



NOVA SCHOOL OF
SCIENCE & TECHNOLOGY

Interação Pessoa-Máquina

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Jacked Up

Stage n: 1



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Problem Description

A gym has opened nearby the FCT campus and has gained many members. João is one of the members. To better manage his time, João wants to go to the gym when it's not full, but he doesn't know the gym occupancy. João wants to get fit, but he doesn't have an easy way to communicate with his personal trainer. When he is not with his personal trainer, João does random exercises that he saw online because he doesn't have an exercise routine. João likes to play volleyball with his friends, but he doesn't like to stay in the queue in the reception to make a reservation for the volleyball field.

Other gym members also face the difficulties mentioned above and other kinds of issues concerning their fitness. As such, our project aims to mitigate and end those problems, so that the members can experience the gym at its greatest.

Target Users

The target users of our application are the people who are enrolled in the gym.

Project Goal

The goal of our project is to provide the gym members with a user friendly and intuitive mobile application that can help them manage their fitness and better their gym experience.

Project Competition

In reality, our application doesn't have any competition because it comes with the gym membership and is unique to the gym. However, we decided to present in this topic an application from another gym where we see some flaws in the user interface that can be fixed.

Some of the issues are:

- There is no feedback regarding user interaction.
- Unorganized and unintuitive layout. It's not easy to go where we want to.
- Buttons that redirect us to the wrong place.
- Archaic UI design.

