely something that I will have at my personal disposal. However, it now seems that I can make good use of Garage Band or similar hobbyist applications for various presentation or instructional needs.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
So far it has been a good day.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
Also encouraged that this aspect of the 667 field project will go smoothly.

Recording and play function exactly as in ProTools and Digital Performer. Audio snippets can be dragged and copied and pasted using common commands and the mouse.

Perform several test recordings comparing mono/stereo and the built in limiting software and input gain.
Note with amusement that pitch and rhythm quantization are the most prominent features in the wave form editor - and that they are labelled "Enhance Tuning" and "Enhance Timing". Professionally these are not regarded as enhancements, but as last resort options for those who can't play in time or in tune; and in any event they are antithetical to human expression.

Wave form editor behaves exactly like ProTools: expanding/contracting/editing regions, dragging regions. Notice that there is no crossfade function.

I edit together two improbable bits of voice as a test. Works fine.

I am able to orient myself to the interface with quick trial and error clicking on controls, everything is familiar or very similar what I already know.

C. After working through tasks 4-7
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Seems good now. I've already come up against some limitations of the software, which suggests to me that it would not take much time to know the interface very well.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
Good for instructional media, as well as multi media presentations.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
Not

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Still under time pressure but this task has been a confidence boost.

Deselect unwanted tracks, choose a track for export. Merge edits. Have problems with finding export function. Try different option under Edit, where I think it should be (this is where similar functions live on Word, xls, and Adobe apps). Finally find export under Share menu... I think that is stupid. I don't want to share. I want to reformat. Perhaps I'll want to "sell" it later. But I don't want to "share"...
Seems that some compressed formats will not export to my desktop. I have to try several settings to find one that works. I have no idea why some won't export, but I don't have the patience or the need to figure it out now. Just as long as one option works I am successful.

D. After completing tasks 8-12
How likely is it that you will become good at this particular task?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 8
Briefly explain your rating:
I can export an audio file that can be emailed or burned to disc. This is important. It would be nice to know why I can't export some formats, but I'll figure it out when I have more time.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 9
Briefly explain your rating:
Working with audio again is satisfying, though technology always has the potential to ruin your day. Although I know that Garage Band is non-professional gear the interface functions very much the same way as pro gear, so it is very usable for me.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Done with the task.

To what extent are you feeling irritated doing this particular task?
Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here: 1
Briefly explain your rating:
It's OK. I have been successful, and was unexpectedly surprised by how familiar the interface was.

It's OK. I have been successful, and was unexpectedly surprised by how familiar the interface was.
03.1.2 Garage Band SCUD Coded for Failed Intentions

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

   01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
   01.1.2 InWorld Attire SCUD Coded for Failed Intentions
   01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
   01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

   02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
   02.1.2 Pose Stand SCUD Coded for Failed Intentions
   02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
   02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

   03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
   03.1.2 Garage Band SCUD Coded for Failed Intentions
   03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
   03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
A. Before you begin the tasks

How likely is it that you will become good at this particular task?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain

Type your number here:  6

Briefly explain your rating:

Not sure if past experience will translate; I'm always wary - in using technology success is not a function of one's knowledge of the topic, it is a function of being able to use the interface. Often the interface impedes task completion not because the task is complex but because the interface does not function or is unusable.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain

Type your number here:  7

Briefly explain your rating:

Being able to work with media, even using non-professional applications, provides a general foundation many professional activities. Just not certain if I will be able to learn this piece of technology.

To what extent are you feeling frustrated doing this particular task?

Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated

Type your number here:  2

Briefly explain your rating:

Not frustrated, just in a rush.

To what extent are you feeling irritated doing this particular task?

Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated

Type your number here:  2

Briefly explain your rating:

Also thinking about other things I need to do today.

Open Garage Band. I have never used this software before. I have used Digital Performer and Pro Tools which are professional applications, but I don't know if any of that experience will be useful with a non-professional app. Experiencing apprehension.

I am pleasantly surprised to find that the interface is either familiar or learnable. Tracks are in an upper window. It is very easy to add tracks and select audio input (deselect MIDI instruments). Icons for the individual tracks are not obvious, but mouse over confirms that I understand what each does.

Wave form editing window is located in a lower frame. The recording/playback controls are located in the middle - these are modeled after analog tape machines. This is an
industry standard, even though at this point most people have never used tape; these icons are also used on digital audio players and iTunes.

I note that there is no stop button on the interface (usually a square). However, the space bar toggles between play and stop - this is standard for computer audio gear.

Some icons the same as the iTunes interface, which is familiar to me. So I feel pretty comfortable with the interface after having looked everything over.

B. After working through tasks 1-3

1/4

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Feel confident about how to use the interface, though still not sure if it will do what it is supposed to do.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 10
Briefly explain your rating:
Surprised that my prior background is useful here. A professional level Pro Tools rig costs tens of thousands of dollars - so it is not likely something that I will have at my personal disposal. However, it now seems that I can make good use of Garage Band or similar hobbyist applications for various presentation or instructional needs.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
So far it has been a good day.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
Also encouraged that this aspect of the 667 field project will go smoothly.

Recording and play function exactly as in ProTools and Digital Performer. Audio snippets can be dragged and copied and pasted using common commands and the mouse.

Perform several test recordings comparing mono/stereo and the built in limiting software and input gain.
Note with amusement that pitch and rhythm quantization are the most prominent features in the wave form editor - and that they are labelled "Enhance Tuning" and "Enhance Timing". Professionally these are not regarded as enhancements, but as last resort options for those who can't play in time or in tune; and in any event they are antithetical to human expression.

Wave form editor behaves exactly like ProTools: expanding/contracting/editing regions, dragging regions. Notice that there is no crossfade function.

I edit together two improbably bits of voice as a test. Works fine.

I am able to orient myself to the interface with quick trial and error clicking on controls, everything is familiar or very similar what I already know.

C. After working through tasks 4-7

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Seems good now. I've already come up against some limitations of the software, which suggests to me that it would not take much time to know the interface very well.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
Good for instructional media, as well as multi media presentations.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
Not

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Still under time pressure but this task has been a confidence boost.

Deselect unwanted tracks, choose a track for export. Merge edits. Have problems with finding export function. Try different option under Edit, where I think it should be (this is where similar functions live on Word, xls, and Adobe apps). Finally find export under Share menu... I think that is stupid. I don't want to share. I want to reformat. Perhaps I'll want to "sell" it later. But I don't want to "share"...
Seems that some compressed formats will not export to my desktop. I have to try several settings to find one that works. I have no idea why some won't export, but I don't have the patience or the need to figure it out now. Just as long as one option works I am successful.

D. After completing tasks 8-12
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:

I can export an audio files that can be emailed or burned to disc. This is important. It would be nice to know why I can't export some formats, but I'll figure it out when I have more time.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:

Working with audio again is satisfying, though technology always has the potential to ruin your day. Although I know that Garage Band is non-professional gear the interface functions very much the same way as pro gear, so it is very usable for me.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Done with the task.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
It's OK. I have been successful, and was unexpectedly surprised by how familiar the interface was.
03.1.3  Garage Band SCUD Coded for Expressions of Humor & Play

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
Garage Band

A. Before you begin the tasks
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Not sure if past experience will translate; I'm always wary - in using technology success is not a function of one's knowledge of the topic, it is a function of being able to use the interface. Often the interface impedes task completion not because the task is complex but because the interface does not function or is unusable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Being able to work with media, even using non-professional applications, provides a general foundation many professional activities. Just not certain if I will be able to learn this piece of technology.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Not frustrated, just in a rush.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Also thinking about other things I need to do today.

Open Garage Band. I have never used this software before. I have used Digital Performer and Pro Tools which are professional applications, but I don't know if any of that experience will be useful with a non-professional app. Experiencing apprehension.

I am pleasantly surprised to find that the interface is either familiar or learnable. Tracks are in an upper window. It is very easy to add tracks and select audio input (deselect MIDI instruments). Icons for the individual tracks are not obvious, but mouse over confirms that I understand what each does.

Wave form editing window is located in a lower frame. The recording/playback controls are located in the middle - these are modeled after analog tape machines. This is an
industry standard, even though at this point most people have never used tape; these
icons are also used on digital audio players and iTunes.

I note that there is no stop button on the interface (usually a square). However, the
space bar toggles between play and stop - this is standard for computer audio gear.

Some icons the same as the iTunes interface, which is familiar to me. So I feel pretty
comfortable with the interface after having looked everything over.

B. After working through tasks 1-3

1/4
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Feel confident about how to use the interface, though still not sure if it will do what it is
supposed to do.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 10
Briefly explain your rating:
Surprised that my prior background is useful here. A professional level Pro Tools rig
costs tens of thousands of dollars - so it is not likely something that I will have at my
personal disposal. However, it now seems that I can make good use of Garage Band or
similar hobbyist applications for various presentation or instructional needs.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
So far it has been a good day.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
Also encouraged that this aspect of the 667 field project will go smoothly.

Recoding and play function exactly as in ProTools and Digital Performer. Audio
snippets can be dragged and copied and pasted using common commands and the
mouse.

Perform several test recordings comparing mono/stereo and the built in limiting software
and input gain.

•
Note with amusement that pitch and rhythm quantization are the most prominent features in the wave form editor - and that they are labelled "Enhance Tuning" and "Enhance Timing". Professionally these are not regarded as enhancements, but as last resort options for those who can't play in time or in tune; and in any event they are antithetical to human expression.

Wave form editor behaves exactly like ProTools: expanding/contracting/editing regions, dragging regions. Notice that there is no crossfade function.

I edit together two improbably bits of voice as a test. Works fine.

I am able to orient myself to the interface with quick trial and error clicking on controls, everything is familiar or very similar what I already know.

C. After working through tasks 4-7
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Seems good now. I've already come up against some limitations of the software, which suggests to me that it would not take much time to know the interface very well.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
Good for instructional media, as well as multimedia presentations.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
Not

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Still under time pressure but this task has been a confidence boost.

Deselect unwanted tracks, choose a track for export. Merge edits. Have problems with finding export function. Try different option under Edit, where I think it should be (this is where similar functions live on Word, xls, and Adobe apps). Finally find export under Share menu... I think that is stupid. I don't want to share. I want to reformat. Perhaps I'll want to "sell" it later. But I don't want to "share"...
Seems that some compressed formats will not export to my desktop. I have to try several settings to find one that works. I have no idea why some won't export, but I don't have the patience or the need to figure it out now. Just as long as one option works I am successful.

D. After completing tasks 8-12
How likely is it that you will become good at this particular task?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 8
Briefly explain your rating:
I can export an audio files that can be emailed or burned to disc. This is important. It would be nice to know why I can't export some formats, but I'll figure it out when I have more time.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful    1     2     3     4     5     6     7     8     9     10     Almost Certain
Type your number here: 9
Briefly explain your rating:
Working with audio again is satisfying, though technology always has the potential to ruin your day. Although I know that Garage Band is non-professional gear the interface functions very much the same way as pro gear, so it is very usable for me.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated    1     2     3     4     5     6     7     8     9     10     Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Done with the task.

To what extent are you feeling irritated doing this particular task?
Not Irritated    1     2     3     4     5     6     7     8     9     10     Extremely Irritated
Type your number here: 1
Briefly explain your rating:
It's OK. I have been successful, and was unexpectedly surprised by how familiar the interface was.
03.1.4  Garage Band SCUD Coded for Expressions of Perceived Constraints

Relevant phrases are highlighted in yellow; ratings for each phrase are given in the right margin. A ruler indicating ¼ page segments has been inserted in the left margin.

01 101018 InWorld Attire

01.1  InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

   01.1.1  InWorld Attire SCUD Coded for Acts of Self-Efficacy
   01.1.2  InWorld Attire SCUD Coded for Failed Intentions
   01.1.3  InWorld Attire SCUD Coded for Expressions of Humor & Play
   01.1.4  InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2  InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1  Pose Stand : Spontaneously Constructed User Discourse (SCUD)

   02.1.1  Pose Stand SCUD Coded for Acts of Self-Efficacy
   02.1.2  Pose Stand SCUD Coded for Failed Intentions
   02.1.3  Pose Stand SCUD Coded for Expressions of Humor & Play
   02.1.4  Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2  Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1  Garage Band : Spontaneously Constructed User Discourse (SCUD)

   03.1.1  Garage Band SCUD Coded for Acts of Self-Efficacy
   03.1.2  Garage Band SCUD Coded for Failed Intentions
   03.1.3  Garage Band SCUD Coded for Expressions of Humor & Play
   03.1.4  Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2  Garage Band - Rating Data : Tables and Chart
Garage Band

A. Before you begin the tasks

How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 6
Briefly explain your rating:
Not sure if past experience will translate; I'm always wary - in using technology success is not a function of one's knowledge of the topic, it is a function of being able to use the interface. Often the interface impedes task completion not because the task is complex but because the interface does not function or is unusable.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 7
Briefly explain your rating:
Being able to work with media, even using non-professional applications, provides a general foundation many professional activities. Just not certain if I will be able to learn this piece of technology.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Not frustrated, just in a rush.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Also thinking about other things I need to do today.

Open Garage Band. I have never used this software before. I have used Digital Performer and Pro Tools which are professional applications, but I don't know if any of that experience will be useful with a non-professional app. Experiencing apprehension.

I am pleasantly surprised to find that the interface is either familiar or learnable. Tracks are in an upper window. It is very easy to add tracks and select audio input (deselect MIDI instruments). Icons for the individual tracks are not obvious, but mouse over confirms that I understand what each does.

Wave form editing window is located in a lower frame. The recording/playback controls are located in the middle - these are modeled after analog tape machines. This is an
industry standard, even though at this point most people have never used tape; these icons are also used on digital audio players and iTunes.

I note that there is no stop button on the interface (usually a square). However, the space bar toggles between play and stop - this is standard for computer audio gear.

Some icons the same as the iTunes interface, which is familiar to me. So I feel pretty comfortable with the interface after having looked everything over.

B. After working through tasks 1-3

How likely is it that you will become good at this particular task?

Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain

Type your number here:  9

Briefly explain your rating:

Feel confident about how to use the interface, though still not sure if it will do what it is supposed to do.

How likely is it that the skills you are learning in this task will be useful in your career?

Doubtful  1  2  3  4  5  6  7  8  9  10  Almost Certain

Type your number here:  10

Briefly explain your rating:

Surprised that my prior background is useful here. A professional level Pro Tools rig costs tens of thousands of dollars - so it is not likely something that I will have at my personal disposal. However, it now seems that I can make good use of Garage Band or similar hobbyist applications for various presentation or instructional needs.

To what extent are you feeling frustrated doing this particular task?

Not Frustrated  1  2  3  4  5  6  7  8  9  10  Extremely Frustrated

Type your number here:  1

Briefly explain your rating:

So far it has been a good day.

To what extent are you feeling irritated doing this particular task?

Not Irritated  1  2  3  4  5  6  7  8  9  10  Extremely Irritated

Type your number here:  1

Briefly explain your rating:

Also encouraged that this aspect of the 667 field project will go smoothly.

Recording and play function exactly as in ProTools and Digital Performer. Audio snippets can be dragged and copied and pasted using common commands and the mouse.

Perform several test recordings comparing mono/stereo and the built in limiting software and input gain.
Note with amusement that pitch and rhythm quantization are the most prominent features in the wave form editor - and that they are labelled "Enhance Tuning" and "Enhance Timing". Professionally these are not regarded as enhancements, but as last resort options for those who can't play in time or in tune; and in any event they are antithetical to human expression.

Wave form editor behaves exactly like ProTools: expanding/contracting/editing regions, dragging regions. Notice that there is no crossfade function.

I edit together two improbably bits of voice as a test. Works fine.

I am able to orient myself to the interface with quick trial and error clicking on controls, everything is familiar or very similar what I already know.

C. After working through tasks 4-7
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Seems good now. I've already come up against some limitations of the software, which suggests to me that it would not take much time to know the interface very well.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
Good for instructional media, as well as multi media presentations.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 1
Briefly explain your rating:
Not

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 2
Briefly explain your rating:
Still under time pressure but this task has been a confidence boost.

Deselect unwanted tracks, choose a track for export. Merge edits. Have problems with finding export function. Try different option under Edit, where I think it should be (this is where similar functions live on Word, xls, and Adobe apps). Finally find export under Share menu... I think that is stupid. I don't want to share. I want to reformat. Perhaps I'll want to "sell" it later. But I don't want to "share"...
Seems that some compressed formats will not export to my desktop. I have to try several settings to find one that works. I have no idea why some won't export, but I don't have the patience or the need to figure it out now. Just as long as one option works I am successful.

D. After completing tasks 8-12
How likely is it that you will become good at this particular task?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 8
Briefly explain your rating:
I can export an audio files that can be emailed or burned to disc. This is important. It would be nice to know why I can't export some formats, but I'll figure it out when I have more time.

How likely is it that the skills you are learning in this task will be useful in your career?
Doubtful 1 2 3 4 5 6 7 8 9 10 Almost Certain
Type your number here: 9
Briefly explain your rating:
Working with audio again is satisfying, though technology always has the potential to ruin your day. Although I know that Garage Band is non-professional gear the interface functions very much the same way as pro gear, so it is very usable for me.

To what extent are you feeling frustrated doing this particular task?
Not Frustrated 1 2 3 4 5 6 7 8 9 10 Extremely Frustrated
Type your number here: 2
Briefly explain your rating:
Done with the task.

To what extent are you feeling irritated doing this particular task?
Not Irritated 1 2 3 4 5 6 7 8 9 10 Extremely Irritated
Type your number here: 1
Briefly explain your rating:
It's OK. I have been successful, and was unexpectedly surprised by how familiar the interface was.
03.2 Garage Band - Rating Data : Tables and Chart

Tables show the step by step combining of four threads into a single event sequence and the resulting chart.

01 101018 InWorld Attire

01.1 InWorld Attire : Spontaneously Constructed User Discourse (SCUD)

01.1.1 InWorld Attire SCUD Coded for Acts of Self-Efficacy
01.1.2 InWorld Attire SCUD Coded for Failed Intentions
01.1.3 InWorld Attire SCUD Coded for Expressions of Humor & Play
01.1.4 InWorld Attire SCUD Coded for Expressions of Perceived Constraints

01.2 InWorld Attire Rating Data : Tables and Chart

02 101030 Pose Stand

02.1 Pose Stand : Spontaneously Constructed User Discourse (SCUD)

02.1.1 Pose Stand SCUD Coded for Acts of Self-Efficacy
02.1.2 Pose Stand SCUD Coded for Failed Intentions
02.1.3 Pose Stand SCUD Coded for Expressions of Humor & Play
02.1.4 Pose Stand SCUD Coded for Expressions of Perceived Constraints

02.2 Pose Stand Rating Data : Tables and Chart

03 101107 Garage Band

03.1 Garage Band : Spontaneously Constructed User Discourse (SCUD)

03.1.1 Garage Band SCUD Coded for Acts of Self-Efficacy
03.1.2 Garage Band SCUD Coded for Failed Intentions
03.1.3 Garage Band SCUD Coded for Expressions of Humor & Play
03.1.4 Garage Band SCUD Coded for Expressions of Perceived Constraints

03.2 Garage Band - Rating Data : Tables and Chart
<p>| ASE | Open Garage Band | add tracks | 1 | 1 |
| ASE | select audio input | 1 | 1 |
| ASE | mouse over confirms | 1 | |
| ASE | Wave form editing window | | |
| ASE | recording/playback controls | | |
| ASE | note that there is no stop button | 1 | |
| ASE | space bar toggles between play and stop | 1 | |
| ASE | looked everything over | 2 | |
| ASE | I can make good use | | 3 |
| ASE | Recording and play function | | 1 |
| ASE | dragged and copied and pasted | | 2 |
| ASE | Perform several test recordings | | 3 |
| ASE | that pitch and rhythm quantization | | |
| ASE | Wave form editor behaves | | |
| ASE | edit together | | 2 |
| ASE | orient myself to the interface | | |
| ASE | clicking on controls | | 2 |
| ASE | everything is familiar or very similar | | |
| ASE | Deselect unwanted tracks | | 2 |
| ASE | choose a track for export | | 2 |
| ASE | Merge edits | | |
| ASE | find export under Share menu | | 2 |
| ASE | try several settings | | |
| ASE | as long as one option works I am successful | | 3 |
| ASE | I'll figure it out when I have more time | | 2 |
| FI | not sure if it will do what it is supposed to do | | 1 |
| FI | Have problems with finding export function | | |
| FI | some compressed formats will not export to my desktop | | 2 |
| FI | I have no idea why some won't export | | 1 |
| EHP | So far it has been a good day | | 1 |
| EHP | last resort options for those who can't play in time or in tune | | 1 |
| EHP | Not | | 1 |
| EHP | I think that is stupid | | 2 |
| EHP | I don't want to share | | 2 |
| EHP | Perhaps I'll want to &quot;sell&quot; it later. But I don't want to &quot;share&quot;... | | 3 |
| EHP | always has the potential to ruin your day | | 1 |
| EPC | Not sure if past experience will translate | | 1 |
| EPC | interface impedes task completion not because the task is complex but because the interface does not function or is unusable | | 1 |
| EPC | not certain if I will be able to learn this piece of technology | | 1 |
| EPC | in a rush | | |
| EPC | thinking about other things I need to do today | | 1 |
| EPC | have never used this software | | 1 |
| EPC | don't know if any of that experience will be useful | | 1 |
| EPC | no stop button on the interface | | 1 |
| EPC | still not sure if it will do what it is supposed to do | | |
| EPC | pitch and rhythm quantization are the most prominent features in the wave form editor | | 2 |
| EPC | no crossfade function | | 2 |
| EPC | come up against some limitations of the software | | |
| EPC | under time pressure | | 1 |
| EPC | problems with finding export function | | 2 |
| EPC | some compressed formats will not export | | 2 |
| EPC | no idea why some won't export | | 2 |
| EPC | don't have the patience or the need to figure it out now | | 2 |
| EPC | would be nice to know why I can't export some formats | | 2 |
| EPC | technology always has the potential to ruin your day | | 1 |</p>
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101107_Garage Band