SONY CLP x UCSD Design Lab

Team 2: Samuel Do, Daman Heer, Yvonne Liu, David Thai Fall 2021

Introductions: Our Team

Daman Heer

Cog Sci w/ Spec in Machine Learning, Design and Interaction

Yvonne Liu

Cog Sci w/ Spec in Design and Interaction

Samuel Do

Political Science (Data Analytics)

Cog Sci w/ Spec in Design and Interaction

David Thai

Cog Sci w/ Spec in Machine Learning and Neural Computations

Minor in Design and Computer
Science

Mobile Wellness and Health

How can we improve Wellness and Health through screens and other devices?

01

Understanding Our Prompt

What does health mean?

Health



Questions to ask

- What aspect of Health should we look at?
- Who is our audience?
- How do we get a better picture of our problem space?

02

Discovery & Research

Probe and Refine our Problem/Opportunity Space



Problem Space

The intersection between health and technology



Who are our Stakeholders? 🕏 🕄











Companies that require screens for work





User Interviews

What do people actually think?

Drafting Interview Questions



- How can technology facilitate/worsen health?
- What physical health goals does this person have?
- What health problems do they have with technology?
- What is the role of TV in their lives?



Quotes

"There's too much screen time. I go to work and I have to use a screen. When I come home, I'm still staring at a screen." -Full Time Teacher, 32

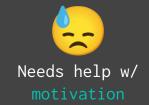
 "I want technology to help me track my needs. It's often difficult to organize when I need to do things, so having something to remind me and do all that for me would be nice." - Graduate Student, 23 "Technology helps me achieve my fitness goals and socialize with people from home. I found at-home workouts to be the most helpful in keeping me in shape." - Undergraduate Student, 21

 "I use technology to de-stress, but it can also be a source of distraction and anxiety especially when it comes to my phone and social media" -Undergraduate Student, 19

Insights from User Interviews



stress at home







Television usually shared + used for social settings

04

Synthesizing Research

What we learned from our interviews & research



Sam



Age: 20, Undergrad Needs help w/ reaching physical goals Shares TV w/ roommates

User Goals + Needs



Track health goals



Achieve physical See body stats benchmarks





Showcase health progress



Phone compatibility

Steve



Age: 24, Grad Student
Needs to track preexisting health
condition
Lives Alone

User Goals + Needs



Track Health conditions (i.e Blood Pressure)



Technology that can help understand what he needs



Phone compatibility

Sharon



Age: 30, Working Professional
Needs motivation to workout
Wants to socialize more with friends
that live far

User Goals + Needs



Balance work, health, and social



Fitness on a budget



Motivation to exercise



Socialize with her distant friends



Easily understandable Display

HMW Statement

How might we make fitness at home more immersive and informative?



Ideation

Physically representing our solutions



Ideation Rationale

→ Conduct Interviews → Find Pain Points

Learn more about our users.

What do our users struggle with?

Why?

How do these problems arise? Why is this an issue?

Ideate

Physical representation of our possible solutions

Possible Solutions? ←

How could we potentially solve these problems?

Idea Prioritization High Game-Ify Combining socialization and volunteering to make meeting the point of entry easier for benchmark people to find volunteering opportunities, and reduce goals in the fear of not knowing physical/mental IMPORTANCE Virtual Health Assistant (sleep schedule, bluelight, posture. screen usage past If you wanted to bedtime + snoozes to build consistent gauge sleep time) sleep schedule -Displays sleep duration over the course of weeks on TV tells you how often you turned on your TV after bedtime Fitness assistant (workout advice) Low Low **FEASIBILITY**

Idea Theme #1

Rewarding for both mental/physical benchmarks daily

Idea Theme #2

A way to track health stats and provide feedback for nutrition/sleep/fitness

(A few) Ideation Iterations

- 1. "Game-ify" meeting benchmarks
- 2. Virtual Health Assistant
- 3. Personal Health Consultant
- 4. Virtual Journal
- 5. Health Community App
- 6. Fridge Tracker
- 7. Fitness TV App

Final Ideation: At Home Fitness App



De-stress at home



Compatibility across devices



Custom accessories to promote wide-variety of exercises



Personalized
tracking and health
data sent to your
phone



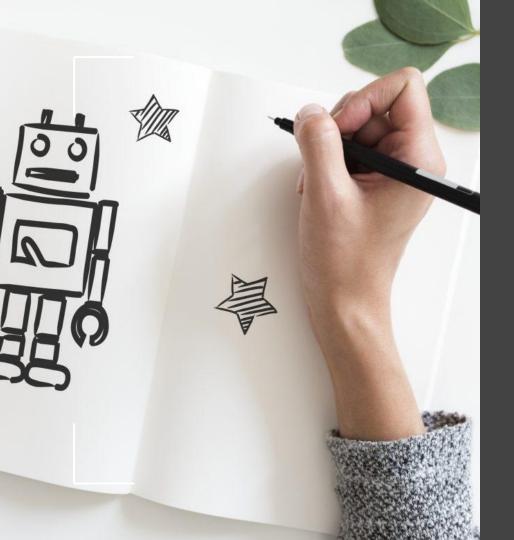
Proximity and accessibility promotes motivation







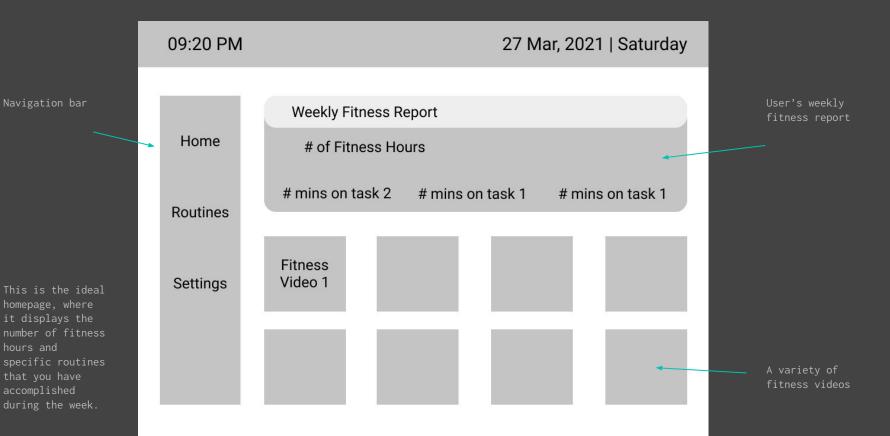
Motion detection to help fitness progression and form



06

Prototyping and Next Steps

Our cumulative work and what we can do in the future



hours and

09:20 PM

27 Mar, 2021 | Saturday

Home

Routines

Settings

Weekly Fitness Report

of Fitness Hours

mins on task 2

Chosen Fitness routine

Routine description

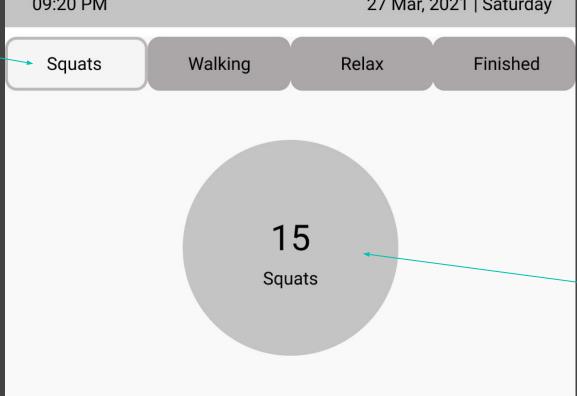
The chosen video that the user clicks on. It will even offer a description of the fitness exercise

Click the play button to start the video



This is a preview of the fitness routine the user will watch before they start their

Have the option to pause and practice on their 09:20 PM 27 Mar, 2021 | Saturday



User's will need squats in order to continue to the next exercise

The counter changes in real time as the camera tracks

09:20 PM 27 Mar, 2021 | Saturday Exercise page Fitness Routine Title Level Exercise Completed! Up! Next Progress Bar -> Progress bar to Level reach the next **Next Level** Description of leveled up fitness routine

Current level the user is currently at

Description of the next level

Next Steps



TV Camera Tracking



Develop effective workout routine



Utilizing the TV Remote

Thank you for listening! - Team 2

Special Thanks to:

SONY CLP Team UCSD Design Lab Staff Our Mentor - Sanika Moharana

Questions?