

# *DIS Class Activity 5*

*Kuvam ( 2022264 )*

*Siddhant Bali ( 2022496 )*

*Dheeraj Kant Singh ( 2022161 )*

*Mohd Areeb Ansari ( 2022297 )*

## *Activity 1*

# *Valorant*

### *Hard Fun*

- *Different kind of weapons with different combination of fire power,mag and accuracy*
- *Different kind of Maps ,different Terrains and building*

### *Easy Fun*

- *Rank Based Rooms for Healthy Competition*
- *Skins to make it more theme oriented*

### *Serious Fun*

- *Satisfaction after getting scores and different kind of shots (like Headshot, Multikill, Grenades)*

### *People Fun*

- *Team Matches*
- *Coordination with different kind of strategies*
- *Voice over and chats features*
- *Third Party Social media Integration (Facebook,etc.)*
- *And Clans for strengthening Relationships.*

## Activity 2

# SmartWatch

*Role engagement concerned : critical role in users' daily activities, such as fitness tracking, notifications, and productivity, creating strong emotional engagement.*

*Control concerned: manage schedules gives users a sense of control over their lives.*

*Affiliation concerns: Features like call, messaging, and social media connectivity strengthen users' relationships and social bonds.*

*Ability and bad habit : It enables users to develop positive habits, like consistent exercise such as Pedometer, Notifications, Timers , while discouraging bad habits, such as inactivity,by Notifications and calorie counter .*

*Long-term goals : Features like Fitness and Sleep tracking leads to Healthy Lifestyle.*

*Ritual concerns: Regular use of the smartwatch, such as wearing it daily and checking metrics at set times, creates rituals and enhances attachment.*