University of Munich

Department "Institute for Informatics" Education and Research Units Media Informatics Prof. Dr. Heinrich Hußmann

Master Thesis

Web-Based Creator for Activity Sculptures

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Acknowledgements

Zusammenfassung

Kurzzusammenfassung der Arbeit, maximal 250 Wörter.

Abstract

Short abstract of the work, maximum of 250 words.

Task Definition Kopie der Original-Aufgabenstellung I confirm that I indepently prepared the thesis and that I used only the references and auxiliary means indicated in the thesis. Munich, May 8, 2015

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1 INTRODUCTION

Introduction

1 Introduction

- 1.1 Motivation
- 1.2 Problem definition
- 1.3 Goals
- 1.4 Content overview

1.4 Content overview 1 INTRODUCTION

2 RELATED WORK

Background & Related Work

2 Related Work

- 2.1 Product Customization Software
- 2.1.1 Commercial Applications
- 2.1.2 Usability Aspects
- 2.1.3 Technological Limitations
- 2.2 Activity Sculptures
- 2.2.1 Quantified Self
- 2.2.2 Personal Data Visualization
- 2.3 Digital Visualization and Fabrication Workflow

2 RELATED WORK

3 PROTOTYPE DESIGN

Prototype Design

3 Prototype Design

- 3.1 Data Sources
- 3.1.1 Fitness Trackers
- 3.1.2 Mobile Applications

3 PROTOTYPE DESIGN

4 IMPLEMENTATION

Implementation

4 Implementation

4 IMPLEMENTATION

5 USER STUDY

User Study

- 5 User Study
- 5.1 Study Design
- 5.2 Questionnaire
- 5.3 Participants
- 5.4 Procedure
- 5.5 Limitations
- 5.6 Results

5.6 Results 5 USER STUDY

6 CONCLUSION

Conclusion

6 Conclusion

7 FUTURE WORK

Future Work

7 Future Work

Contents of the enclosed CD

Thesis

- LATEX Document
- PDF File

Presentations

- Initial presentation
- Final presentation

Activity Sculpture Web Configurator

- Prototype sketches
- Source code
- Gitlab and Github mirrors
- Instructions for deployment
- Login Data

Sculptures

- Prototype sketches
- .stl 3D print ready example files

User Study

- Questionnaire
- Results
- Heat map images

References