**Section 1: Explanation of the control and management of digital systems.**

1. **Analyse** and **determine** an alternative video slot machine prototype that transparently accumulates and displays usage data for educational purposes to illustrate financial waste on slot machine:

|  |  |  |
| --- | --- | --- |
| *Data Collection:* | *Metric recorded:* | *Explanation* |
| Financial | Total money *won or lost* from first play to last play of a single user. | This will indicate to the user their net win or loss.  |
| Total winnings. | Net wins, not including losses. |
| Number of wins. |  |
| Total money won or lost for all time users. |  |
|  |  |
|  |  |
| Time | Lost time  |  |
|  |  |
|  |  |
| Frequency of wins |  |
| Mood change (?) |  |  |
|  |  |
|  |  |  |
|  |  |  |

Data Collection strategies shown in table.

Some ideas have been shown.

User Experience samples below.

Annotate your own illustrations.





*User clicks spin using the mouse.*