

| What worked | Why | What to keep |
|---|-----------------------|--------------|
| Memorable | Interactive and funny | |
| Nice interaction with public | Unexpected / laughter | |
| Outfits | Set the mood | |
| Stage was good, audience can also be circled around | Contrasted the space | |
| | | |

| What didn't | Why | How to fix |
|--|----------------------------|--|
| Too much input / instructions | Everyone had access | 1) Less people with access 2) Disable instructions while busy 3) More couples, more buttons, data gets distributed |
| Movement was too fast / chaotic | Music was (still) too fast | Find slower tracks |
| Rework shapes | Not memorable / not clear | Explain how they work |
| Interface could work better / be understood better | Not clear, too small? | |
| Can last longer | Fun | Make playlist with different tempos? |
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