

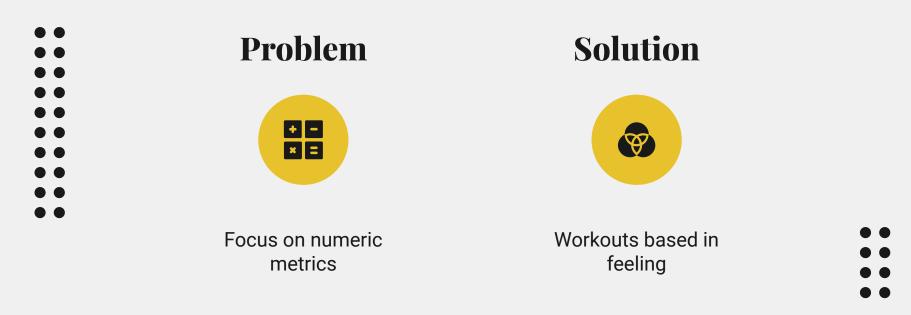


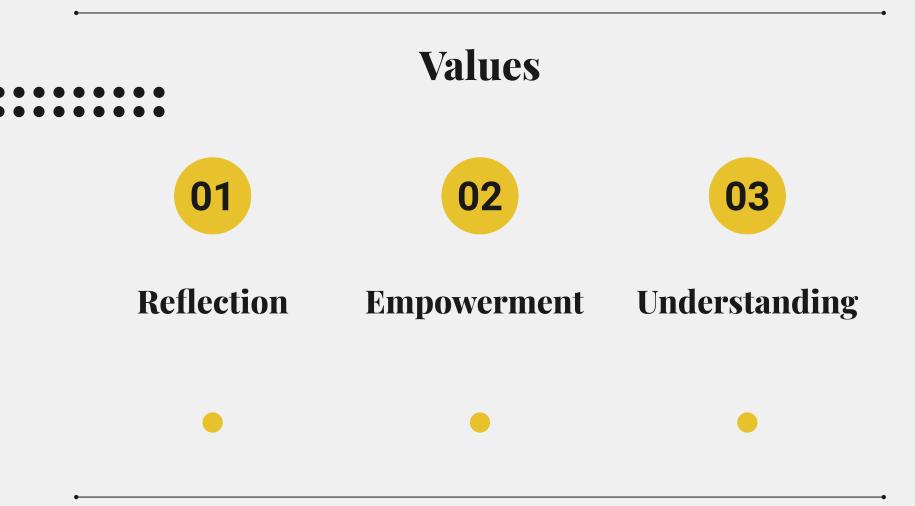
# eMotion

Feel Your Workouts

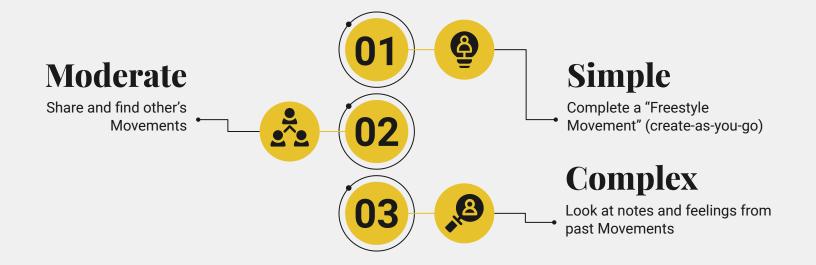
Team Movement

#### **Problem Space**





#### Tasks



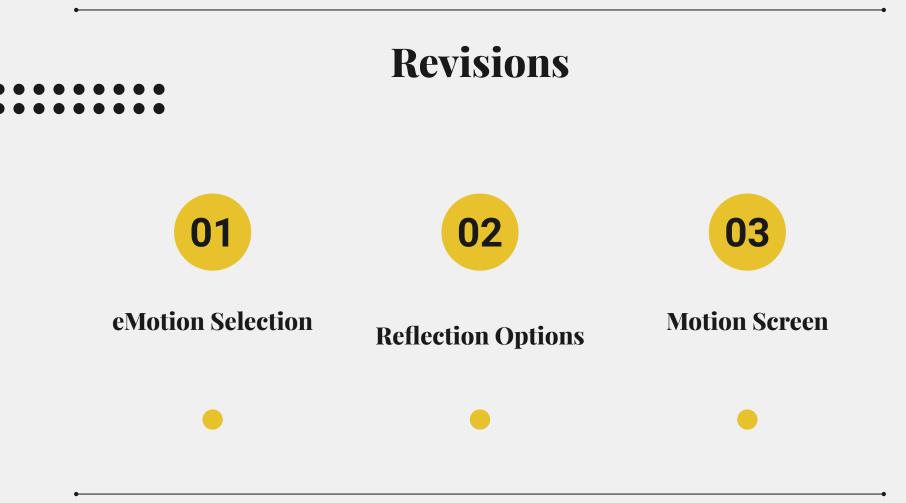
#### **Usability Goals**

**Goal #1**: Have an intuitive task flow that users can easily follow

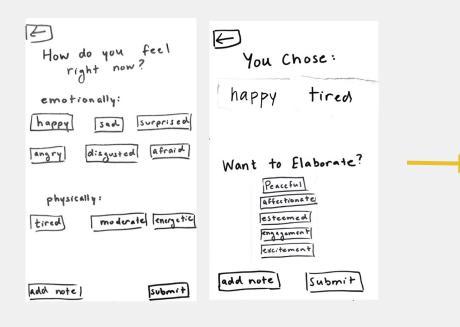
**Key measurement:** Number of errors while completing each task

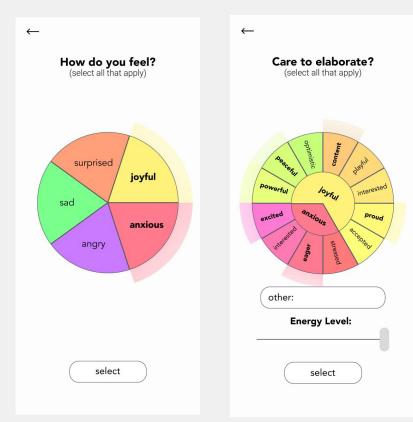
**Goal #2**: Encourage users to log their feelings throughout a workout without forcing them

**Key measurement**: Amount of time spent logging eMotions

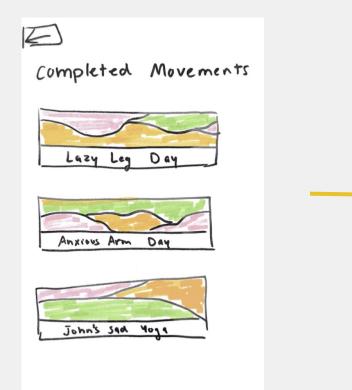


#### **eMotion Selection**



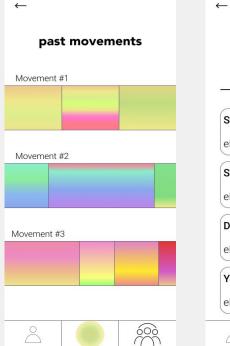


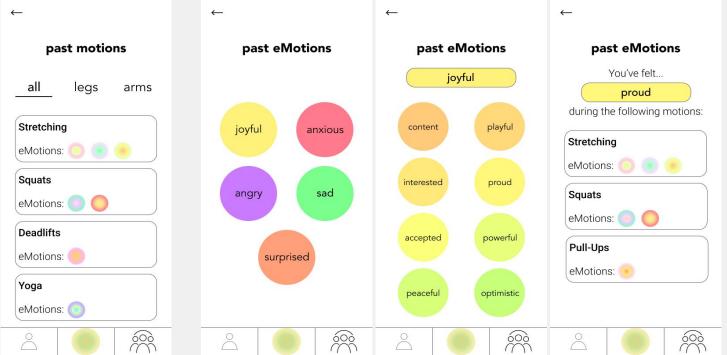
## **Reflection Options**



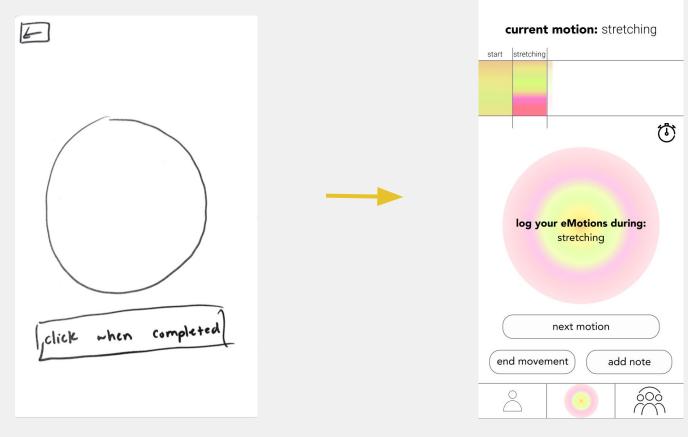
reflect	<u>ئۇن</u> ۇ
past movements	)
past motions	)
past eMotions	)

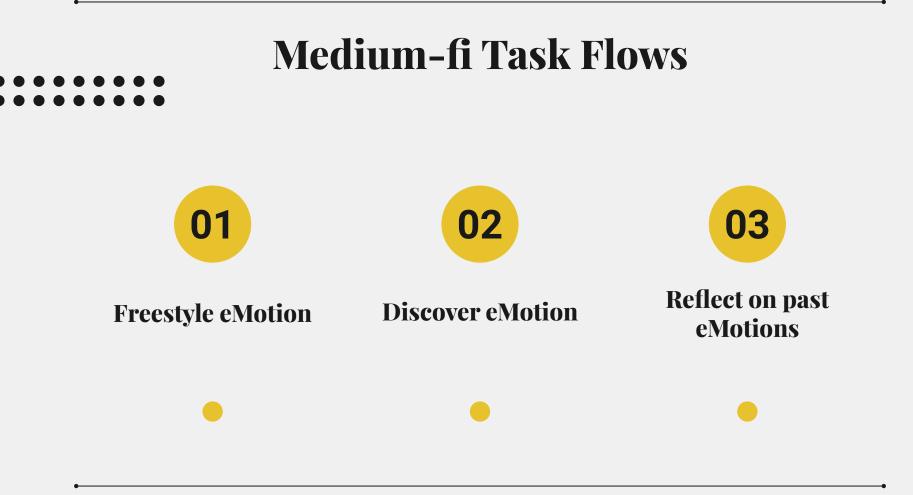
#### **Reflection Options**



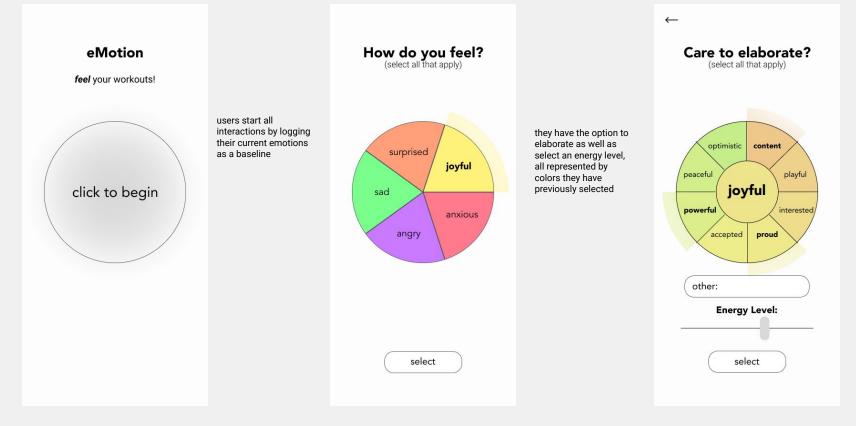


#### **Motion Screen**

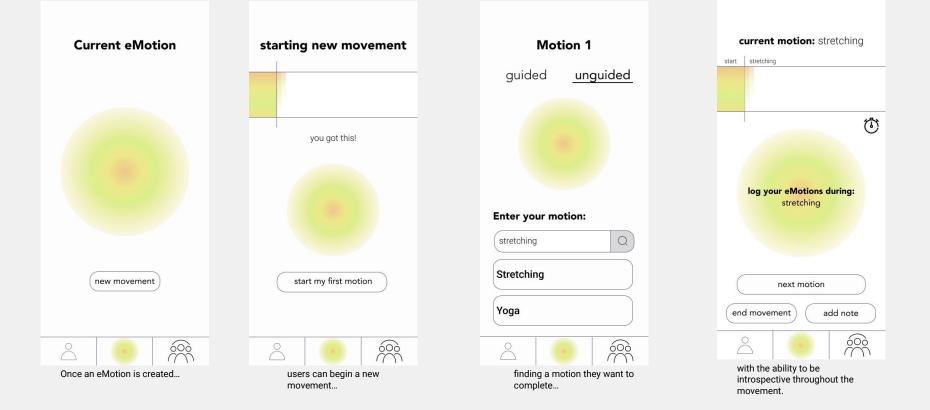




## **Simple: Freestyle eMotion**

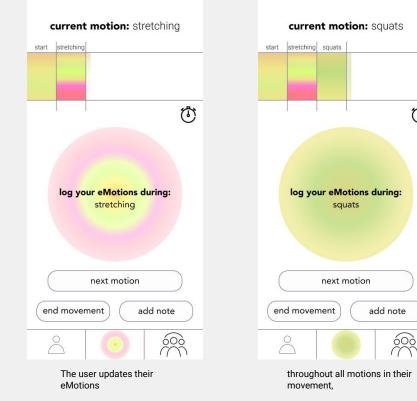


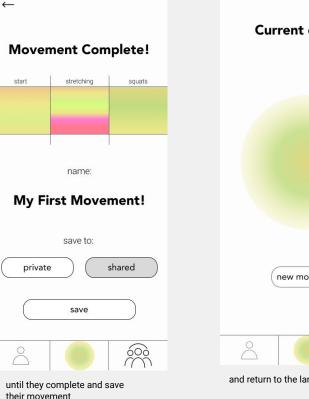
## **Simple: Freestyle eMotion**



## **Simple: Freestyle eMotion**

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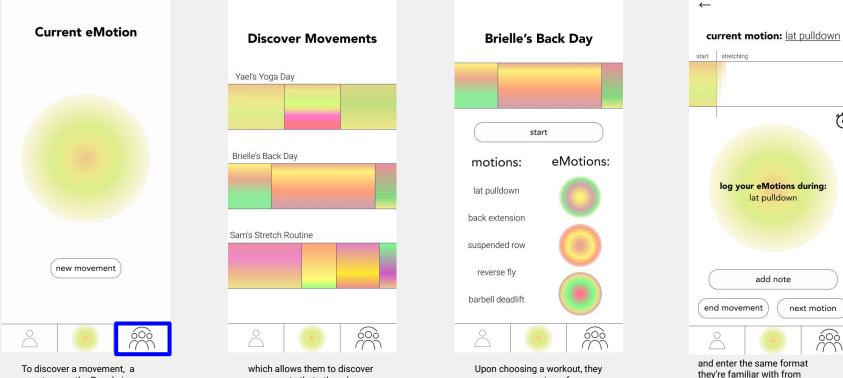


#### **Current eMotion**



and return to the landing page.

#### **Moderate: Discover eMotion**



can see an overview of

motions and eMotions,

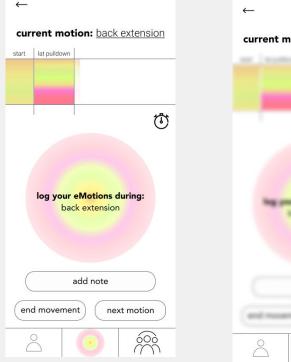
(1)

freestyle movements.

user taps on the People icon

which allows them to discover movements that others have made public.

## **Moderate: Discover eMotion**



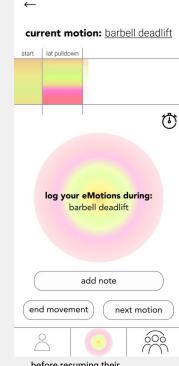
If a user doesn't want to do the preselected motion,



they can easily see the remainder of the movement

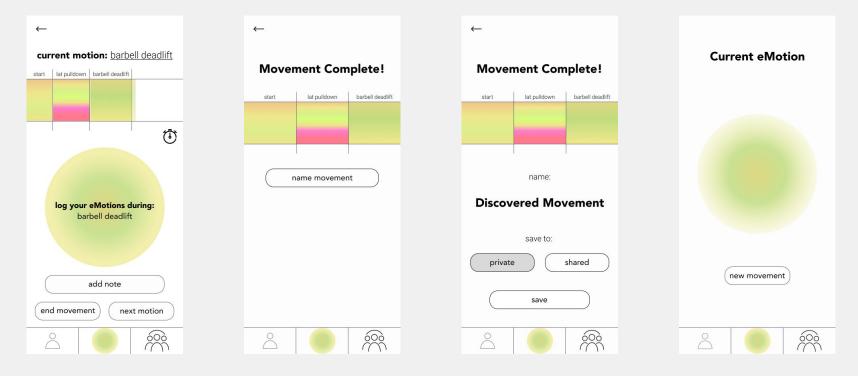


and skip to a motion they want to do



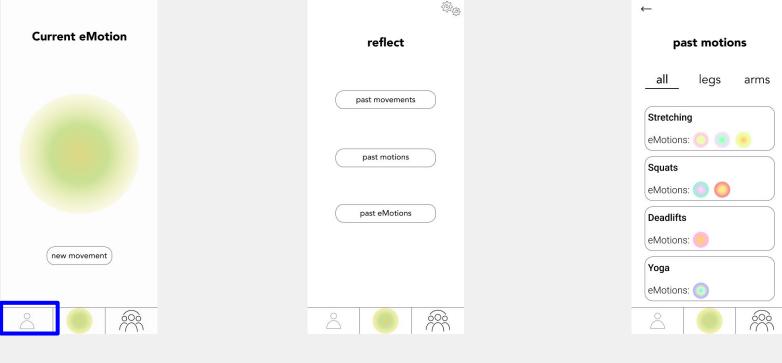
before resuming their movement.

#### **Moderate: Discover eMotion**



Ending a discovered movement looks the same as ending a freestyle movement.

## **Complex: Reflect on past experiences**

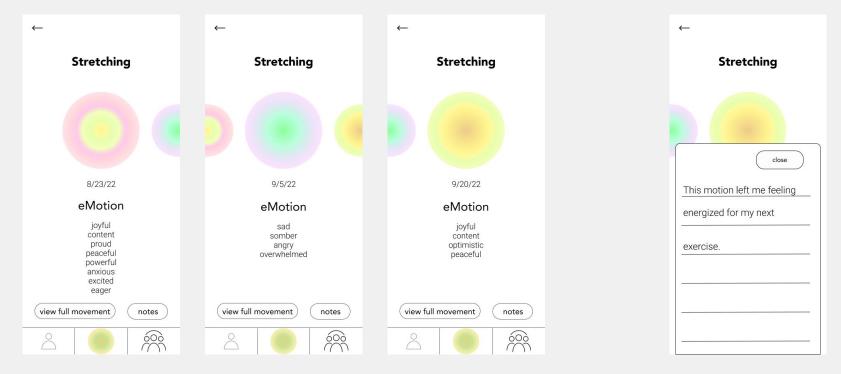


To reflect on past experiences, a user clicks on their profile.

Their past is sorted by movements, motions, and eMotions.

Selecting motions allows for an overview of previous eMotions experienced during a particular motion.

#### **Complex: Reflect on past experiences**



Previous eMotions related to the selected motion are available in a carousel, organized by date, with the recorded feelings denoted below.

Previously uploaded notes are also available for viewing.

#### **Prototype Limitations**

#### Tools

#### Limitations

#### Figma

- Allowed for easy repetition of elements
- Allowed for interactive prototype
- Did not allow for responsive sliders/color changing

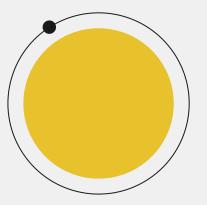
- Energy level slider does not slide/is hard coded
- Not fully customizable/many hard coded choices, including feelings, exercises, and energy levels

#### Hard-Coded Features

- Emotions
- Motions
- Energy levels
- Emotion embodiment
- Nearly all choices are hard-coded



# Thank You





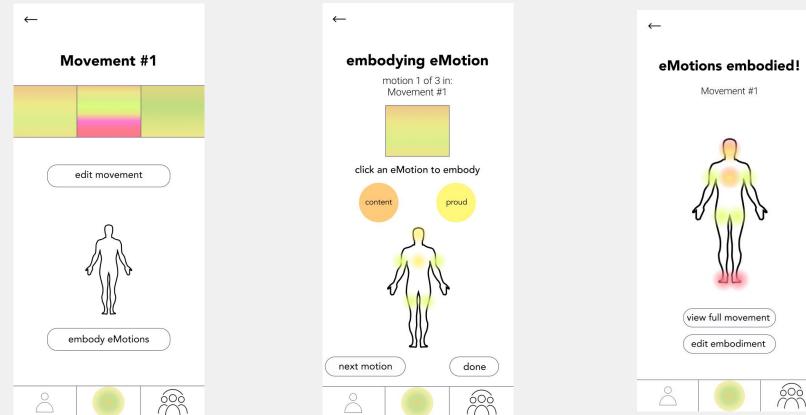
# Appendix

Figma link, more major changes made to the prototype

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# Click here for our Figma

## Major changes (cont.)



## Major changes (cont.)

