Project 1 - Sport project

The cook & The baker

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Sport watch

Sport watch

Our Motto

Sport is something that almost all of us do, even without noticing that we are doing it. Our app is for people who love sports and want it to be an essential and integral part of their lives. Our motto is to give those people added value and the opportunity to enjoy the activities in the best way. with quality information and the right guidance that will not leave you alone. The app will push you to the best of yourself and make your soul and body feel confident

paper prototype methodology

- Target group of people: people who love sports and want it to be an essential and integral part of their lives at all ages.
- Explain the goal of the App.
- Question the user about his experience.

Tasks

Task 1

Let the user schedule their session

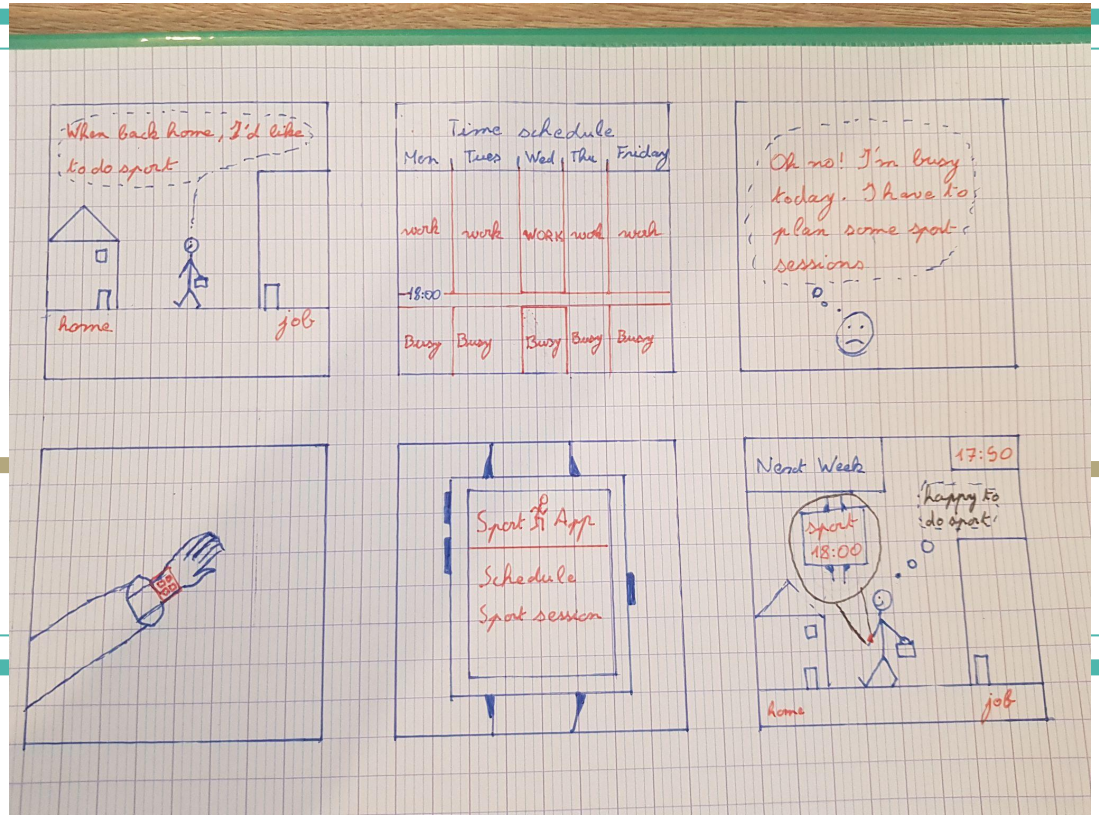
Task 2

Implement a challenge system to make the app more attractive to the user.

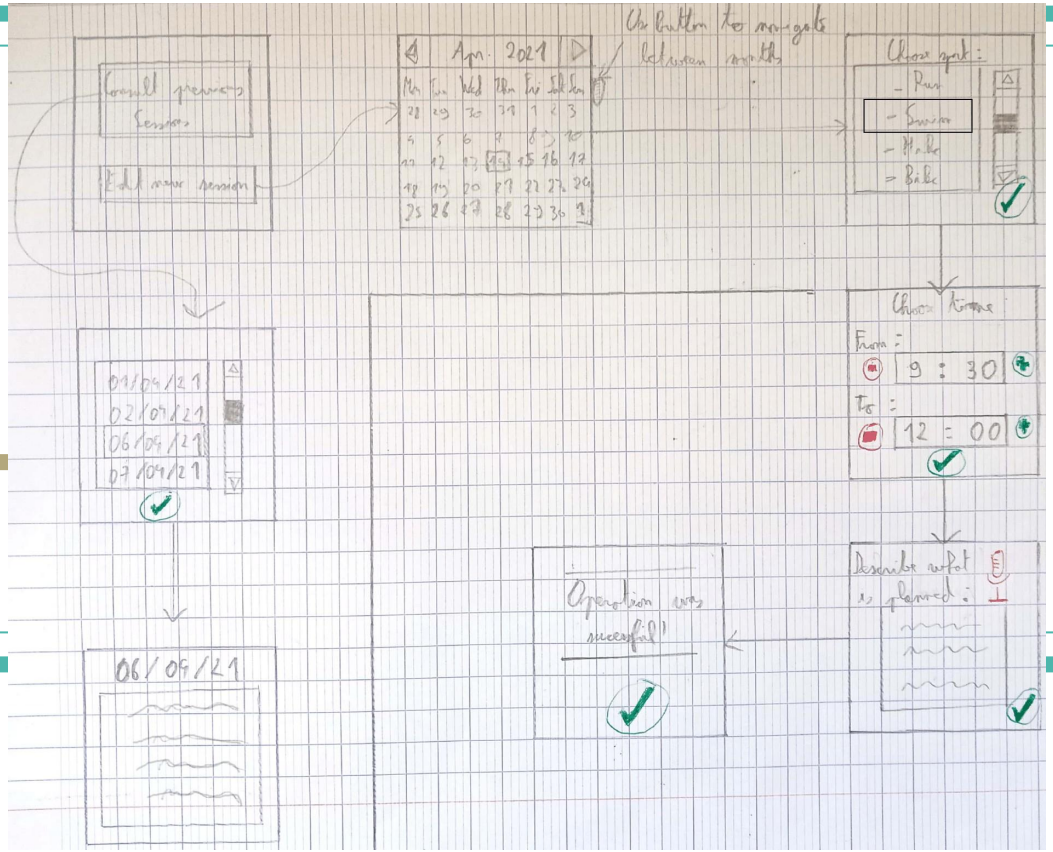
Task 3

Let the user choose itineraries

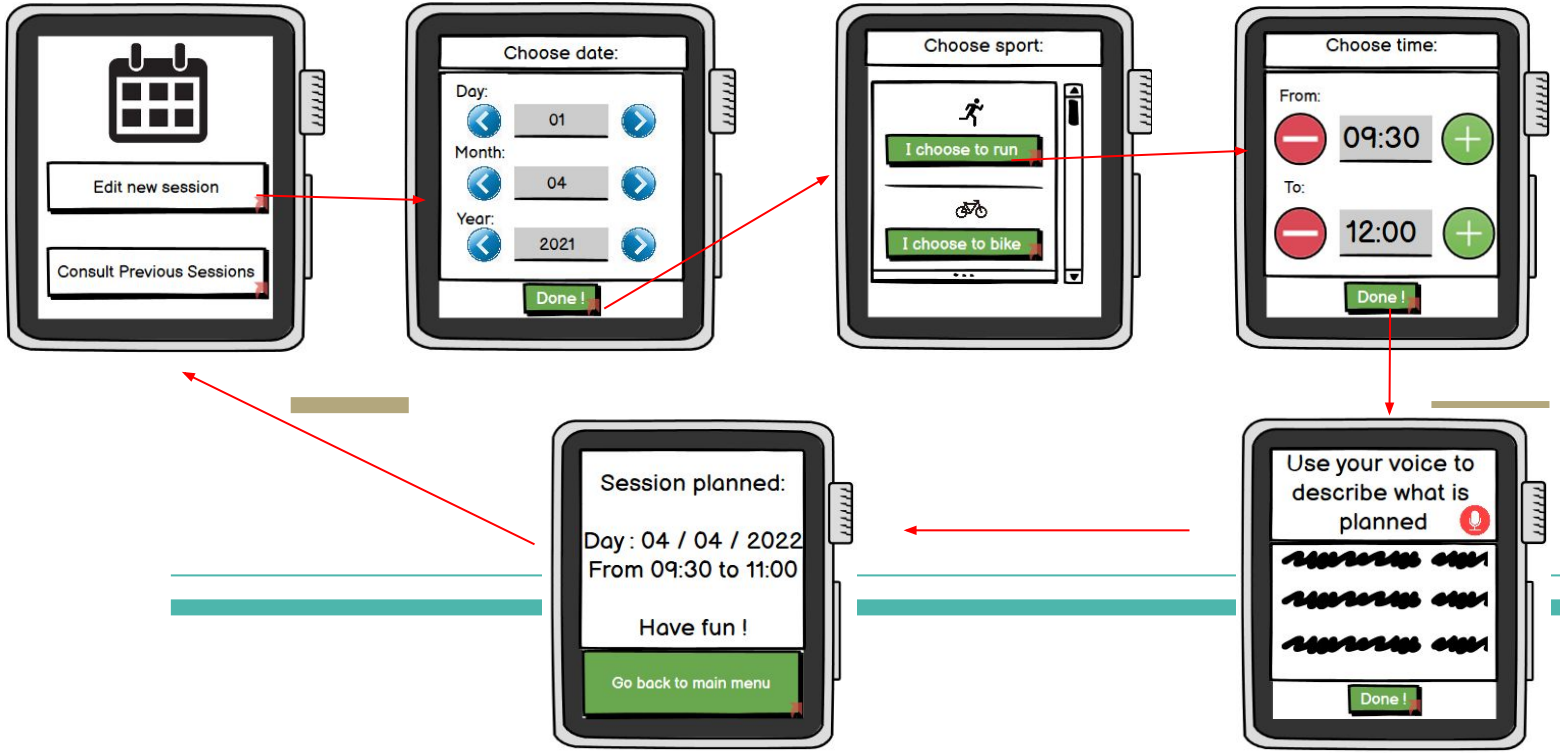
Storyboard- Task 1



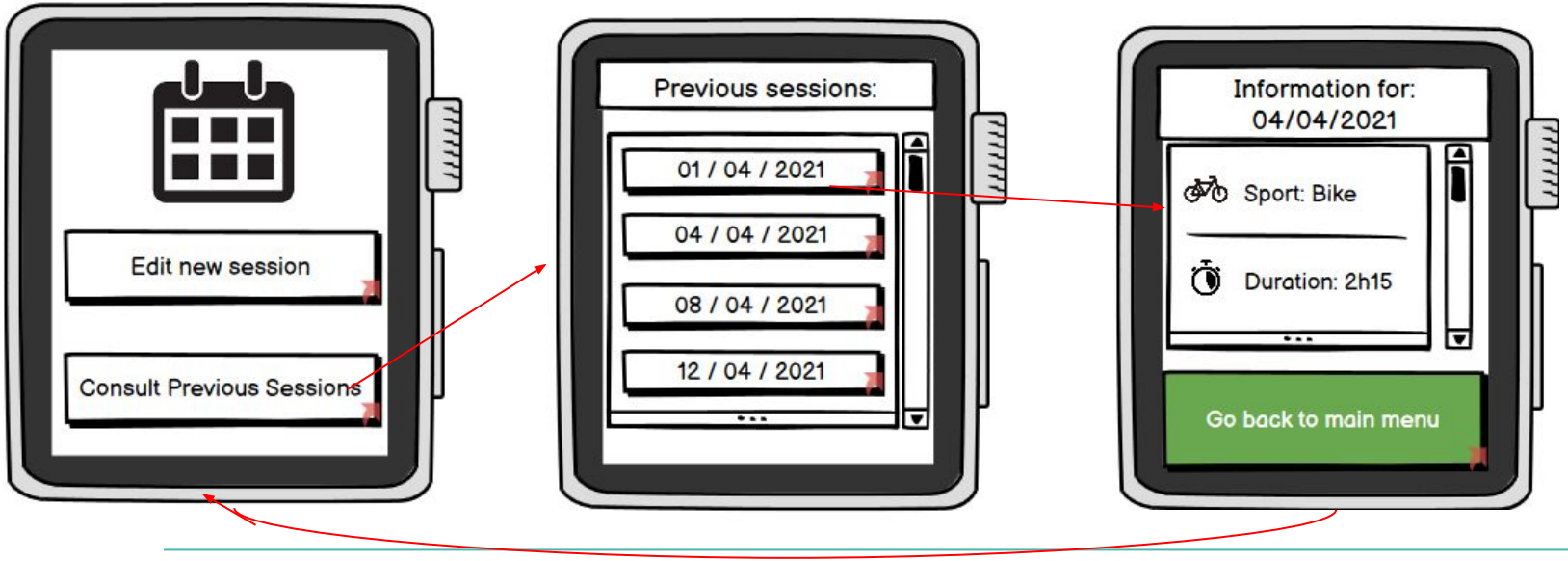
Paper prototype Low-Fi
Task 1



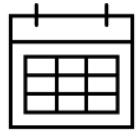
Medium - Fi prototype - Task 1



Medium - Fi prototype (2) - Task 1



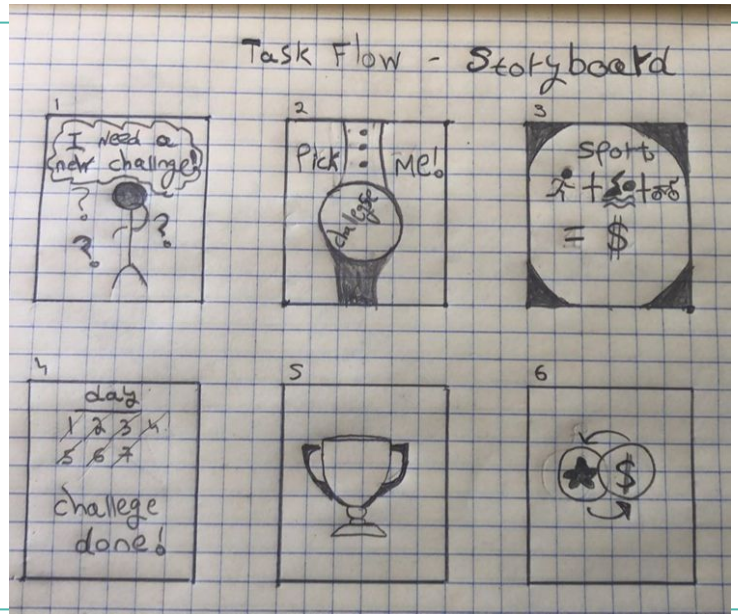
Prototype Overview - Task 1



Tester is anonymous and he is 21 years old. He often uses smartwatch applications

- Titles needed to be bigger so the user knows what he has to do instantly.
- The + and - icons looked more like icons rather than buttons. Indeed they are buttons to change time.
- The calendar in the paper prototype was too small, we had to split the way to choose the date into multiple boxes.
- The validate buttons are more visible on the medium-fi prototype. We use green buttons to differentiate between buttons and text information more easily.

Storyboard- Task 2

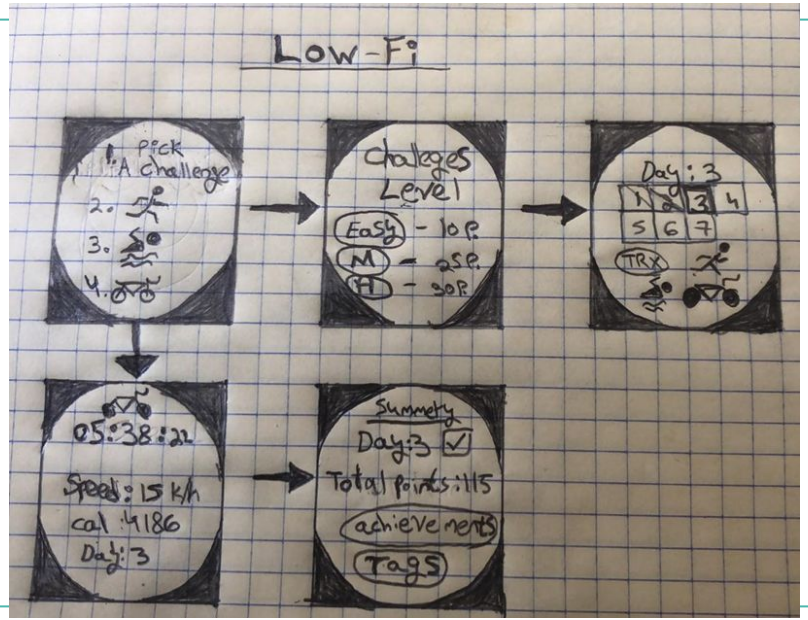


Prototype Overview - Task 2

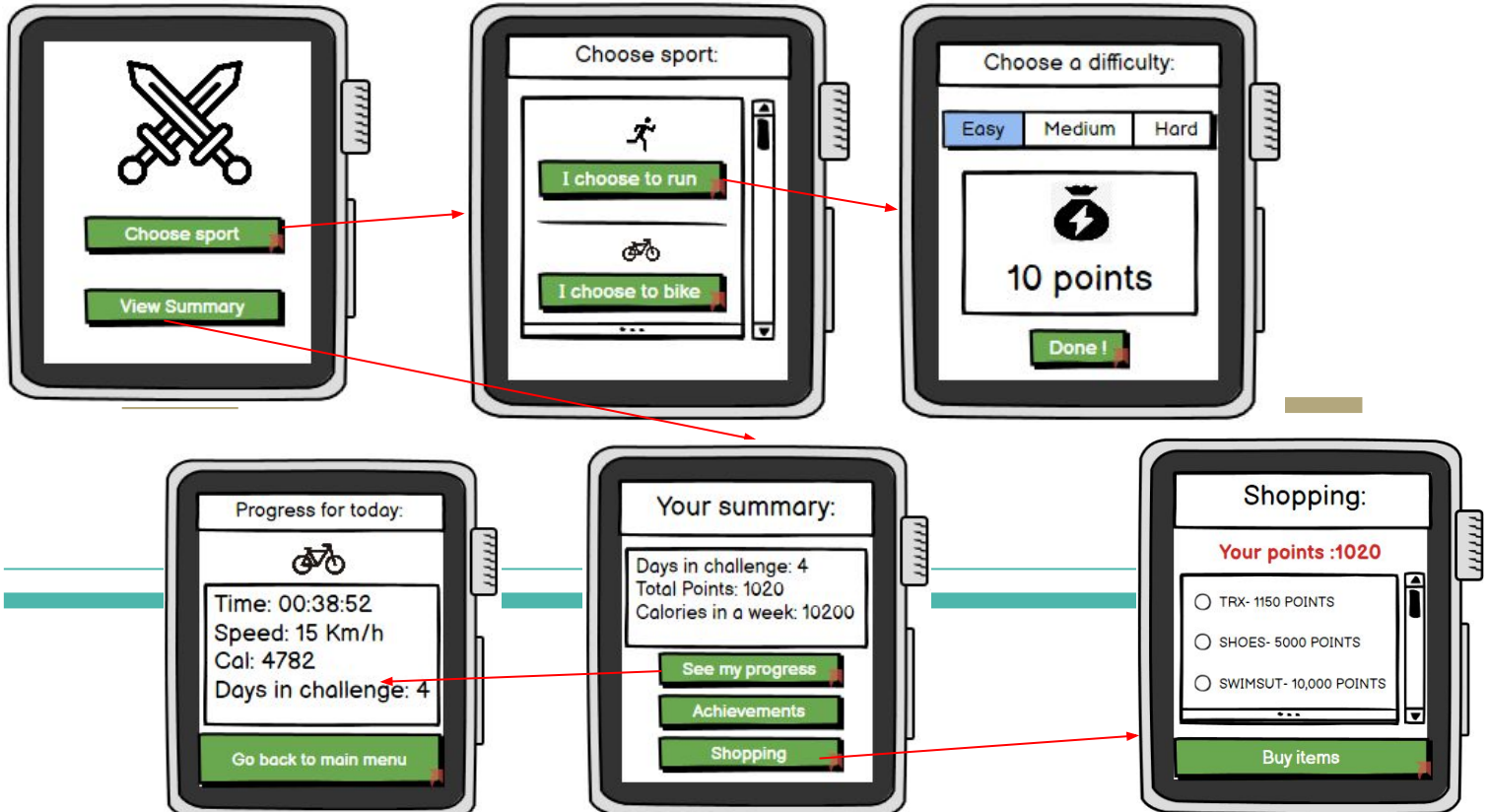
Tester is anonymous and she is 29 years old. He does sports 4 times a week and runs almost every day.

- No ‘Go back’ buttons.
- The font is not big enough - Decrease the font and increase the icons.
- The different colors of the buttons help the user to understand at a first glance the use of the interface.
- Lack of activity time as the total hours during the challenge days.

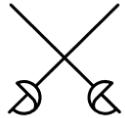
Paper prototype Low-Fi
Task 2



Medium - Fi prototype - Task 2



Prototype Overview - Task 2



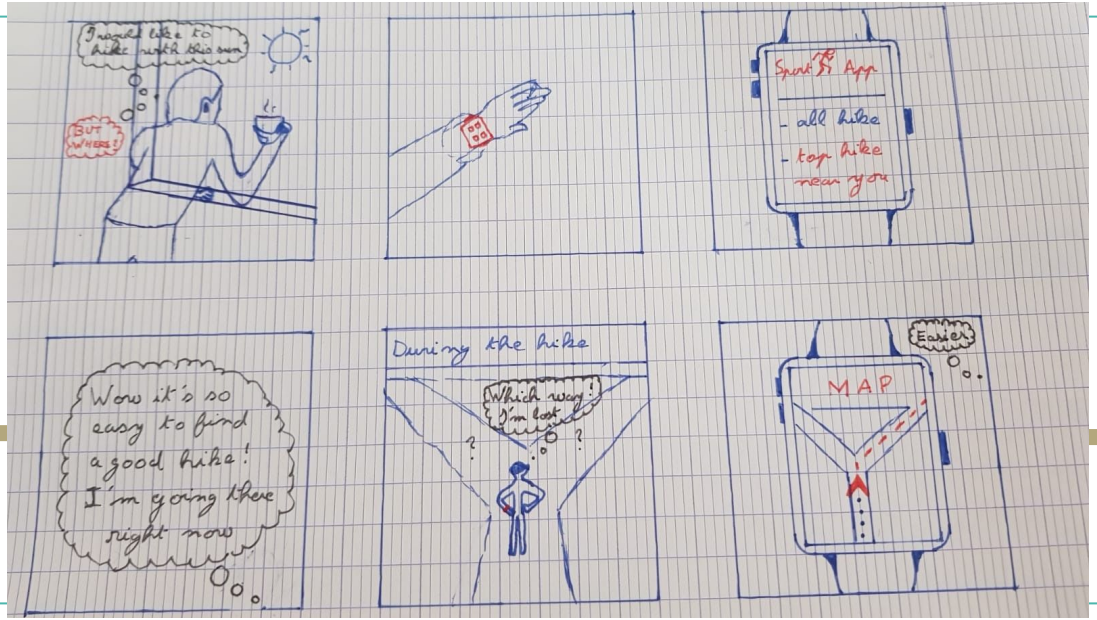
Limitations & Reasons :

1. The user will get point for each activity he will make and he can’t earn more then 500 points a day. The user will receive a reward for using the app and a restriction on benefits that he will have somewhere to aspire to.
2. Option for voice indication - Make it easier for the user to use the app when reading from a small screen.

Tradeoffs :

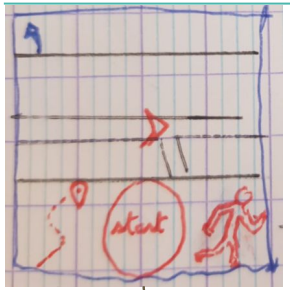
1. The challenges increase motivation and cause anticipation in the user.

Storyboard - Task 3



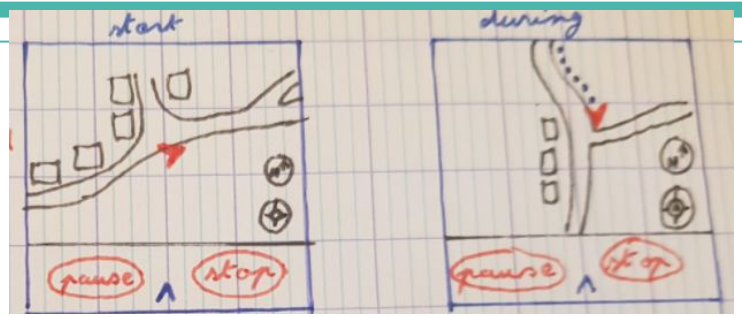
Paper prototype Low-Fi
Task 3 (1)

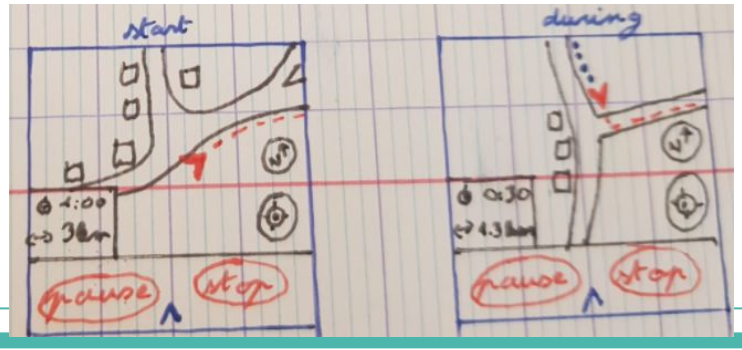
Paper prototype Low-Fi
Task 3 (2)



Without predefined hike

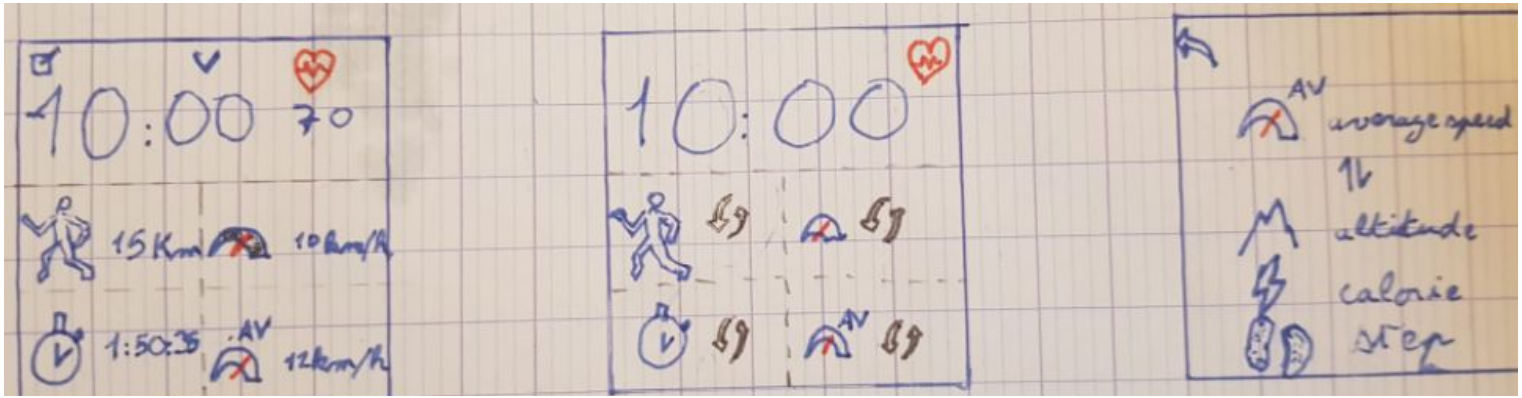
With predefined hike





Paper prototype Low-Fi
Task 3 (3rd part - Subtask: Statistics in real time)

With arrow between “Pause” and “Stop”, we can show or hide “**Statistics in real time**”



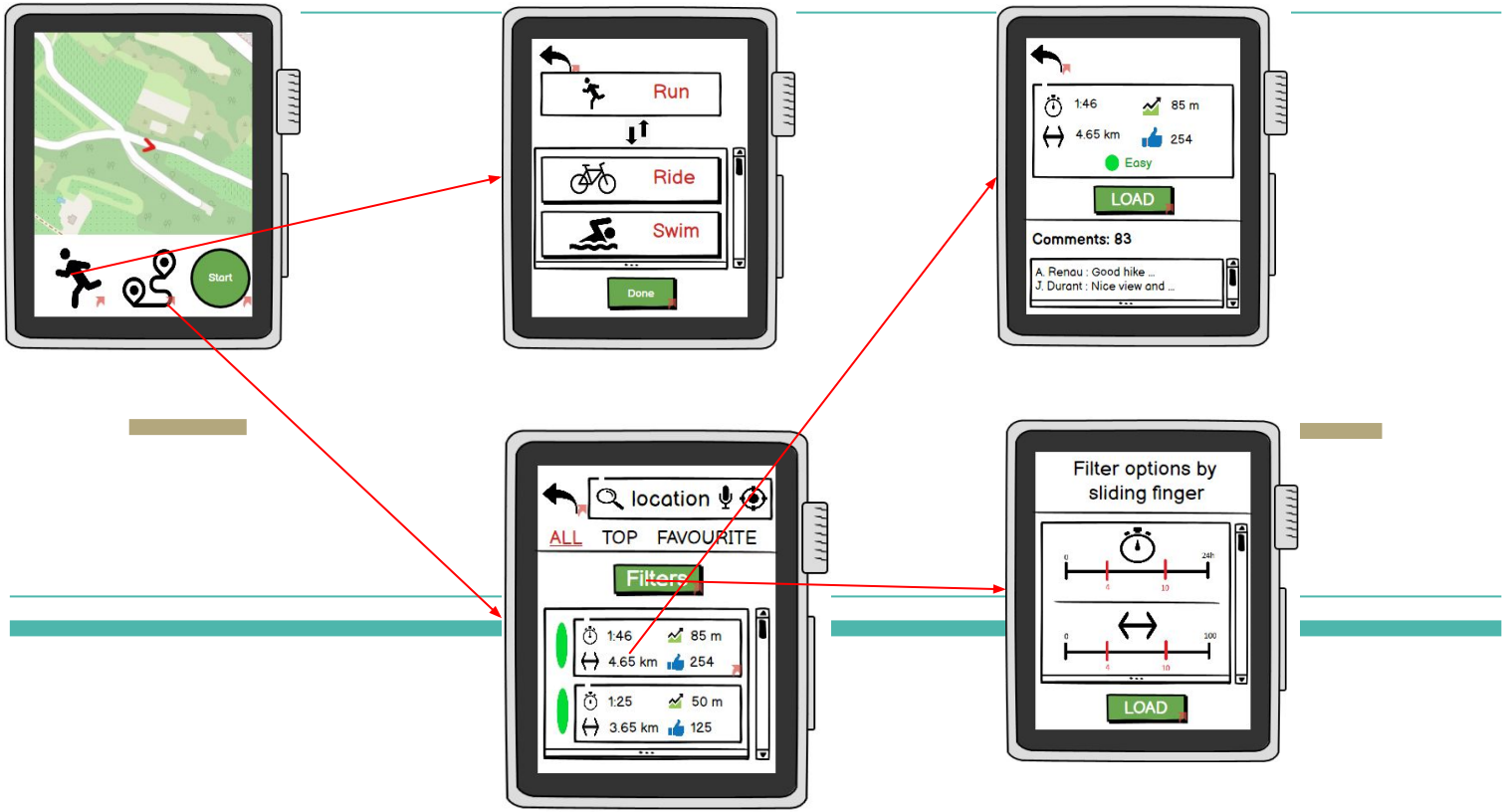
Paper prototype testing - Task 3

Feedback and modification :

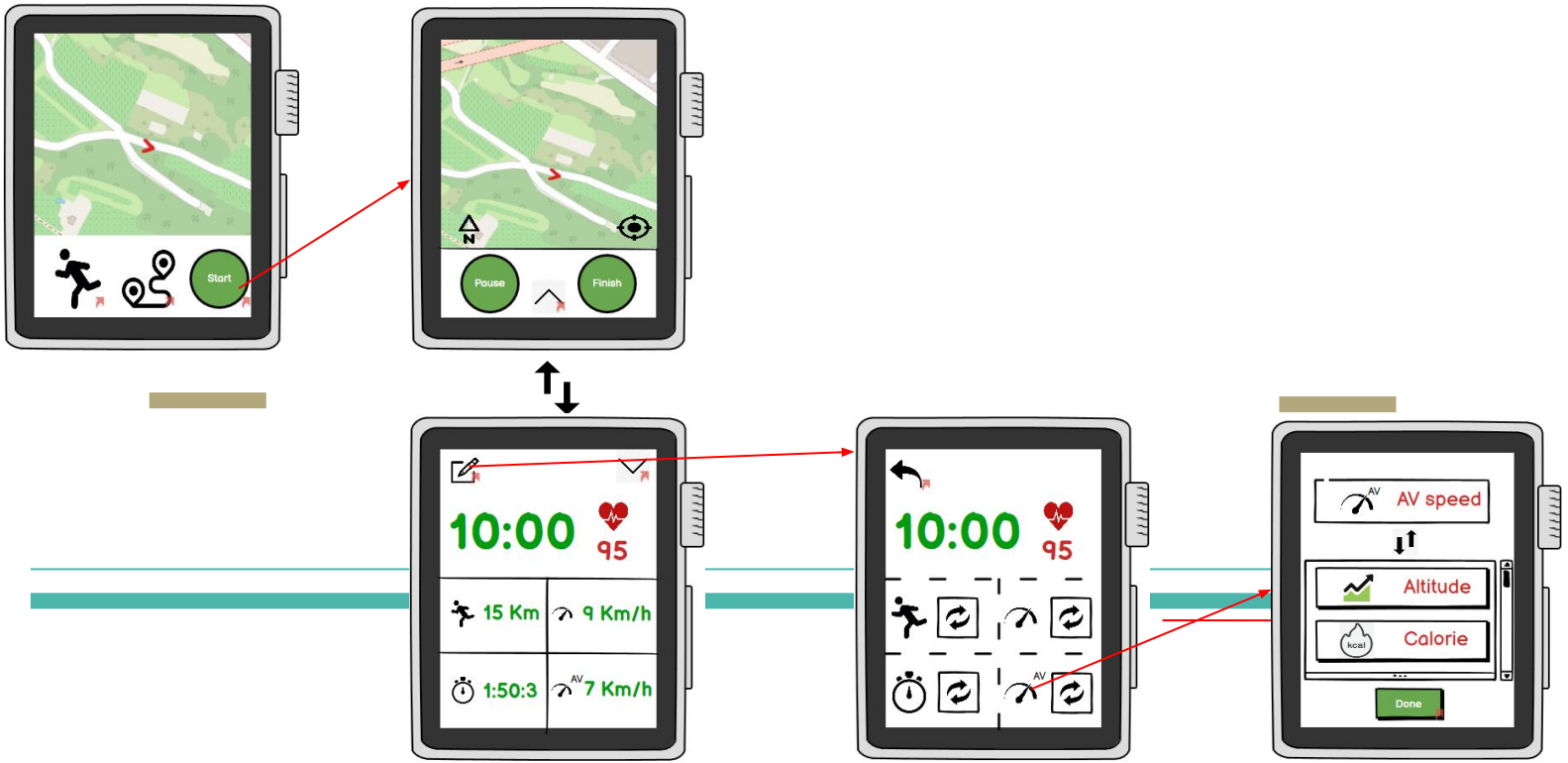
1. Change to .
2. Remove the "friends" tab when choosing the path as it is not very useful and takes up space

3. Change to because the icon was not clear for all.
4. Remove photos when choosing the path because not enough space.
5. On the map, put the location of important building like restaurant / toilet /etc.
6. On map, “pause” and “stop look the same, it could be confusing so I change “stop” to “finish”.
7. Modify the interface some button because some buttons doesn’t look like button.

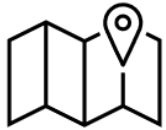
Medium - Fi prototype - Task 3 (Part 1)



Medium - Fi prototype - Task 3 (Part 2)



Prototype Overview - Task 3



Limitations :

1. Cannot have photos and tracks when choosing one. We have some statistics and comments which isn't enough.
2. Little screen so difficulties to show at the same time the map and some informations.

Tradeoffs :

1. Very easy to find a track compared when searching on Internet.

Thank you !
Any questions ?

(Have a look to the video demo: https://youtu.be/aOOWZj3B4QQ)