SKATRIXX

Concept document

URBANSPORTS
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Introduction

At the end of this semester (Smart Mobile) we need to create an app for Skatrixx as a group (Fleans Metsi, Nazar Bachynskyy, Thupten Rekonkati, Wessel van der Heijden). We are granted a skateboard with some hardware that can measure the skateboard's movement and a lot of research that has been done before. The rest is all up to us. We go from our own research to a working MVP. In this process, we create a concept based on research and the users, test our concept(s) and empathize with the users. For this process, we use Design Thinking.

Preface

In this document, we will tell you everything about our concept, from how it's built up to what the final concept is. We will explain every part of the concept in detail and what it's based on. Apart from that, we will tell you about the goal we want to achieve with our concept and why this is our goal.

Goal

We will start off by describing our goal then we will explain more about our goal and explain it in more depth. Our goal is to improve skaters' skill progress by assisting and educating them.

While we interviewed people inside "Area 51" we got a lot of people who told us that they would like to improve their skating skills and they could use help with that. A lot of the skaters don't actually "know" what they were doing, they do the tricks just on intuition and not by data or instructions.

Concept

Discription

So how are we going to help the skaters solve this "Problem"? Our concept is going to " improve skaters skill progress by assisting and educating them by visualizing and presenting data of the skate tricks they have done".

Application

By making an app that retrieves the data from the skateboard hardware, we can make a supportive app that the skater can easily use. Inside the app, the main function is to see the tricks he has done, as well as visualizing the tricks and giving stats on how well he performed certain parts of the trick. Think of Height, balance, Further functions that can be added in the future.

Visualising

This is the most important function and focus of our concept. This part includes a 3D skateboard that is controlled by the sensors on the skateboard. The 3D object moves the same as the physical skateboard. By editing a record button this user can see the moves they have done and how they moved the skateboard while doing so. This way they can improve themselves by rewatching the tricks and giving feedback on themselves.

Stats

The stats that the user did is also a part of our concept. Through the sensors on the skateboard we can gather stats about the movement of the skateboard. That way we can show the skater this stats for example, how high the user jumped or how his balance on the skateboard was. The use of this is that the user can adjust himself by watching the stats and go for the stats fitting the trick. The user can also compare stats with friends and other skaters so that they can improve each other or even compete.

Conclusion

So to wrap up the whole concept, our main concept consists of an application that helps the skater improve their skill progress by visualizing and giving stats on their tricks. This all is based on research and interviews done on our target audience.