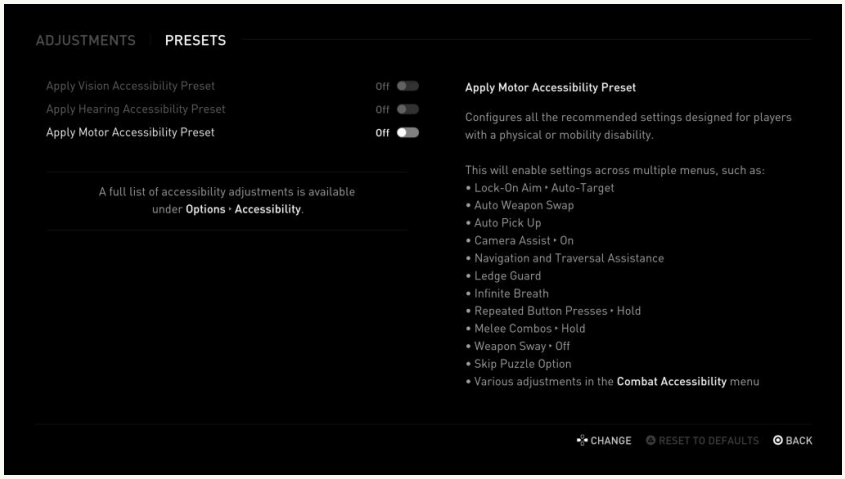
Starting with a preset

Naughty Dog / The Last of Us Part II / original PS4 release, June 2020

THE PLAYER'S QUESTION

Where can I start when I do not yet know which settings work together?



READ THE FRAME

Motor has focus. Its switch still reads Off. The right column names settings that applying it would change.

PS4 capture

SpecialEffect, Motor Accessibility Preset, 21 July 2020.

What the studio wanted

Matthew Gallant wrote that players had to discover which of more than 60 settings were relevant and which worked together. The starting configurations address that search.

What shipped

Vision, Hearing and Motor bundle settings across menus. The Motor set includes camera assist and a hold alternative for repeated presses. An individual value can still be changed afterward.

A competing explanation

A bundle can simply shorten setup. Faster setup alone would not show that the default combination serves a particular person. A poor fit can create extra work to find and undo.

What the evidence warrants

SpecialEffect documents the PS4 menu and individual overrides. The Game Awards named the game its 2020 Innovation in Accessibility winner. The award covers the game as a whole.

TRANSFER TO TRY

Offer a starting combination and a legible path back to each choice. Isaiah can test whether two estate options justify bundling on pages 4 and 5.

Studio account / Accessibility Presets **PS4 menu / SpecialEffect** **2020 award record**

Putting the teams side by side

DICE / Battlefield 2042 / early-access Conquest and Update 3.3, 8 March 2022

THE PLAYER'S QUESTION

How do both teams compare, and where does my own contribution fit?



Conquest Large / 12 Nov 2021

Morgan Park's early-access image, credited to DICE. Squads are listed at left; personal deaths already appear on the right.



Conquest / Update 3.3

EA's release image. US and RU have separate columns. The left panel combines match and personal context for the comparison.

What changed

EA attributed the refresh to community requests. For modes including Conquest, Breakthrough, Rush and Team Deathmatch, 3.3 split player rows by team and added deaths to that scoreboard.

What stayed available

The left Match Overview retained objective progress, ticket counters and match information alongside the player's kills, assists, deaths and ping. In 3.3, the end-of-round refresh was still planned.

Competing interpretation and cost

A personal summary might satisfy someone tracking only their squad. Team rows answer a wider comparison but require scanning a much denser display.

Outcome and remaining gap

The dated captures establish two layouts. They cannot reconstruct every immediately pre-3.3 mode or establish that every player read the revision faster.

Before / Morgan Park, PC Gamer

After / EA notes, Scoreboard

Choose a comparison

Isaiah's Part 1 route / record your prediction before opening either version

START HERE

Try one pair at a time. Choose the order before looking inside.

Use the run card to write what you expect, what you actually do and how it feels. If seeing the first version gives away the answer in the second, mark that memory explicitly.

PAIR 01 / ESTATE OPTIONS

Preset first or individual choices first?

Both start on Options with the same two paper values. Try a combination, change one preference, then restore the starting pair.

A Guided start / p. 4

B Individual rows / p. 5

PAIR 02 / ARENA HUD

Always visible or one step to inspect?

Name whose turn it is, whether the roll has resolved and where you can find Hem's exact HP. Start on a board page. Open the detail only after choosing Inspect Hem.

B Inspect first / p. 6

A Always visible / p. 8

Paper controls

Follow the page links or turn to the printed page. Click the estate value circles in a fillable reader, or mark them in pencil and erase to restore. The paper choices affect only this copy.

Blank case card / p. 10 Solo run card / p. 11 Decision and handoff / p. 12

Open the full research prompt Open the public visual gallery

A / Start with a preset

One pair of local preferences / the shared starting row is Options

SAME TASK ON BOTH VERSIONS

Try Reduced motion and Training hints On. Keep Reduced motion, turn hints Off, then restore both original values.

ESTATE / PAPER START

Options

Start focused here. Point to this row to enter.

Initial values Cinematic / training hints Off



01 OPTIONS OPENS GUIDED START

Guided start

Preset contents	**Camera travel: Reduced motion / Training hints: On**
Inspect settings	Go to the individual rows with their current values.
Apply preset	Mark Reduced motion and On in the two rows below.
Back	Return to the estate Options row.

02 INSPECT SETTINGS / INDIVIDUAL ROWS

Camera travel	◉ **Cinematic**	○ **Reduced motion**
Training hints	◉ **Off**	○ **On**

Back from these rows goes to Guided start. A second Back returns to the estate.

Change only Training hints back to Off. To undo the remaining change, select Cinematic. Compare the final pair to the printed starting values.

Record where you expected to find the override and which step actually restored your values.

Solo run card / p. 11 **Trial index / p. 3**

B / Open individual choices

One pair of local preferences / the shared starting row is Options

SAME TASK ON BOTH VERSIONS

Try Reduced motion and Training hints On. Keep Reduced motion, turn hints Off, then restore both original values.

ESTATE / PAPER START

Options

Start focused here. Point to this row to enter.

Initial values Cinematic / training hints Off



01 OPTIONS OPENS INDIVIDUAL SETTINGS

Individual settings

Use the same two choices to build the combination.

Camera travel	Select the travel value in its row.
Training hints	Select On or Off in its row.
Back	Return to the estate Options row.

02 CHANGE ONE THING / INDIVIDUAL ROWS

Camera travel	◉ **Cinematic**	○ **Reduced motion**
Training hints	◉ **Off**	○ **On**

Back from these rows returns directly to the estate Options row.

Change only Training hints back to Off. To undo the remaining change, select Cinematic. Compare the final pair to the printed starting values.

Record where you expected to find the override and which step actually restored your values.

Solo run card / p. 11 **Trial index / p. 3**

B / Use an inspection step

One public statistic in a fixed opponent-turn frame / same board crop and status labels

BEFORE INPUT

Say who acts, whether a roll has resolved and where you expect to find Hem's exact HP. Write your prediction on the run card.

PAPER VIEW / CLASSIC / TURN 1

Opponent's turn

Awaiting the roll



SELECTED REMNANT

Hem

Inspect Hem

BOARD / SPECTATOR VIEW

PENDING / OPPONENT ROLLING

Source for the board image: Snake Eyes R32, 2 November 2026. The surrounding interface is a paper proposal. Only the essential controls for this comparison appear.

Take one action

Find Hem's public health. If you choose Inspect Hem, open page 7, read the detail and follow the link back to this board. With a printed copy, turn to the marked page and back.

After returning, name the turn owner and roll state again. Record your first action, any detour, what you gained or lost, and whether you already knew the value from the other version.

Solo run card / p. 11 Trial index / p. 3

Inspect Hem

Open only after choosing Inspect Hem / return to the version you came from

DETAIL OPEN / THE TURN REMAINS IN VIEW

CLASSIC / TURN 1

Opponent's turn

Awaiting the roll

DICE STATUS / OPPONENT ROLLING

SELECTED REMNANT / PUBLIC VITALS

Hem

35 / 35

CURRENT HP / MAXIMUM HP

You retrieved the value for this captured recipient view. The inspection step changes only what is shown. It does not issue a match command or reveal a new roll.

CLOSE THE DETAIL / RETURN TO YOUR STARTING BOARD

Back to board B / page 6

Back to board A / page 8

On the board, recheck who acts and whether the roll has resolved. A memory of the number can shorten the second pass. Write that down.

A / Keep Hem's HP visible

One public statistic in a fixed opponent-turn frame / same board crop and status labels

BEFORE INPUT

Say who acts, whether a roll has resolved and where you expect to find Hem's exact HP. Write your prediction on the run card.

PAPER VIEW / CLASSIC / TURN 1

Opponent's turn

Awaiting the roll



SELECTED REMNANT

Hem HP 35 / 35

Inspect Hem

BOARD / SPECTATOR VIEW

PENDING / OPPONENT ROLLING

Source for the board image: Snake Eyes R32, 2 November 2026. The surrounding interface is a paper proposal. Only the essential controls for this comparison appear.

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Solo run card / p. 11 Trial index / p. 3

Declining the full scoreboard

A case card for separating an admired screen from a player need

REFERENCE AND DATED CHANGE

Battlefield 2042's 3.3 scoreboard gives a large match two team lists. Consider bringing the entire treatment into Snake Eyes.

The original question

In Conquest, how do the two teams compare while the player still sees tickets, objectives and personal results? The March 2022 patch and its screenshot support that use.

Our different question

In the 1v1 arena, who owns the turn, is a roll pending, and where can I recover one public creature statistic? Two participant columns alone cannot answer that.

A tempting transfer

Copy the team rosters and multiple statistical columns to communicate competitive depth. Each side has multiple creatures, so a visual parallel is easy to imagine.

What would compete

A permanent full table competes with the board, turn owner, pending roll and selected creature. A long roster can add another place to search for a fact already in context.

Research recommendation

Retain the full scoreboard as a reference. Try carrying forward the smaller principle of keeping match context in view while inspecting a public value.

What could reverse it

If repeated within-roster comparisons cause multiple trips and the board context is still recoverable, try a small comparison panel. Revisit a full table only if that fails the same need.

Isaiah records the actual disposition after the two paper boards. The roster/comparison hypothesis and any future implementation remain separate.

My decision / p. 12 EA / Scoreboard change

My studio case card

One mechanism per card / a precise citation makes a reference reusable

Game, studio, version and date

Source URL and feature, frame or timestamp

What was the player's original question?

What problem did the studio report? Attribute the explanation.

What actually shipped, and what visible evidence supports that claim?

A credible competing explanation

A cost or unresolved before-state

What transfers to Snake Eyes, and where does the comparison break?

What could make me change that judgment?

Disposition and handoff / p. 12

My solo run card

Use one copy per pair / write each prediction before seeing the next state

Build or dated frame, camera and input

Task and starting screen

Which one presentation variable changes? What public state stays fixed?

First attempt

Version and order (A or B)

Before input: what do I expect?

My first action and any detour

What I saw happen and the cue I used

How it felt and what I knew from memory

Second attempt

Version and order (A or B)

Before input: what do I expect?

My first action and any detour

What I saw happen and the cue I used

How it felt and what I knew from memory

Paper can establish a prediction and paper navigation. To claim actual focus, controller effort, timing, Back behavior or persistence, attach your observation from that build.

My transfer decision

Keep a recommendation, your decision and any eventual game result separately

ONE DISPOSITION FOR THIS REFERENCE

◯ **Borrow the principle** ◯ **Adapt the mechanism** ◯ **Keep as reference**

Why I chose it; what changed between my two attempts

What I can support from this test, and what is still uncertain

BRIEF TO THE ARCHITECT

Source, date and exact locator

My hypothesis and the simpler alternative

Smallest proposed test and the result that would reverse my recommendation

Settings or public-data owner to verify; protected behavior and fallback

My eventual build result and date (leave open until I observe it)

Part 2: what would I want to learn about another person's experience later?

Epic / Settings owner
Epic / Widget Reflector
Study 03 visual gallery