

# WholsZuki: Motivating Physical Activity Through Ambient Narratives





Raymond Yao: ryao28@stanford.edu

Grace Zhao: gzhao1@stanford.edu



### Motivation

Physical inactivity is a global epidemic

diseases & disorders

of Americans fall short of activity targets

million annual deaths globally

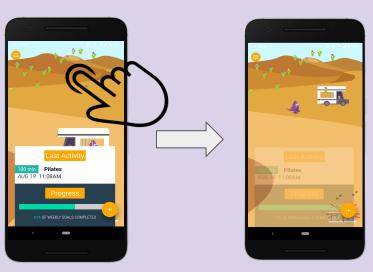
But most health interventions are confusing, demotivating, & unengaging (e.g., 33% of fitness trackers are abandoned by users after 3 months)

#### Research Question

Can multiple chapter narratives drive long-term behavior change for physical activity?

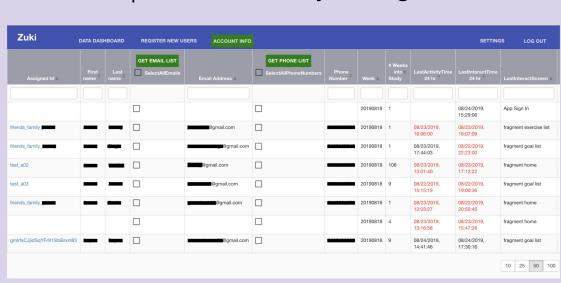
### Full Deployment (Summer 2019)

Developed new features

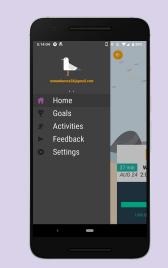


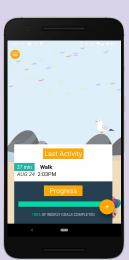
Added tap to hide activity dialog

Improved tools for study monitoring



Implemented non-narrative condition



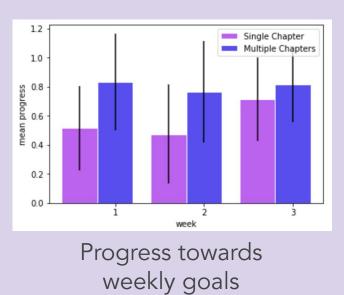


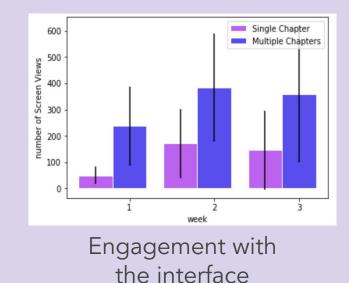




## Analysis from Pilot Study (Summer 2018)

- N=16, multi-chapter (narrative feedback) vs. single chapter (non-narrative) conditions
- Participants who got narrative feedback logged more activities, exhibited positive psychological shifts, and engaged more with the system
- But long-term, larger-sample study still needed, with controlled randomization to reduce bias

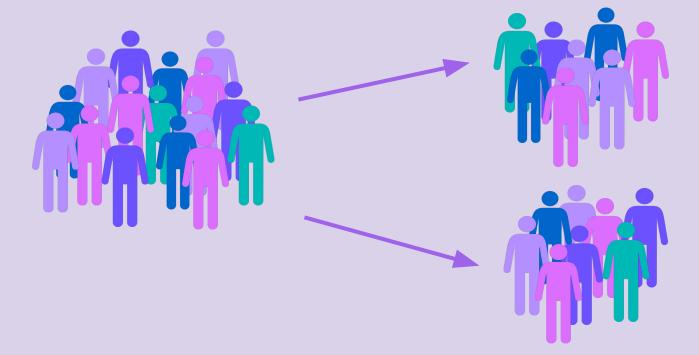




### Criteria-Based Randomization "Criteria-based randomization: Simple and exact control in

multi-arm trials" (Baiocchi & Kizilcec)

Problem: Covariates affect results



Solution: Balance covariates across study conditions. 13 criteria: age, gender, baseline BMI, physical fitness, mindset, etc.

## Next Steps: Longitudinal Study

100 participants, 2 conditions (narrative vs. non-narrative)

16 week Study (13 chapters + 3 weeks for do-overs)

2 week Baseline 8/19 8/26

Recruiting

(~2 weeks)

9/23

Offboarding

(~2 weeks)

1/20

On-campus Onboarding (~2 weeks)

Acknowledgments: Special thanks to our mentor Dr. Elizabeth Murnane and Prof. James Landay