





Sports - smartwatch app



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Value Prop, Problem and Solution Overview

Problem - Inability of users to remember all of their sport activities, repetitions, sets and weight load.

Value Proposition - Assisting the user to keep track of his or her activities by recording all changes in the activity regime in an intuitive smart watch application.

Tasks

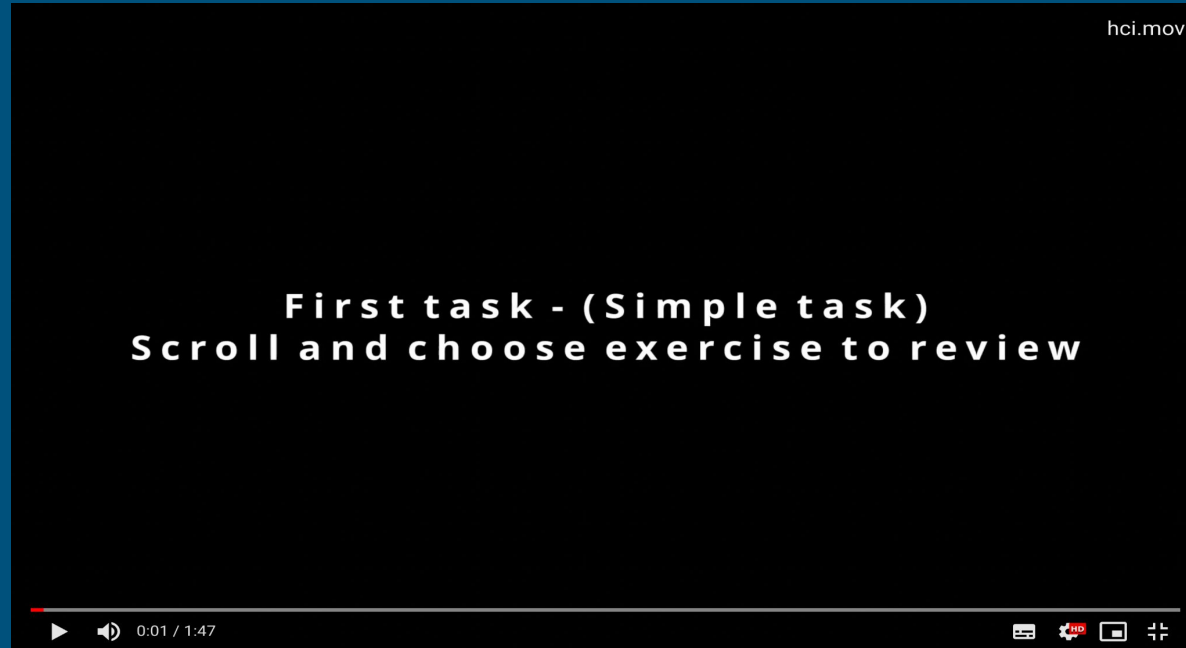
Complex - Update and edit reps, sets and weights for the different exercises

Moderate - Create reports by muscle groups that shows user progress and goal tracking.

Simple - Scroll and choose exercise to review

Paper Prototype

Video:



Paper Prototype Testing

Methodology

Participants - 5 Males all university students.

Environment - the university gym.

Procedure: We asked the participants to complete 3 tasks:

1. To find and view a previous squat exercise registered in the app.
2. Produce a report about core muscle group.
3. Add a new type of exercise to the records of the app.

Paper Prototype Testing

The results of testing were positive.

People engaged with our app and were able to complete all tasks successfully without getting confused or getting stuck for any reason. All participants testified they will be willing to try an app of that sort if it existed.

We got feedback from the participant regarding our design. A couple of buttons require redesign. We will elaborate in the next slides as to the changes we made.

Paper Prototype Testing - Changes

Participant feedback led us to make a few changes in our prototype between the lo-fi to the mid-fi versions.

1. We changed the design of the 'return'/'back' button to be more familiar to user.
2. We added a button to allow the user to get back to the main screen directly from the report screen.

Medium-Fi Prototype Task Flows (All 3 Tasks)

Video:



Prototype overview - Limitations/tradeoffs

In our prototype many limitations exist such as:

- No login/register screen.
- No terms of use.
- No detailed reports with actual statistics.
- No brand(logo)

In a full scale prototype all of the limitations can be easily addressed. We have not implemented any of the limitations as they are to some degree obvious; They do not address the functionality; Hard to implement them in a mid-fi or lo-fi prototypes.

Prototype overview - Wizard of oz

- On user click new window was manually displayed
- We had to manually display pop ups with the option to select multiple choices

Prototype overview - Hard coded features

- Scroll bars and screen taps
- Activities, categories and number selection menus
- All functional buttons