

Monster fitness

Domain: Digital Entertainment Experience and Engagement

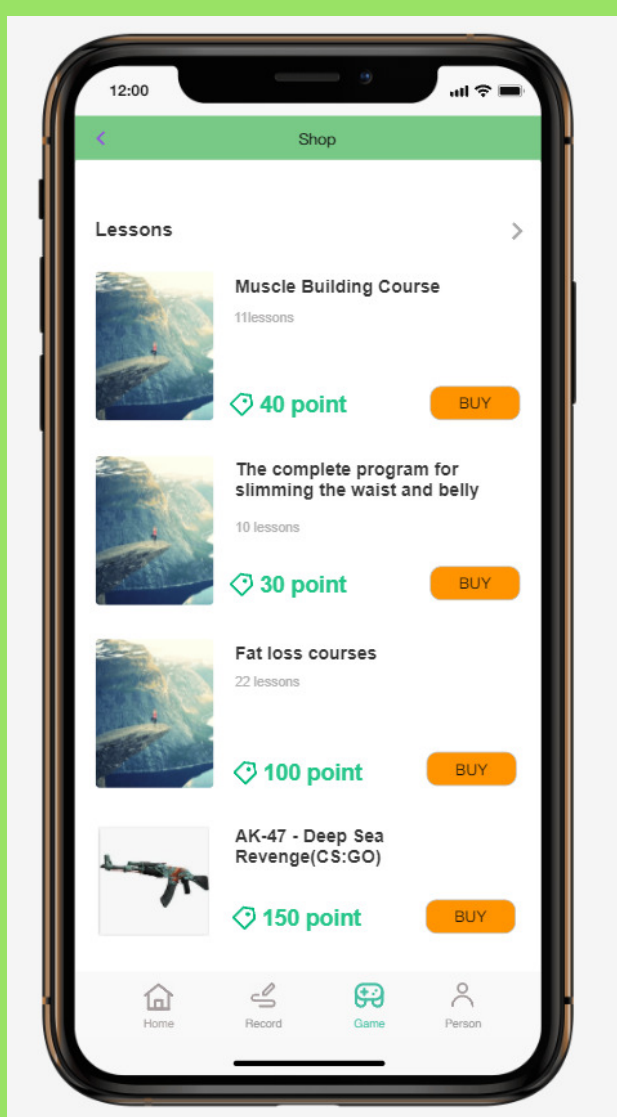
? Problem:

Nowadays, many students like to play games at home or in internet cafes during their free time. This requires them to sit in front of the computer or hold the phone for a long time, the long time sedentary game habit has a bad effect on their body, and they also lack the time to go outdoor exercise.



Appllication Concept:

The main purpose of this software is to help these students change their sedentary gaming habits. Through the cooperation with some game companies, some exclusive props are introduced. To get these props, users need to use the games within the software to play , and these games require users to play against each other through exercise.



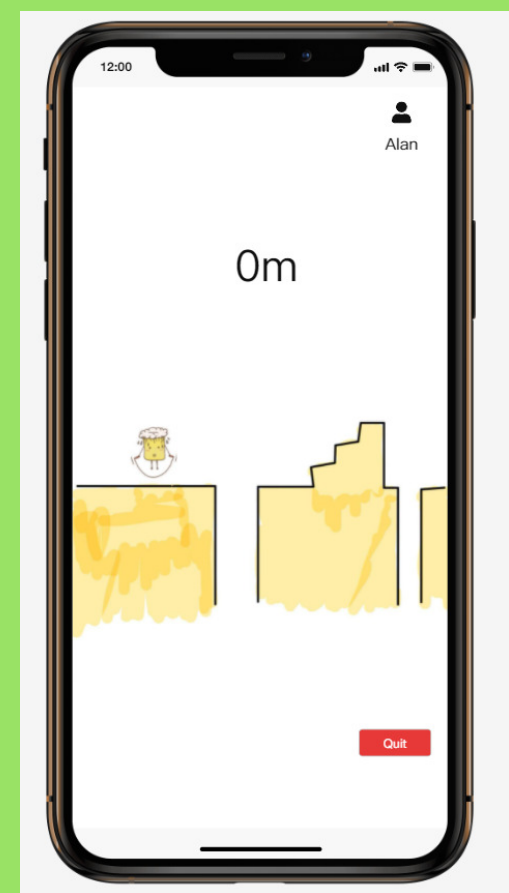
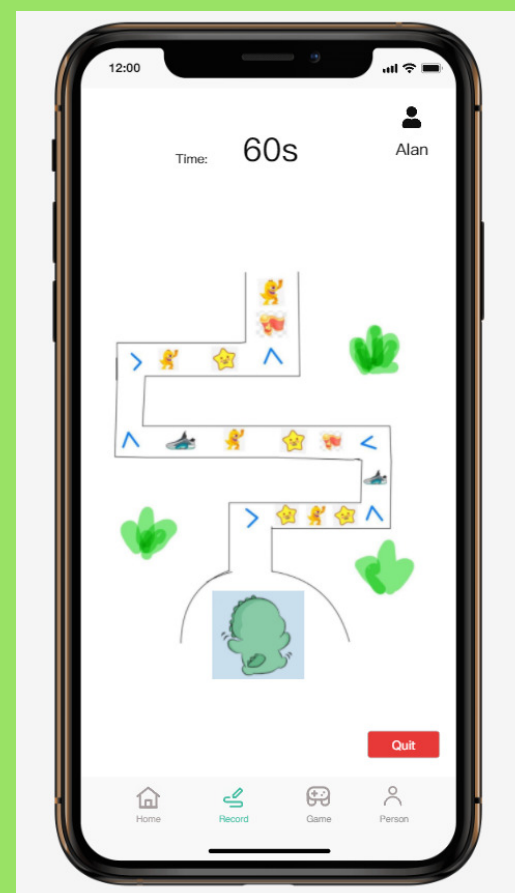
Social and mobile

1. Social

Users can earn points by inviting others to play with them, and they can be rewarded according to their ranking in the leaderboard, and they can also buy props or courses to give to other users.

2. Mobile

The app uses AR technology, which allows users to set up a game area in a safe area of the school and invite others to play simply by using their smartphones.



Future direction:

In the future, more mini-games will be created for users to choose from, and each mini-game will help users exercise different parts of their bodies. It will also improve the content that can be exchanged for points, etc.

