IML4HCI – Demo Feedback Form

Project: __Sports Tutor__   Date: __4/9/18__

What would you say the strengths of the demo are?

Usability, you can have people try it out, get some feedback

What suggestions do you have about how to improve the ML aspects of the project?

make sure you can capture the detail of the motions, do trainers care about individual finger position?

What suggestions do you have about how to improve the user experience of the project?

Consider the equipment necessary, gloves, arm straps, etc. Will there be in the way?

What development/testing do you think the team should prioritize over the next week?

test hand one one gesture, does it do what you expect?

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What would you say the strengths of the demo are?

Use of multiple sensors + DTW seem to be working well

What suggestions do you have about how to improve the ML aspects of the project?

find a better way to attach sensors

What suggestions do you have about how to improve the user experience of the project?

this is a project which a gui to walk the user through training would be super cool.

What development/testing do you think the team should prioritize over the next week?

the throw feedback to the user on a movement.

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What would you say the strengths of the demo are?

The demo distinguishes motions that are match the trained input.

What suggestions do you have about how to improve the ML aspects of the project?

Get regression data from throughout the time warp and visualize the regression throughout the time warp.

What suggestions do you have about how to improve the user experience of the project?

What development/testing do you think the team should prioritize over the next week?

More extensive data analysis