Topic Introduction

Silvan Troxler | Master Interaction Design | ZHdK

Overview

- 1 Initial Position / Context
- 2 Goal & Approach
- 3 Research Question

1 Initial Position / Context

Background, Data & Facts, Consequences

Background / Interests

Me

Bachelor in Computer Science

Minor in Media and Communication

Minor Science of Sport and Motricity

Sport: Athlete & Coach

Society

Stress / pressure at work

Demographical changes (ageing society)

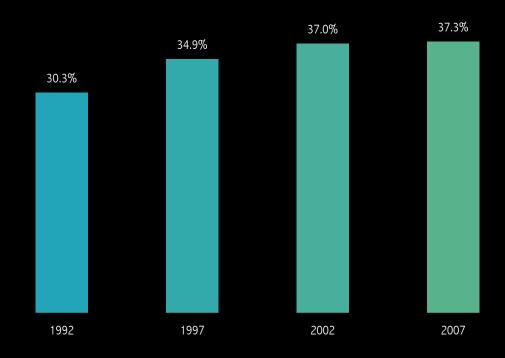
Motion deficit

Overweight and health problems (physical activity as an

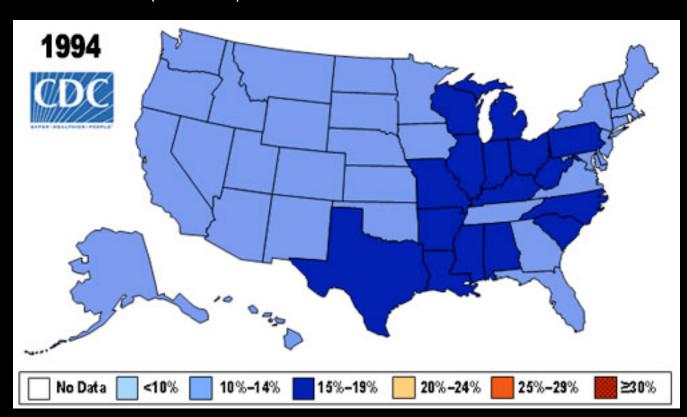
indication of health)

Overweight in Switzerland (BMI >25)

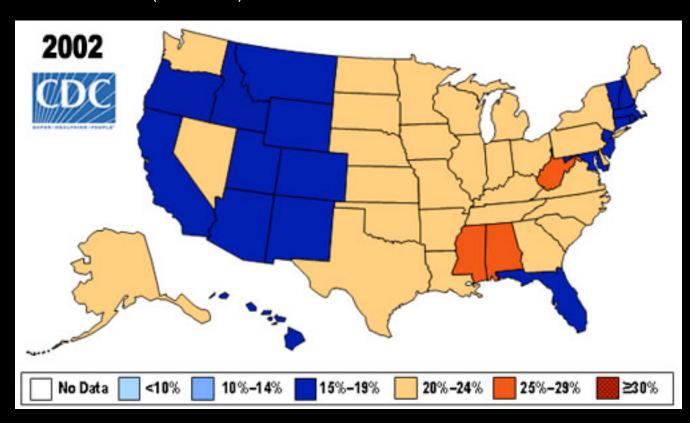
Percentage of population of age 15 and older



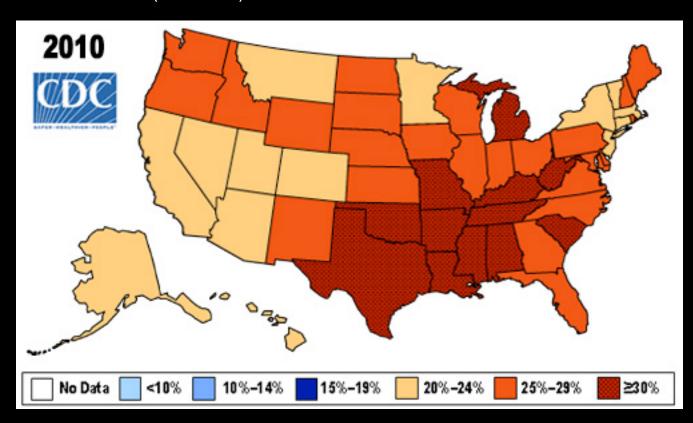
Obese in the US (BMI > 30)



Obese in the US (BMI > 30)



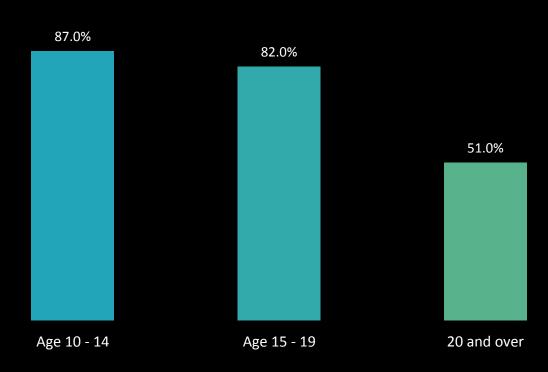
Obese in the US (BMI > 30)



Activity in Switzerland

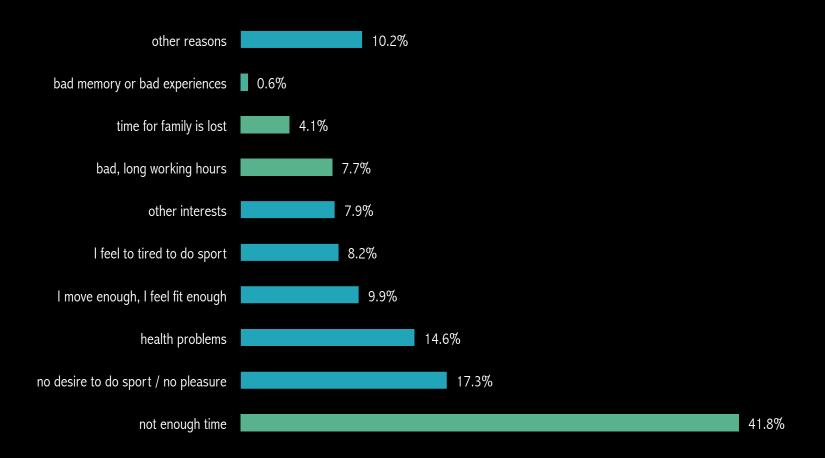
Activity according to age

Percentage of people regularly doing sport



Source: Bundesamt für Statistik Schweiz: Sport Schweiz 2008

Reasons for Inactivity



Source: Bundesamt für Statistik Schweiz: Sport Schweiz 2008, Das Sportverhalten der Schweizer Bevölkerung

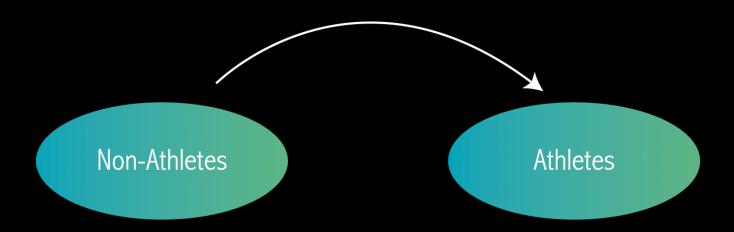
2 Goals & Approach

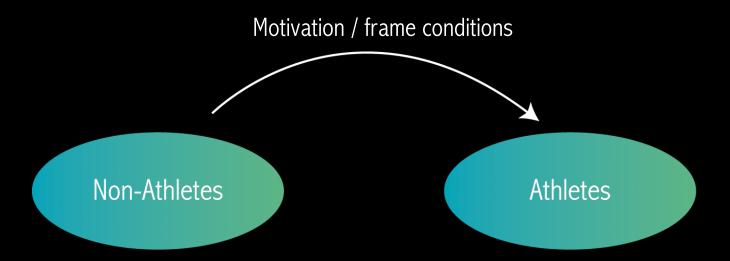
Approaches and first Steps

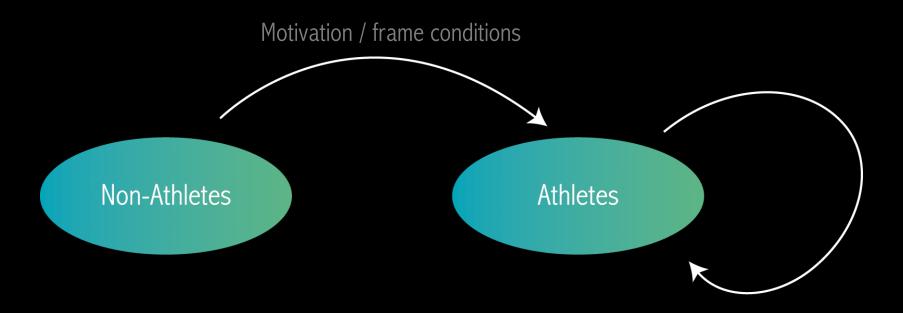
Increase the number of active people

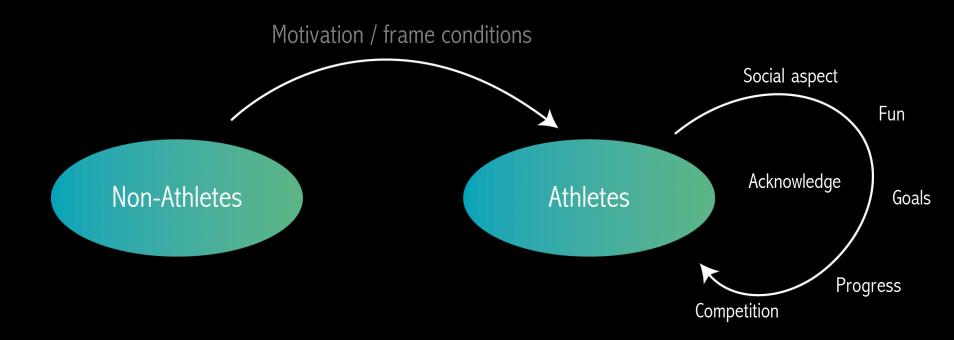
Non-Athletes

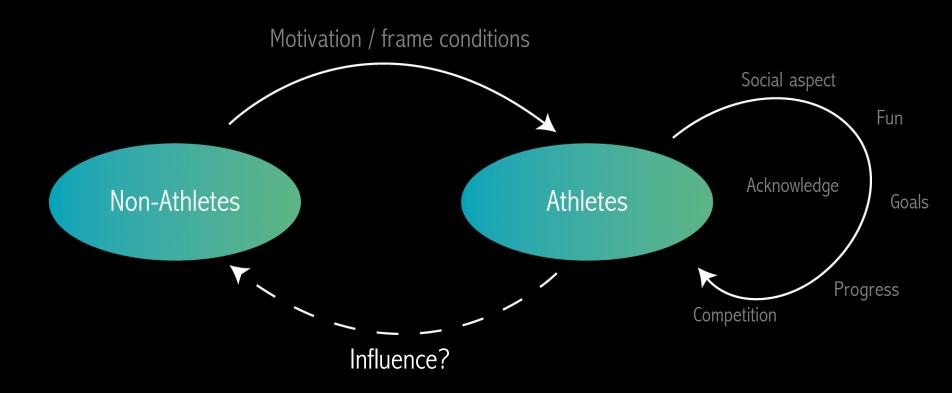
Athletes

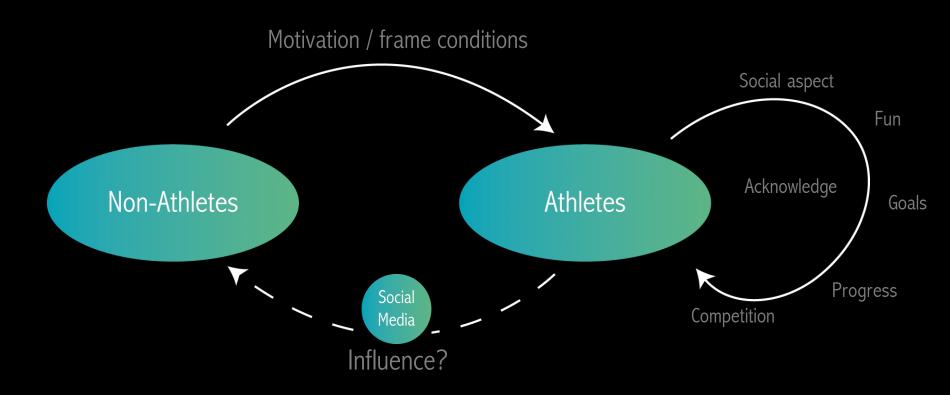


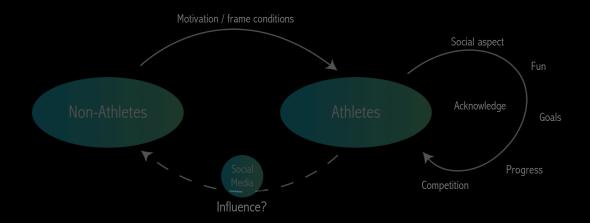




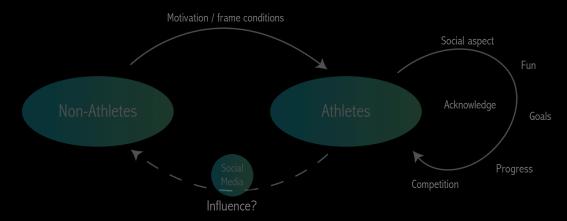




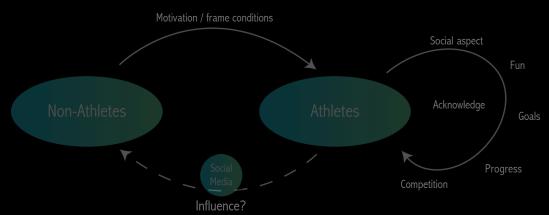




How to increase motivation for doing sport?

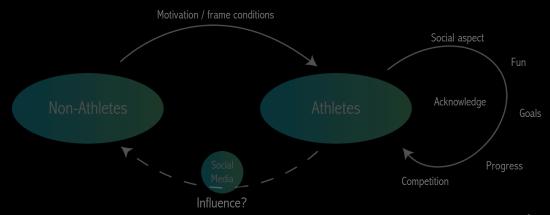


How to increase motivation for doing sport?



How to make sport more motivating so people don't quit?

How to increase motivation for doing sport?



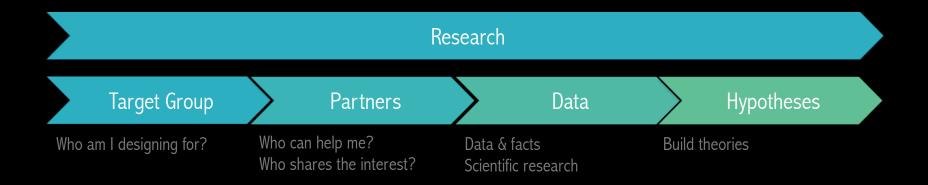
How to influence inactive people by active people?

How to make sport more motivating so people don't quit?

Workflow

Research	Develop	Focus	Finalize
Data & Facts Motivation Sport psychology Social effects Team up Build hypotheses	Different approaches Tests / experiments Analyze results Validate hypotheses	Narrow topic Choose approach	Find solution Define product

Next Steps



3 Research Question

Developing Research Question

How must the frame conditions change to increase the number of active people?

How can you increase the motivation in sport?

Do athletes have an influence of non-athletes?

Can social media help to bring people to sport?

How can you increase the motivation or frame conditions for sport and how can you implement this in an interactive tool?

Questions / Discussion

?