Abstract

This report will discuss the very common issue of injuries, focusing mainly on gym based injuries. Moreover, it will delve deeply into the reasons behind these injuries, discussing the causes of gym based injuries. Additionally it will explain how injuries are a great hindrance in progression at the gym and ultimately prevention to gym attendees achieving their goals.

This report will then introduce MotionFit to the reader. MotionFit is a new and innovative solution to the problem of gym based injuries that will immensely enhance progression at the gym by eliminating or at least minimising the occurrence of injuries by targeting their main causes. It will discuss and illustrate MotionFit through the use of different design artefacts. It will explain to the reader the design process and the different methods that were used to design this product.

The final design of MotionFit will be discussed at great length to provide the reader with a very informative overview of the product, what it consists of and how it works. Lastly, the product will be evaluated with potential users.

Introduction

Fitness and healthy lifestyles are becoming more and more common in todays society as people are becoming more motivated to hit the gym to get fit and reach the lean body they desperately want. However, many can’t afford to get a personal trainer so most stick to what they know. The issue thus arises of gym based injuries. The most common cause of injuries, especially regarding gym exercises is lack of proper technique. This lack of proper technique is caused by multiple things, including absence of knowledge or simply having too many things to think about whilst exercising.

Without the knowledge of the proper technique for exercises undertaken at the gym, it’s a fairly difficult task to obtain proper technique. When lifting heavy weights, if the exercise is not undertaken using the correct technique, not only will the exercise be less effective, but it also implies that stress is being applied to unwanted places and thus can cause injuries. Furthermore, even if one knows the proper technique for the exercise, sometimes there may be too many things to think about – body angle, feet alignment, hand position and grip – and this can cause improper technique and thus injuries.

Studies have shown that one of the biggest hindrances to fitness progression for gym attendees is injuries. Injuries certainly prevent the attendance to gym whilst experiencing the consequences of the injury, be it a torn muscle or a sprained joint. Moreover, attendance can sometimes cease as a result of injuries due to the fear of encountering injuries again.

The goal is to design a product that enhances progression at the gym by eliminating or at least minimising injuries. Injuries disrupt the workout flow, certainly physically but also mentally. Simply minimizing injuries at gym means that an attendee is able to exercise constantly, without disruptions and thus maximise their progression towards their goals.

Design Process

Arriving to a final design for a product involves undertaking the design process. The design process used to derive the final design of MotionFit involved the use of the following methods: Fictional Narrative, Personas and Extreme Personas.

Fictional Narrative

Personas

Extreme Personas

When brainstorming extreme personas, I found that the most interesting one to use for the design process was the geek/gamer persona. The geek/gamer is certainly a very interesting extreme persona for this type of product as they would be one of the least likely users of such a product. Stereotypically a geek is usually a gamer and a gamer is usually a geek, so I decided to combine the two into one, combine their characteristics, goals and needs and see what possible solutions would arise from this exercise.

Geeks are usually very intelligent and keep to themselves. Furthermore, geeks usually have a particular field of study which they are very interested about and undertake a lot of personal study and research in that area. Geeks are not very sporty as they do not have time for sports and don’t find them amusing. Their free time is otherwise spent on video games, thus arising the correlation between geeks and gamers. Gamers therefore, enjoy playing video games on a regular basis. Most of the time, especially nowadays, the games are conducted online where games from all over the world can compete against each other. Competition and the want to have the most awards and the best score become very important to them.

Using these characteristics and needs of this extreme persona some very interesting ideas arose. Applying the gamification concept to working out at the gym gave me a lot to think about. It was important to ensure the gamification still benefitted the user by providing information about the proper techniques for exercise to minimize injuries.

Final Design Solution

Evaluation

Conclusion