Literature review – Yuki Shiramizu

Historical background and learning in physical activity

Exploring the intersection of Geographic Information System (GIS) and Augmented Reality (AR) technology with heritage tourism, the work of Foni, Papagiannakis, and Magnenat-Thalmann (2010) offers significant insights. They have developed a mobile app enabling real-time comprehension of historical contexts tied to a user's location. Their concept could greatly inform the development of our app, where we aim to motivate users to exercise through hiking or jogging routes that encompass temples and shrines.

In their work, they showed how users could be physically present in a location, while at the same time gaining a rich understanding of its historical significance. This idea closely resonates with the goal of our proposed app: blending physical activity with historical exploration, thus providing a dual-purpose experience.

Foni et al.'s research shows the promise of technology in marrying physical activity and learning experiences, indicating that proper technological implementation can vastly improve user experience and heighten motivation. This is a critical concept for us as we aim to enhance user motivation for physical activities such as hiking and jogging.

However, their study primarily focused on tourism, so we should be cautious in adapting its findings to our outdoor fitness context. While aiming to preserve the intuitiveness, navigational ease, and engaging learning experience of the original application, we should tailor the content to the interests of fitness enthusiasts. Therefore, as we progress with our app development, we must strike a balance between physical activity, historical learning, and effective use of technology to offer a holistic and rewarding user experience.