

Running with Friends: Design Review

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Our original designs have been modified to reflect the feedback that we received on Tuesday. We decided that our new three designs are still going to center around the social aspect of running but in order to make them more distinct, we changed them to the following:

1. Social running while running separately: This design incorporates features that allow the user to keep track of their running statistics and compare them with their friends. This would benefit friends that want to share their running experiences but have conflicting schedules.
2. Event-centered running: This design would make it easy for the user to create and coordinate running events that they could invite people to. It would have a scheduling tool that participants can use to find the time that works best for everyone. Running events would show details (time, route, level of difficulty etc.) and provide the group of runners a place to connect before and after a run.
3. Spontaneous runs: This design has features that allow people to post to friends that they are planning to go for a run soon. They can specify a time within the next 24 hours (e.g. ~5pm after work). Users who see the post in the “running soon” section can message them to join them on the run. This is ideal for people who are more spontaneous or have a difficult time planning ahead. It will also utilize an individual’s running statistics to “smart match” the user with a friend who runs at the same level or has similar running routines.

We decided to go with design 3 because it has unique tasks that address the concerns raised in our contextual inquiries, whereas the tasks of design 2 can be managed by using other mediums such as Facebook and design 1 does not effectively eradicate the challenge of scheduling conflicts. Design 3 also provides us with an interesting opportunity to explore personal informatics. Design 3 addresses the scheduling issue with a spontaneous notification and SmartMatch feature.

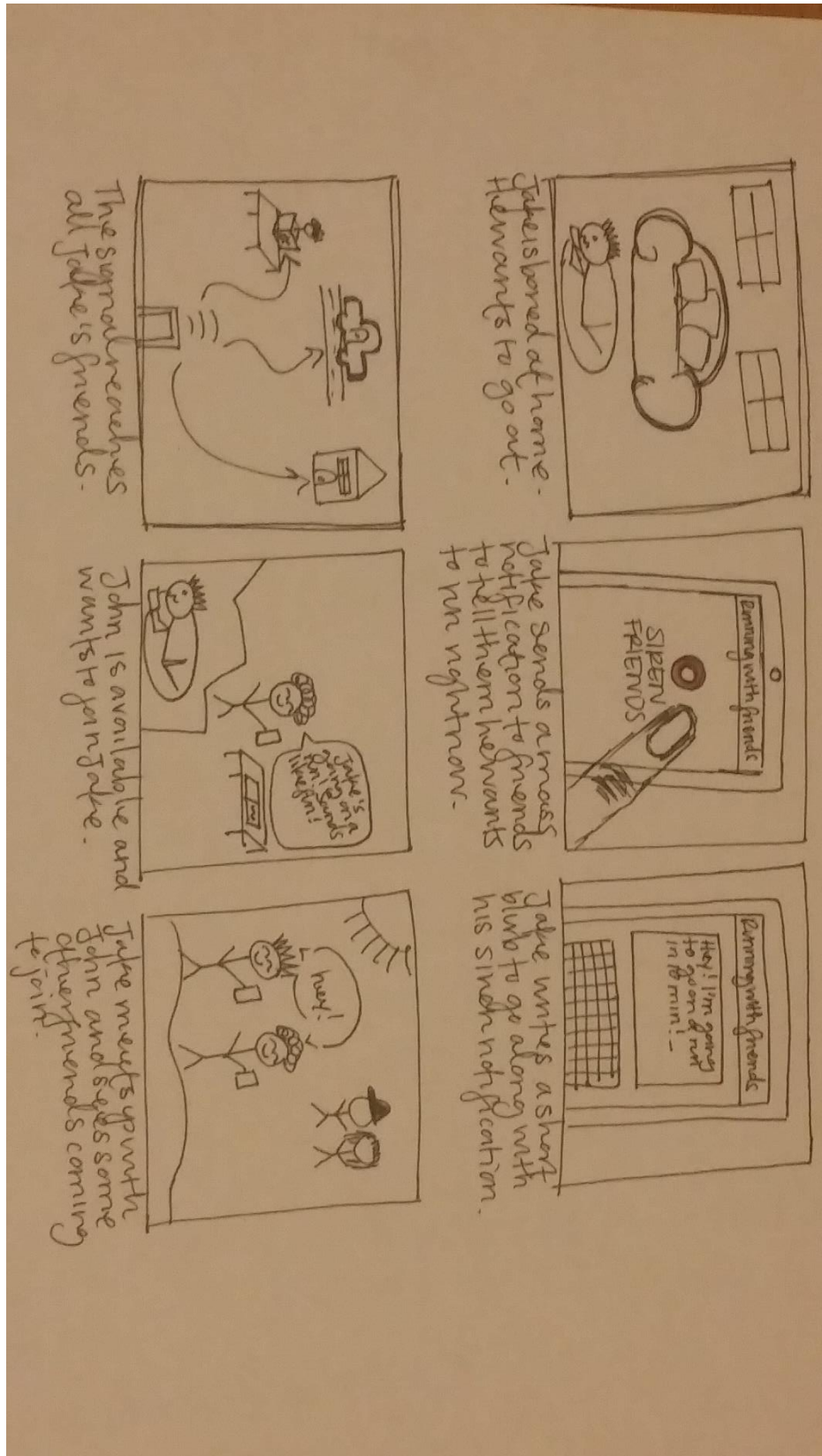
Task 1: Sending notifications

The idea behind this design is that runners can get together quickly without having to plan in advance. This one-click signal sends out a notification to all friends, as an invite to come join. Planning a run in advance has its benefits, but it can be difficult to schedule a run in advance because people may not know what other priorities may come up during the week. With this notification feature, the moment you receive a notification, you can determine whether or not you are available and willing to go on the run, without the overhead of having to plan in advance.

Task 2: SmartMatch

This feature will use the data recorded by the runner to suggest friends to run with, based on level of running, route preferences, history etc. Our CI participants expressed how they felt more motivated when running with others, but one challenge that some faced was finding a friend that ran at a similar level as them. This feature would suggest friends based on real data, help users to find a good match, and furthermore, enhance their running experience.

Storyboard 1: Task 1



Storyboard 2: Task 2

