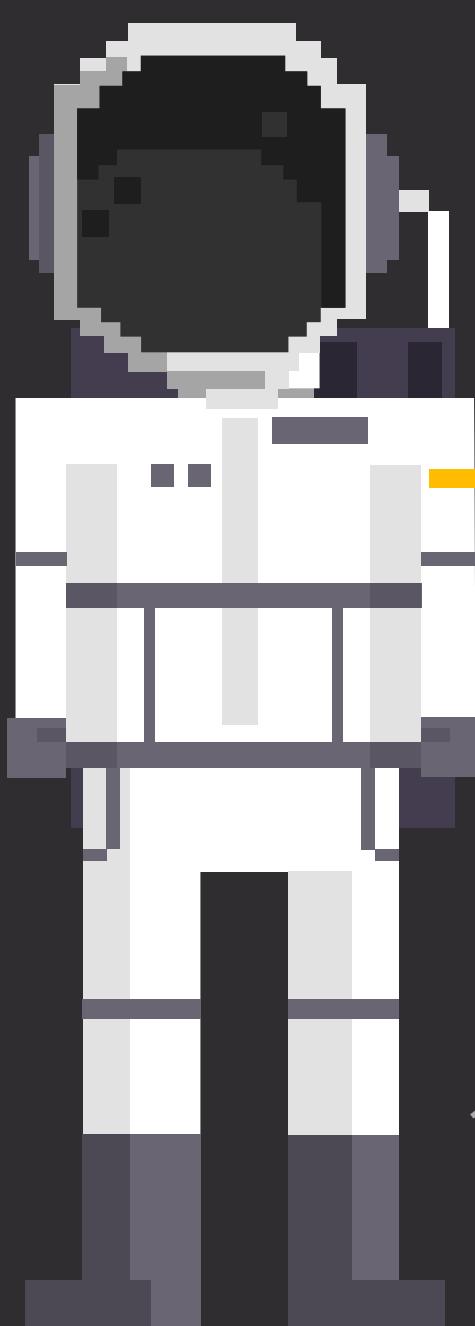


PROBLEM INTRODUCTION



9

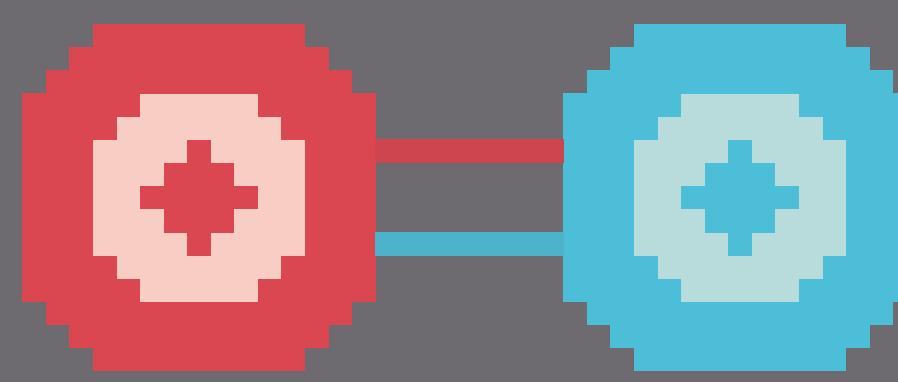
in 10 SUTD students experience
throughout the day

Mental
Fatigue

FEATURES

Rope Pulley:

- Low movement difficulty
- Movement mechanics engages key muscle groups



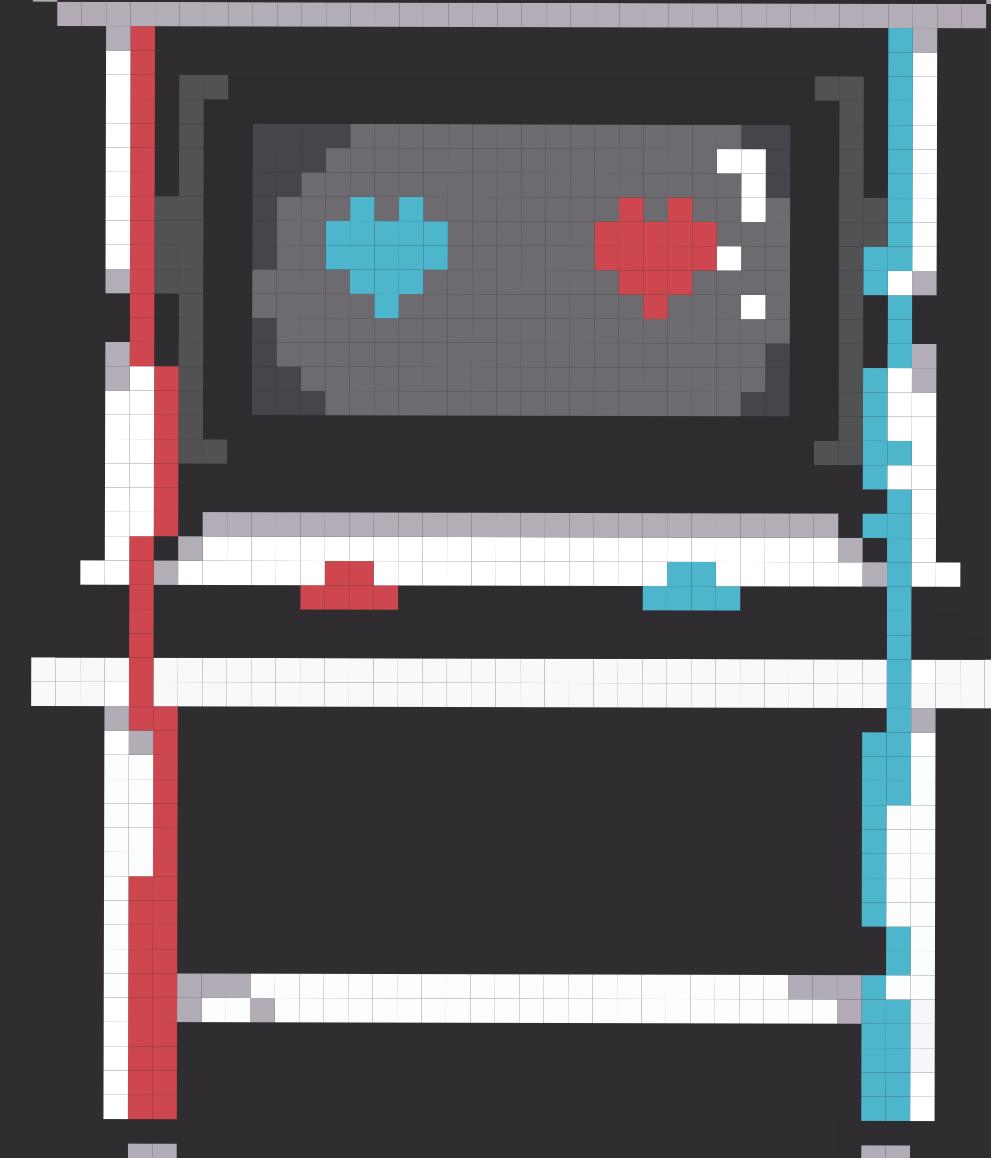
Game choice:

- Classic games have universal nostalgic appeal
- Change in mental pace re-engages the mind

Social element:

- Multiplayer to encourage social interactions
- Playing together builds rapport

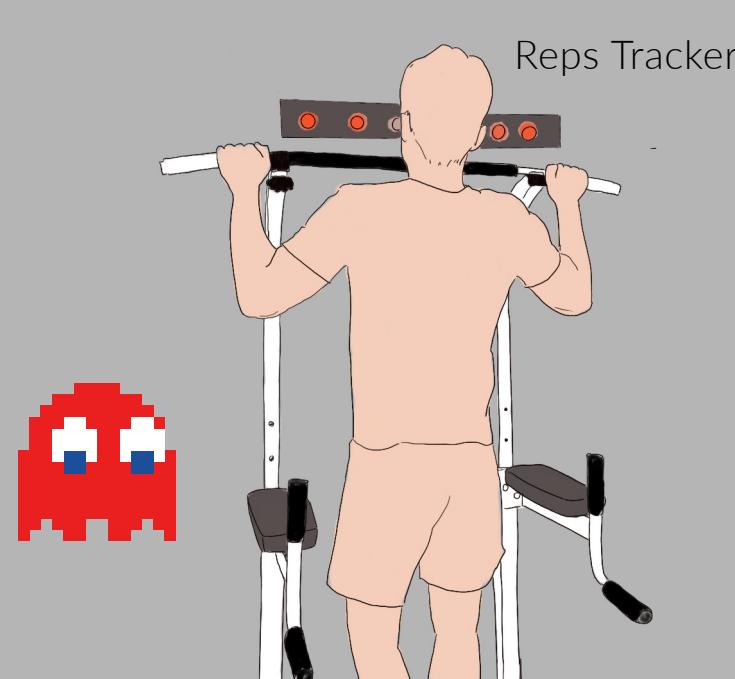
REMATCH!



DESIGN ITERATIONS

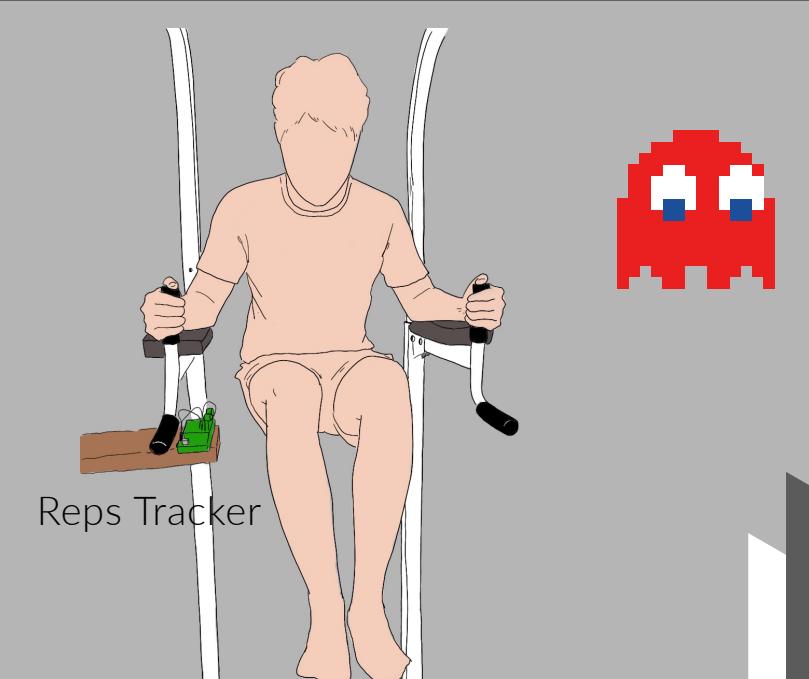
Pull-up tracker

- Convenient
- Have sense of progress
- Narrow demographics
- Intimidating to try



Leg raise tracker

- More diverse users
- Boring over time
- Insufficient to get people to exercise



Weighted Pulley

- Movement is friendly for female demographics
- Intuitive usage
- Still boring to use
- No user retention

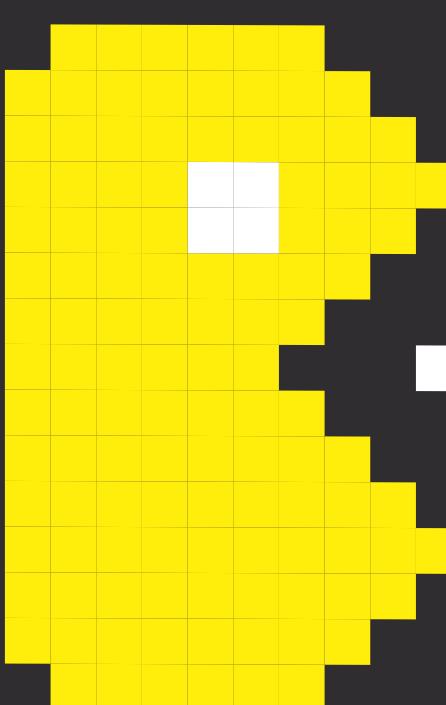


IMPACT

Improve Concentration

78%

felt improvement in concentration after REMATCH



Improve Memory

64%

reported to be able to recall information better after REMATCH

Reduce Mental Flatlining

58%

felt more motivated and productive after REMATCH





AT PLAY 2.0

Rematch!

"Stay Up Till Dawn" is SUTD life in a nutshell. Students actively participate in numerous projects in addition to the rigorous curriculum. Still, they are expected to maintain focus throughout long lessons and project meetings.

We wanted a way to break the monotony, to recharge the mind and regain focus between lessons. Our idea is an adaptation of a typical gym equipment, mapping its physical movements to popular games. Sharing a laugh with your friends as you play the game; doing some exercise to get the blood flowing are some of the best ways to get you through the tough days. Refresh. Refocus. Recharge. REMATCH.