* Enhancing Virtual Cycling Experience Through Real-time Integration of Cycling Data in Video Games?
* How can a visualization of real data through a video game help inspire people to exercise?
* How can one lower the entry barrier of during virtual workout, by connective hardware.
* How can we minimize the entry barrier for virtual workouts, by incorporating connective hardware?
* -How can a hardware connection between real data and visual visualization inspire people to working out?
* We want to investigate the challenges with connecting hardware exercising devices to video games. What are the challenges for game producers, and what can hardware exercise device producers do to make it easier for game producers to integrate their games to the devices?

Investigating Challenges in Integrating Hardware Exercising Devices with Video Game