Week 8 Homework

Idea:

- Enter personal information for match criteria ie interests etc
- Tinder like get matched with people with similar interests
- Create a team/Clan with members, to facilitate fact some people go to multiple gyms
- Workout together with score contributing to team position on leaderboard
- Gamification Boasts Motivation
- Social Aspect Boats Motivation
- Have group chats/forums/discussion boards to maintain r/ships outside of gym

Backing:

- Patel, M., & O'kane, A. A. (2015, April). Contextual influences on the use and non-use of digital technology while exercising at the gym. In *Proceedings of the 33rd annual acm conference on human factors in computing systems* (pp. 2923-2932).
- Wu, Y., Kankanhalli, A., & Huang, K. W. (2015). Gamification in fitness apps: How do leaderboards influence exercise?
- Malinen, S., & Ojala, J. (2011, June). Applying the heuristic evaluation method in the evaluation of social aspects of an exercise community. In *Proceedings of the 2011 Conference on Designing Pleasurable Products and Interfaces* (pp. 1-8).

Simple Mock Up:







