Active Time

Hiking sweets

Andrej E. UP
Inbar S. BGU
Ilana R. BGU
Klil L. BGU

our motto:

Students spend most of their day in the lecture rooms, sitting on a chair. This routine makes it difficult for them to exercise regularly. It is known that physical activities positively affect our physical and mental health, and therefore also affects the quality of learning and academic success.

We want to design an app, which would help students to use their spare time efficiently doing some sort of physical activity.
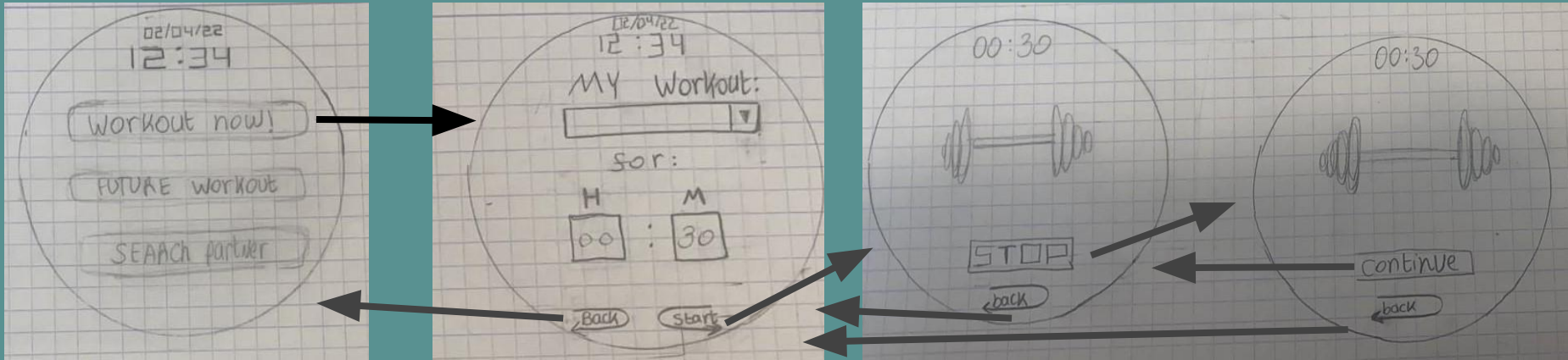
Tasks

SIMPLE
Do activity now

MEDIUM
Create new activity in your calendar.
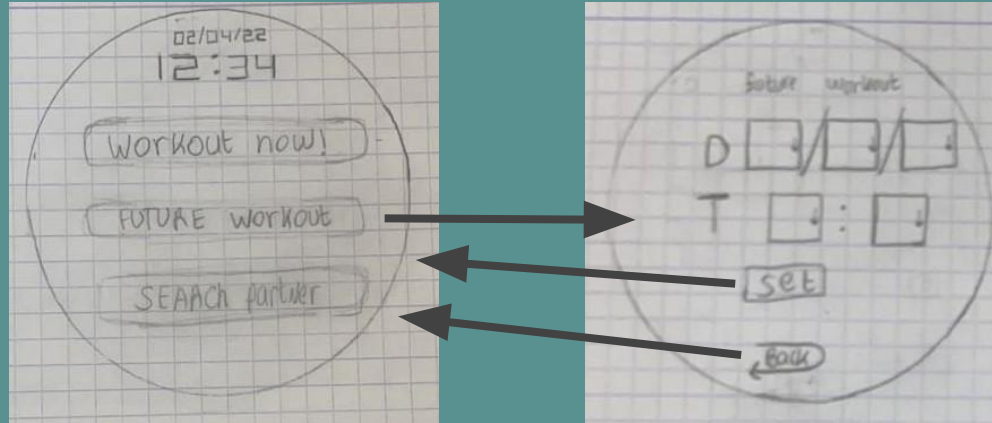
COMPLEX
Invite people to your activity.

Paper prototype
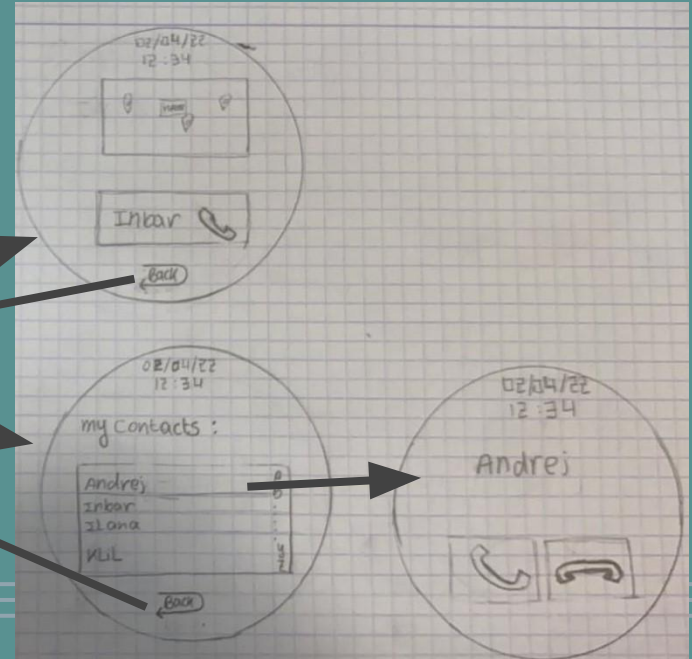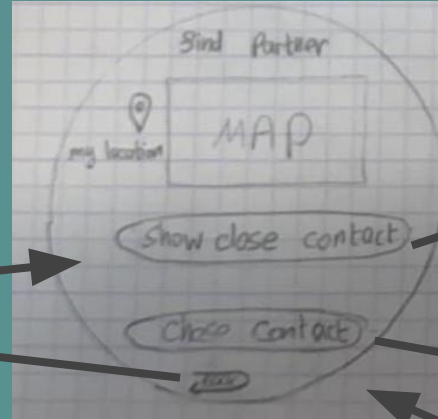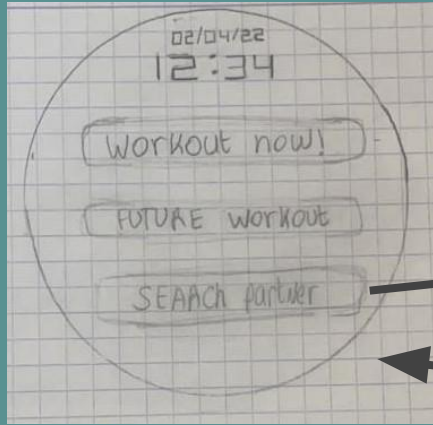
DO ACTIVITY NOW

Paper prototype
Schedule new activity

Paper prototype
Invite people to your activity

Paper prototype testing methodology

● Target group of people: university students (18-30 y.o.).

● A team member explain about the purpose of our app and then about the app it selfs, the menus and features it has.

● A team member present 3 main tasks and their meaning.

● A team member Made notes about the success of the participants. When they finish the task, ask them about their impression and what they think needs to be improved.
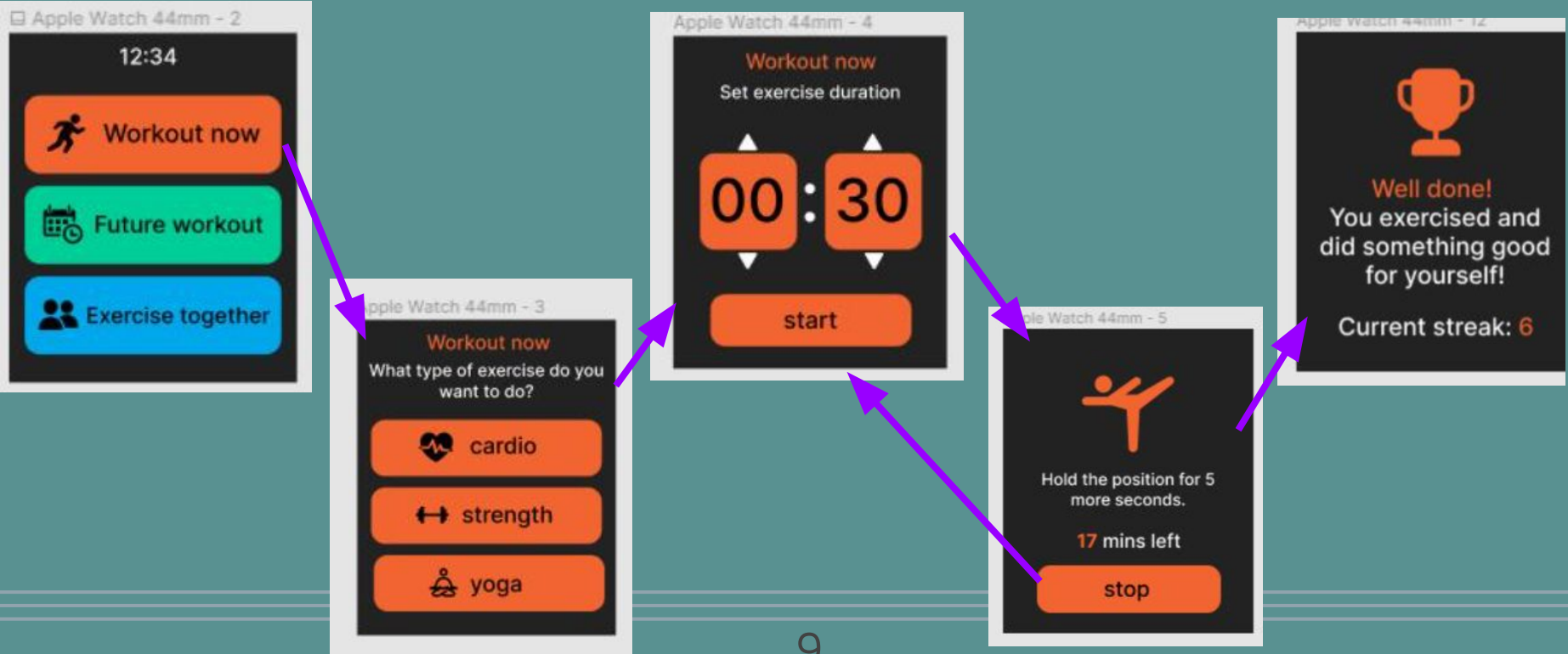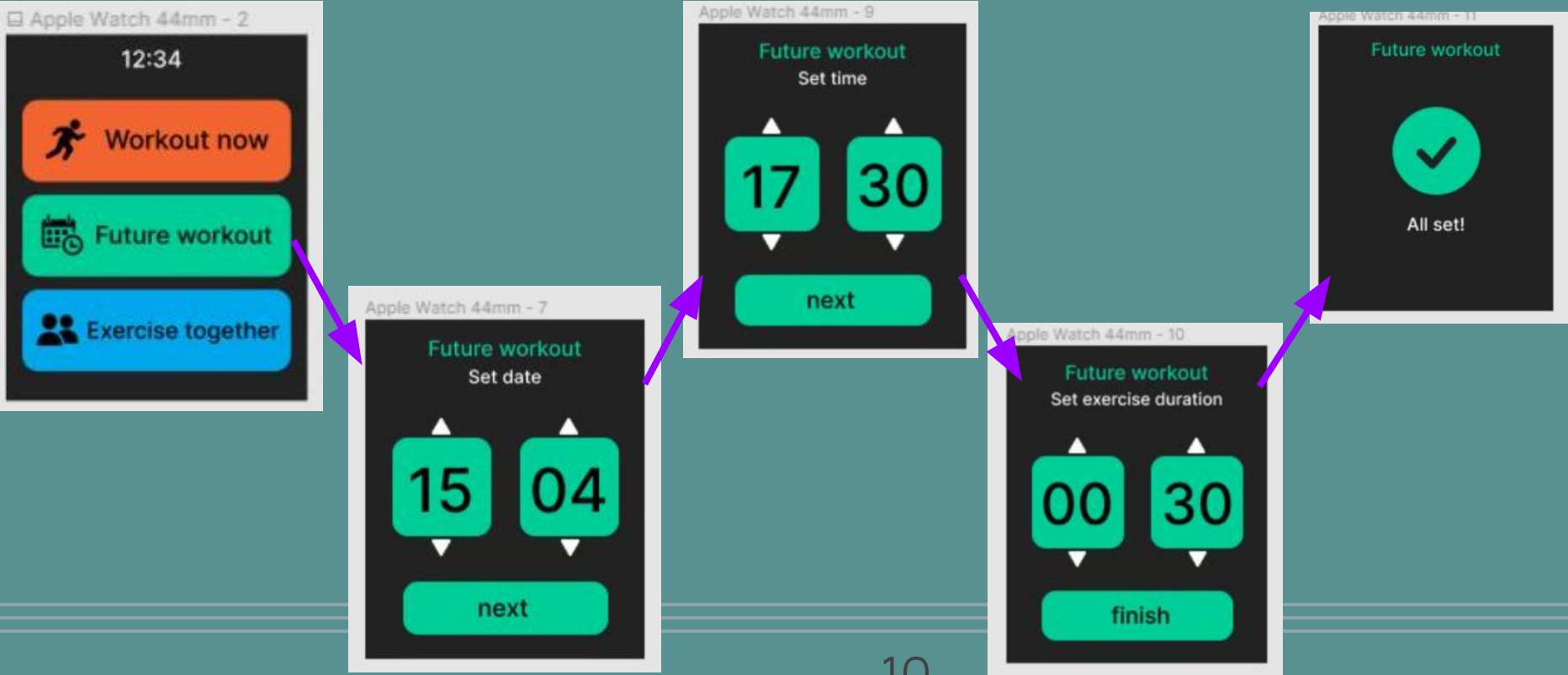
Paper prototype testing – Findings

- generally good design
- buttons too small
- text too small
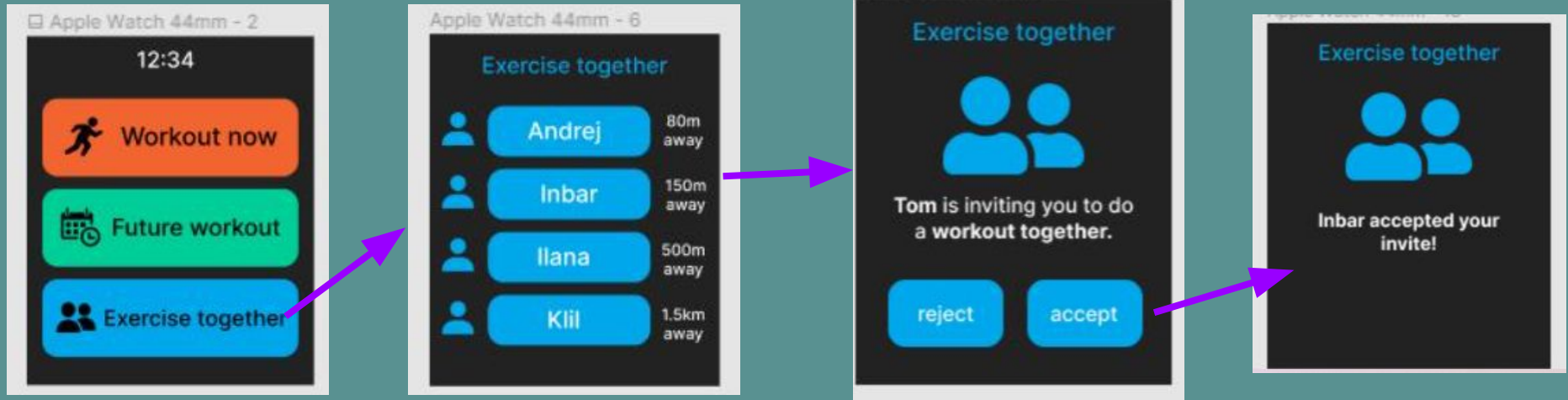- no map - difficult to see on the watch
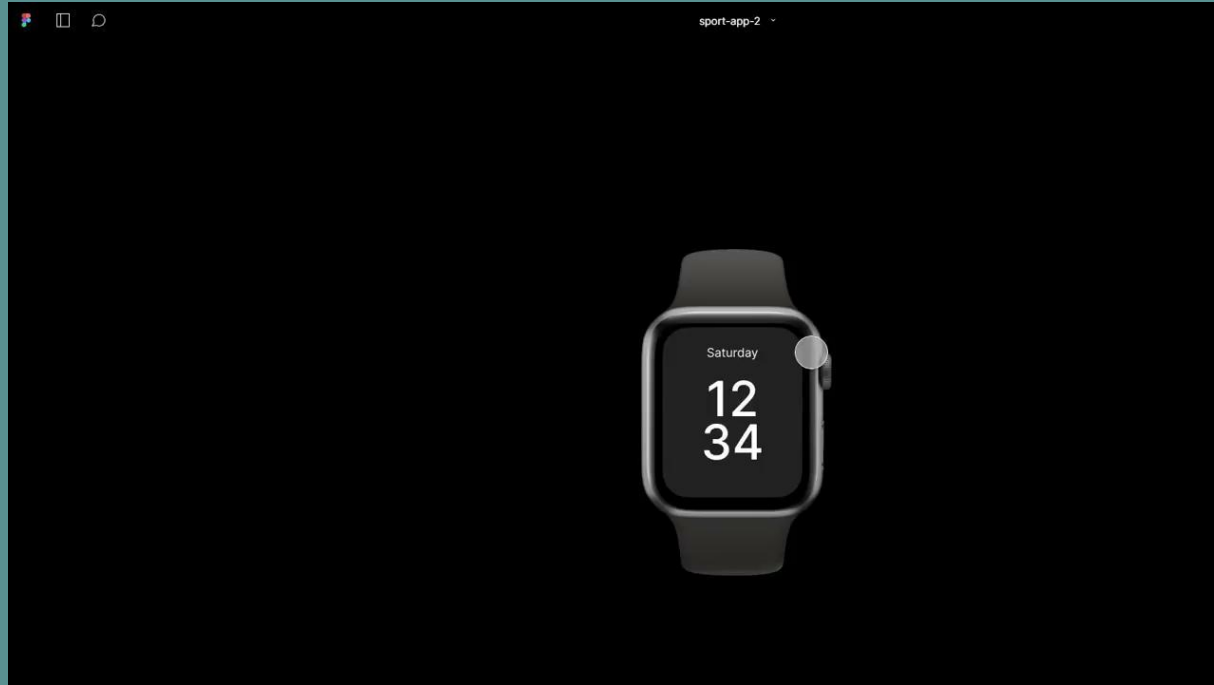
Medium - Fi prototype task flow - workout now

Medium - Fi prototype task flow - future workout

Medium - Fi prototype task flow - Exercise together

Medium - Fi prototype video

Prototype overview

Limitation and Tradeoffs:

- login and register form
- setting
- term of service
- voice instruction was added in the prototype
- the user can't enter text

Reasons for limitations:

- some function are needed
- some function are difficult to do in a smart watch
- voice cannot be "seen" in the prototype

WIZARD OF OZ TECHNIQUES

NONE

Hard-coded features

- time and date always on the top
- activity type are chosen from a given list
- users information

Thank you for listening 🙂