



# hikAR:

## A Hiker's Best Friend



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# What's the Problem?

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- Hikers of all experience levels worry about navigating while on their hikes
- People who hike for the purpose of enjoying nature want a way to learn about wildlife while hiking

# Design Research

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- Goals
  - Understand what exactly hikers need and how we can optimize solutions for them
- The Plan
  - Contextual Inquiries on 3 different skill-leveled hikers

# Intermediate Hiker

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An avid hiker who takes trips often into the wild



# Advanced Hiker/Identification Expert

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A caretaker for the Hopkins Memorial Forest



# Beginner Hiker

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Inexperienced, but would love to hike given the right tools/information







# Uncovered Tasks

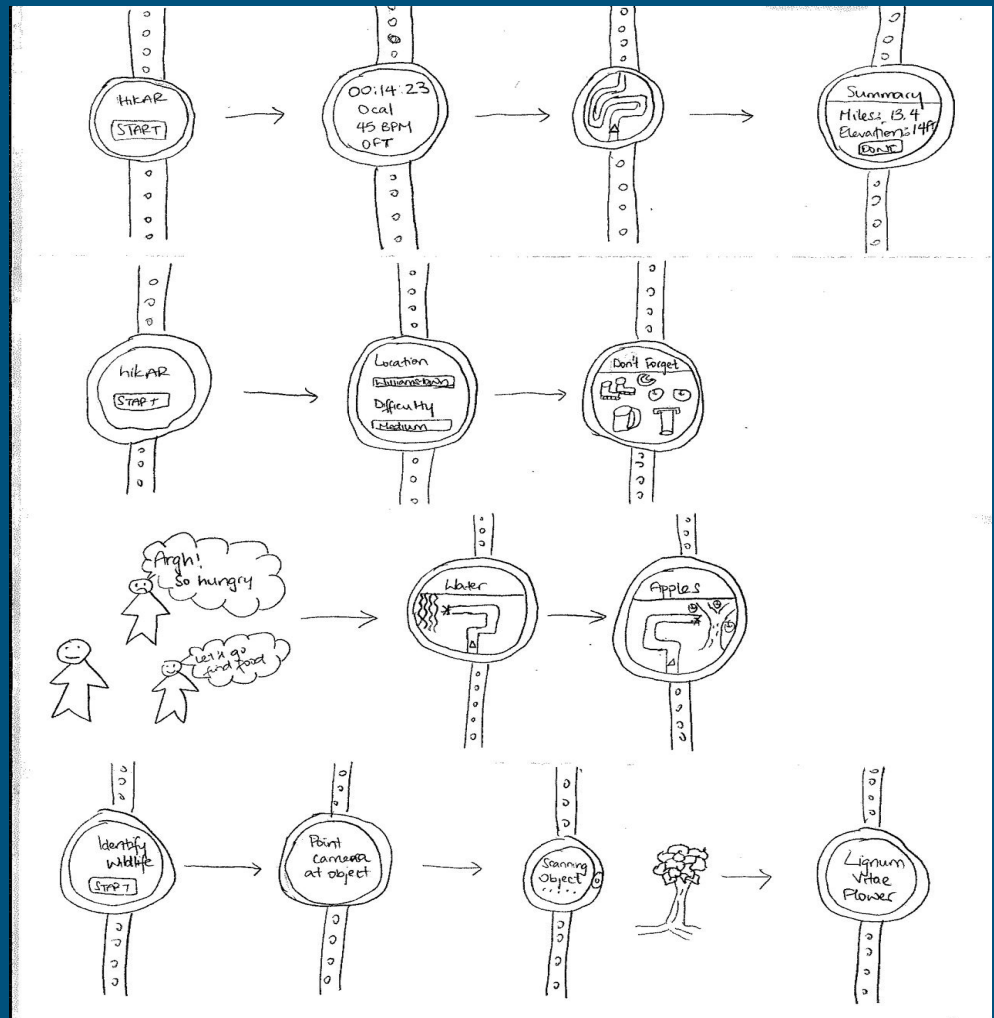
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- Precise, accurate preparation for hikes
- Discover hikes appropriate for user's skill level
- Stay on route while hiking
- Identify local wildlife
- Keep track of progression while hiking
- Locate natural resources



# Smartwatch App?

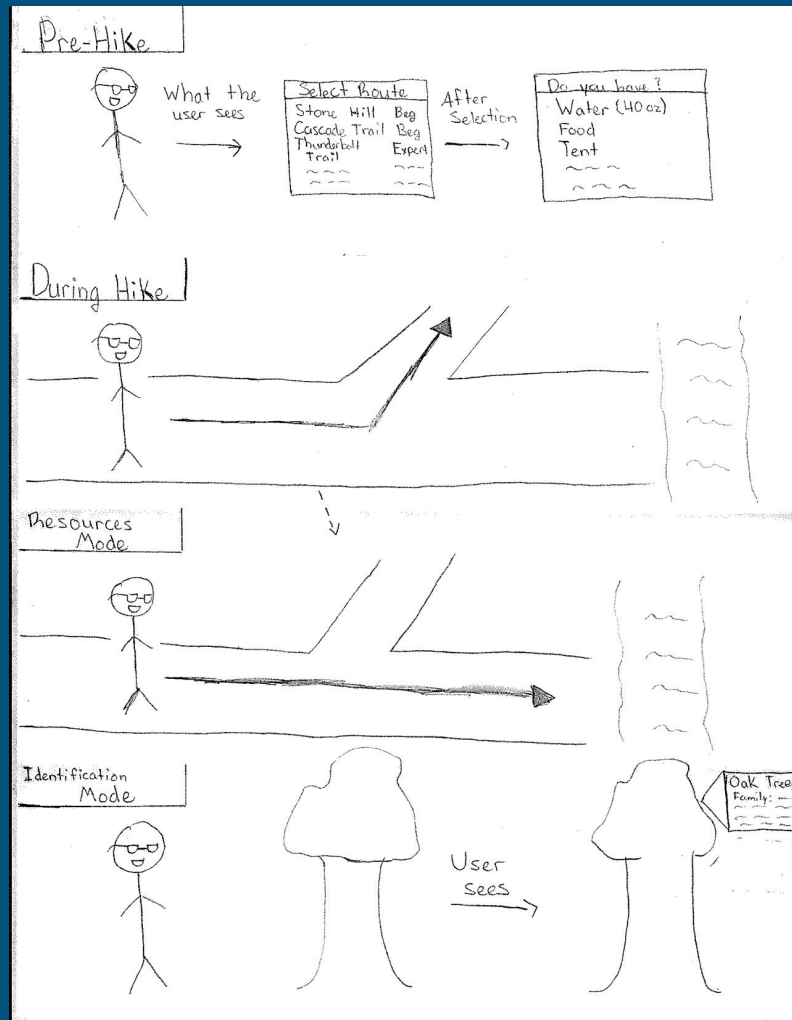
- Keeps track of user's heart rate, pace, calories lost
- Reminds user of important items to take before the hike



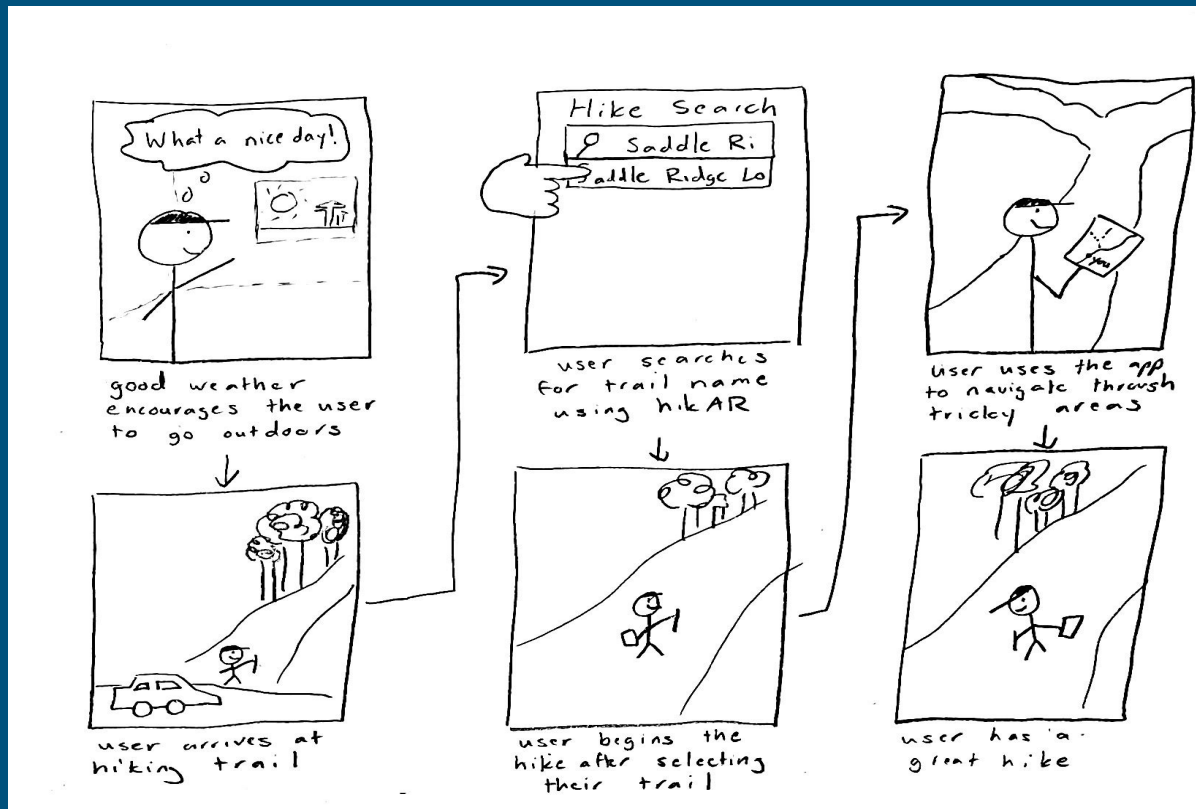


# AR Glasses?

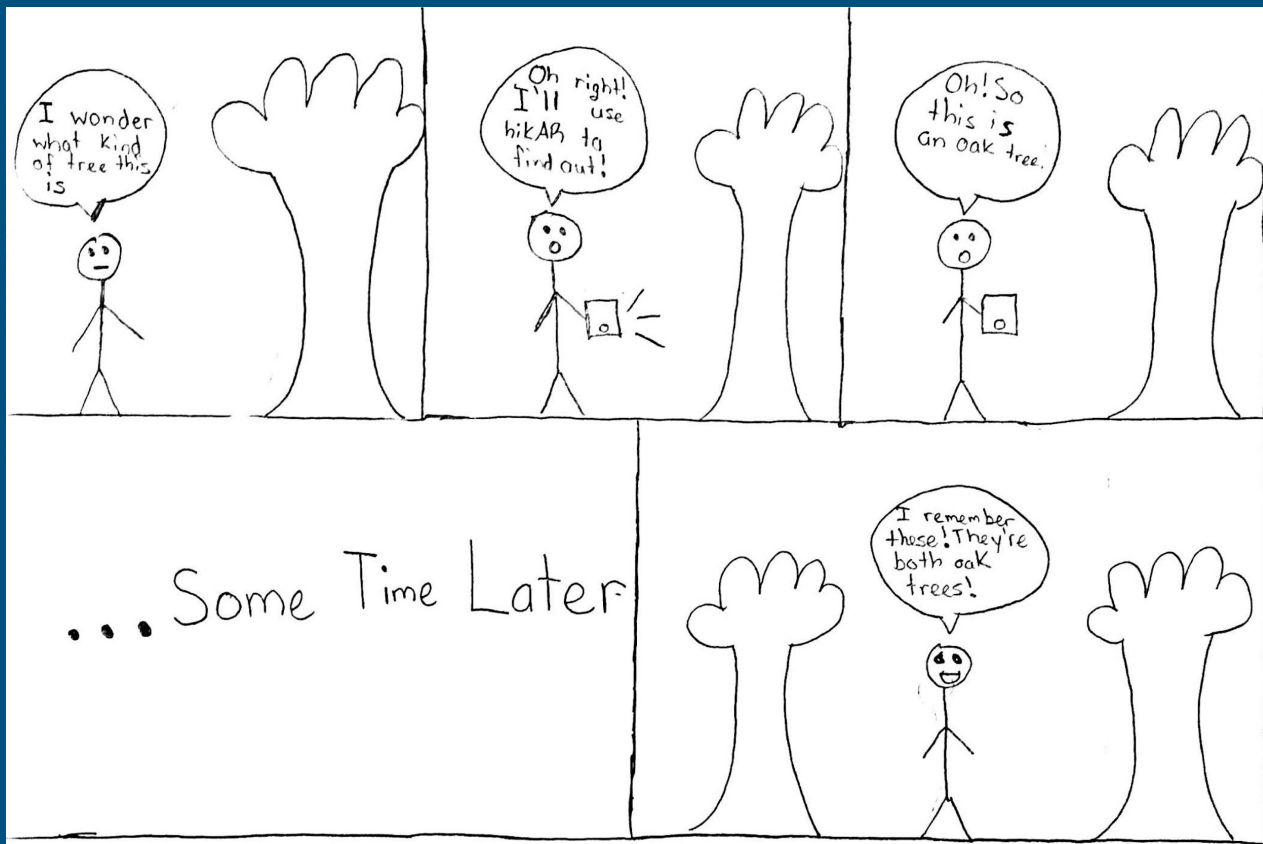
- Capable of keeping user on route no matter what
- Directly leads user to resources when there is a shortage of food or water



# Storyboard #1



# Storyboard #2



# Conclusion

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- Our design was narrowed down to cover the two tasks brought up most often in our CIs
  - Staying on the chosen route
  - Identifying wildlife
- Both tasks focus on improving people's experience in the wild