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

Walter Rempening-Diaz me@walterrempening.com

Working Time: 1. 12. 2014 to 1. 6. 2015

Supervisor: Simon Stusak

Responsible Professor: Prof. Dr. Andreas Butz

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

.....

Contents

1	Intro	oduction	1							
	1.1	Motivation	1							
	1.2	Problem definition	1							
	1.3	Goals	1							
	1.4	Content overview	1							
2	Rela	Related Work 3								
	2.1	Product Customization Software	3							
		2.1.1 Commercial Applications	3							
		2.1.2 Usability Aspects	3							
		2.1.3 Technological Limitations	3							
	2.2	Activity Sculptures	3							
		2.2.1 Quantified Self	3							
		2.2.2 Personal Data Visualization	3							
	2.3	Digital Visualization and Fabrication Workflow	3							
3	Prot	otype Design	5							
	3.1	Data Sources	5							
		3.1.1 Fitness Trackers	5							
		3.1.2 Mobile Applications	5							
4	Imnl	ementation	7							
	ımp.		•							
5	User	Study	9							
	5.1	Study Design	9							
	5.2	Questionnaire	9							
	5.3	Participants	9							
	5.4	Procedure	9							
	5.5	Limitations	9							
	5.6	Results	9							
6	Cone	clusion	11							
7	Futu	re Work	13							
Ap	pend		14							
A	Onli	ne Questionnaire	14							
В	User	Study Results	14							
	B.1	Questionnaire Results	14							
	B.2	Heat Map Images	14							
C	Prot	otype Sketches	14							
	C.1	Sculpture Prototypes	14							
	C.2	Web Configurator Prototypes	14							
D	Code	e Snippets	14							
Co	ntent	s of the enclosed CD	15							
~ 1		D VI MIC CHCIUDU CD								

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

Appendix

- **A** Online Questionnaire
- **B** User Study Results
- **B.1** Questionnaire Results
- **B.2** Heat Map Images
- **C** Prototype Sketches
- **C.1** Sculpture Prototypes
- **C.2** Web Configurator Prototypes
- **D** Code Snippets

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