

Problem Statement:

Due to COVID-19, many students at SCU (**WHO**) have found it difficult to both lead a healthy lifestyle and stay motivated to exercise (**PROBLEM**). Pre-COVID, most students got daily exercise by walking in between classes, working out at the gym, and eating balanced meals with access to a dining hall. Now, due to county regulations and COVID-19 restrictions, many students are stuck in their house (**WHERE**) every day of the week (**WHEN**). We propose an app to help guide SCU students in maintaining their exercising routine and living a healthier lifestyle (**SOLUTION**). This includes features for structuring workouts, motivation to eat better and exercise, and new indoor workout or exercise suggestions for students that can't afford gym equipment.

Each group will pool the results of your research and synthesize your findings into:

1) A problem statement that follows the format:

- Who has the problem (target audience)?
 - SCU Students
- What are they trying to do that needs a solution?
 - Get motivation and guidance for living a healthier life
 - Working out (need more motivation and guidance)
 - Going into gyms is risky due to COVID
 - Eating healthier (provides more energy and motivation for working out)
- When and where is it a problem?
 - Always
 - Occurs wherever they live
 - Might be more common for students who don't live at home with parents

2) At least 3 personas that represent the essence of the problem you're trying to solve.

NOTE: If you post as a team, please note the people on your team so I will grade the group accordingly.

1. Persona 1 - Sara Smith
 - a. Who are they (Age, gender, important background info, occupation, income, location)?
 - i. College Freshman
 1. 17 years old, Female,
 2. Santa Clara, CA
 3. Just moved out of parents' house and moved by campus
 4. Struggling with remote college -- she always forgets to take care of herself
 5. Occupation: Full-Time Student, Part-Time cashier at Safeway

6. Major: Web Design Engineering

7. Income: \$1,000/month

b. What is their main goal?

i. Get more motivated to workout

c. What main barrier(s) prevents them from achieving their goal?

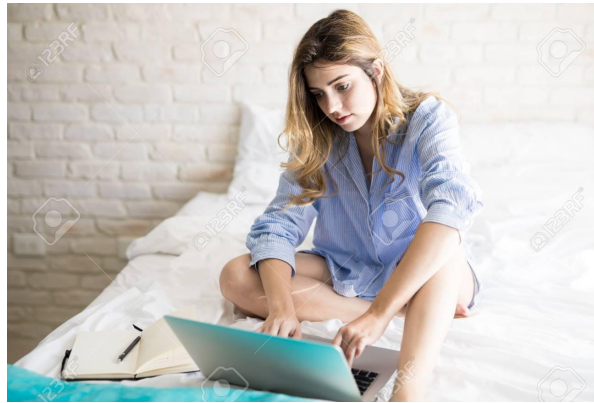
i. Forgetful -- she needs reminders to get her into the app to workout

ii. She needs the app to be more motivating so she is more willing to stay on it instead of resuming responsibilities

d. Tech Skill Set

i. iPhone, Laptop, fluent with learning new technologies due to her major

e. Image



i.

2. Persona 2 - Jay White

a. Who are they (Age, gender, important background info, etc)?

i. College Junior

1. 20 y.o., Male

2. Santa Cruz, CA

3. Lives at home during COVID to save money on rent

a. Parents make him cook for himself

b. Has trouble cooking balanced meals

4. Occupation: Full-Time Student

5. Major: Accounting

6. Income: \$200/month from parents

b. What is their main goal?

i. Eat healthier to gain more energy day-to-day

c. What main barrier(s) prevents them from achieving their goal?

i. Budget

1. With no job, he finds it difficult to afford healthier foods

2. Ordering out is expensive

ii. Time

1. Cooking takes a lot of time

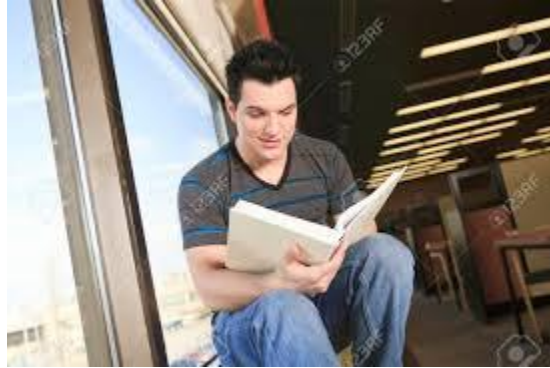
2. Shopping for food takes time

3. Finding healthy recipes takes time

d. Tech Skill Set

- i. iPhone, iPad, MacBook Pro
- ii. Not great with learning new technologies, but he's good at what he does know

e. Image



i.

3. Persona 3 - Cameron Peters

a. Who are they (Age, gender, important background info, etc)?

- i. College Senior
 - 1. 21 y.o., Male
 - 2. San Jose, CA
 - 3. Lives by SCU Campus with other college students
 - a. Cramped Housing --> no space for bulky equipment
 - b. SCU gym is closed
 - i. afraid of going to gyms out of fear of COVID
 - 4. Occupation: Full-Time Student, Part-Time intern
 - 5. Major: Psychology
 - 6. Income: \$1,500/month

b. What is their main goal?

- i. Find more structured at-home workouts that do not require as much equipment

c. What main barrier(s) prevents them from achieving their goal?

- i. Limited space to workout
- ii. Lack of apps available that fit his needs

d. Tech Skill Set

- i. Android
- ii. Not great with technology
 - 1. He gets frustrated quickly
 - 2. Has not been exposed to much tech in his life
- iii. He needs a simple, intuitive app

e. Image



i.