

NINE DIMENSIONS

A. WHAT'S THE PHYSICAL SPACE OF THE FIELD OF RESEARCH?

MAINLY, IT IS ONLINE, BUT IT HAS ONSIDE ACTIVITIES

B. WHO THE ACTORS ARE?

PEOPLE WHO WOULD LIKE TO TRAIN OR EARN MONEY PUT THEIR CHALLENGES IN THE MOBILE APP AND CONNECT WITH PEOPLE.

C. ALL THE ACTIVITIES PERFORMED BY THE ACTORS.

- CREATING WORKOUTS, EVENTS, AND CHALLENGES
- SHARING THEIR RESULTS OR WHAT THEY ARE DOING ON THE SOCIAL MEDIA
- TRAINING WITH THE APP
- TRACKING THEIR RESULTS

D. THE OBJECTS THAT ARE RELEVANT AND PRESENT, OR USED BY THE ACTORS.

THE USER MAINLY WILL USE THEIR MOBILE PHONES FROM WHERE THEY CAN LOOK AT THE EXERCISES AND IT DEPENDS IF THE ACTIVITY NEEDS A PIECE OF SPECIAL EQUIPMENT.

E. THE SPECIFIC INDIVIDUAL ACTIONS CARRIED OUT BY THE ACTORS.

TRAINING, SHARING AND CREATING CONTENT

F. PARTICULAR OCCASIONS THAT SURFACE FROM THE RESEARCH.

SOME OF THE PEOPLE PREFER GROUP ACTIVITIES RATHER THAN INDIVIDUALS SPORTS

G. THE SEQUENCE OF EVENTS.

1. CHOOSE A TRAINING
2. DO THE TRAINING
3. SHARE IT IN THE SOCIAL MEDIA/FRIENDS
4. FINISHING THE TRAINING AND RATING IT
5. EARNING SOME ACHIEVEMENTS
6. CREATING CONTENT (EVENTS, TRAINING, WORKOUTS)
7. PUTTING A PRICE ON THE CHALLENGES
8. TRACKING ALL OF THEIR RESULTS



**Smart
mobile**

H. WHAT THE ACTORS' GOALS ARE, WHAT ARE THEY TRYING TO ACCOMPLISH?

IT DEPENDS ON THE ACTOR, BUT THEY ARE TWO TYPES OF GOALS ONE IS TO TRAIN AND GET FIT AND THE OTHER TO CREATE CONTENT AND TO HAVE A PLACE WHERE TO SHARE IT AND MAYBE EVEN EARN SOME MONEY.

I. HOW THE ACTORS FEEL IN GIVEN CONTEXTS.

THE ACTORS WILL FEEL MOTIVATED WITH THE CHALLENGES THAT THEY HAVE TO DO AND THE ACHIEVEMENTS THAT THEY ARE GOING TO RECEIVE AS WELL AS CREATIVE SINCE THEY CAN USE THE APP AS A PLATFORM WHERE THEY CAN PUT THEIR WORKOUTS AND TRAINING. MOREOVER, HAPPY AFTER THEY SEE THE RESULT.