Goal: To see if Wii controller is a good interface for wheelchair basketball player to see their 3D reconstruction and change the view from different camera angle. Plus, get a feedback about changing the camera view angle based on their proximity to the camera clusters.

Pre-question
1. How long have you been using the wheelchair?
2. How long have you been practicing basketball with your wheelchair?
3. Are you familiar with the Wii interface?
4. Are you comfortable using left or right hand?
5. Are you a male or female?

Post-question
1. Compared to the 2D view, such as the regular camera we can normally interact nowadays, how did you feel usefulness about the depth-map or the 3D reconstruction of yourself? Was it easier to practice and analyze your movement?
2. By switching the view from different camera cluster based on your proximity to the camera, how useful was it? Is it better to just change the view based on choice?
3. How did you feel about the using Wii controller to change your view while you are moving in your working space? Was it uncomfortable while you are practicing?
4. How was the change of camera view based on your proximity to the camera cluster? How did you feel about having the view change immediately after you are closer to other camera? Do you think it will be better to change the view with some delay?
5. Was Wii controller easier to use? Is there any button or movement by the Wii controller that might be easier for other users to use to change the camera view?