Week 5 Bibliographies

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1   Abstract:

[1]

We have come a long way since the conception of the first personal computer. Modern day cell phones are more powerful than their much larger predecessors, and at the same time they are also less expensive. This perfect combination has led to rapid growth of the mobile device market. Along with the plethora of information available within a few taps or clicks thanks to the internet, mobile phones prove to be the gateway to vast stores of information in the palm of your hand. Mobile phone users can learn virtually anything - anywhere, anytime.

2   Abstract:

[2]

This article examines the impact user experience (UX) has on mobile fitness applications. Specifically, it delves into the realm of gamification (incorporating gameplay mechanics in an app that might not otherwise be considered a game) and social aspects of mobile fitness apps. Factors that are considered are user motivation and behavior changes, among others. The study performed involved interviewing 15 mobile app users and runners. The results indicate that gameplay based apps with social elements can increase motivation and behavior of the user. However, the users were often discouraged from continuing to use the apps, perhaps due to their overbearing UX.

References

[1] Marc Prensky. What can you learn from a cell phone? almost anything! *Innovate: Journal of Online Education*, 1(5), 2005.

[2] Frank Spillers and Stavros Asimakopoulos. Does social user experience improve motivation for runners? In Aaron Marcus, editor, *Design, User Experience, and Usability. User Experience Design Practice*, pages 358–369, Cham, 2014. Springer International Publishing.