eMotion
high fidelity prototype

Team Movement
Studio undominate
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Our Team

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Talk Outline

01. Problem/Solution Overview

02. Heuristic Eval Insights

03. UI/Product Revisions

04. Implementation Status

05. Prototype Preview/Demo

THE PROBLEM

The fitness space can be inaccessible and intimidating. Many express that **a focus on numeric metrics** in their fitness goals and workouts leads them to **physical and mental discomfort.**

OUR SOLUTION

With eMotion, we aim to make fitness empowering, instead of mentally distressing, by allowing users to **form and complete workouts based on feeling**, encouraging reflection and understanding each step of the way.

Heuristic Evaluation Results

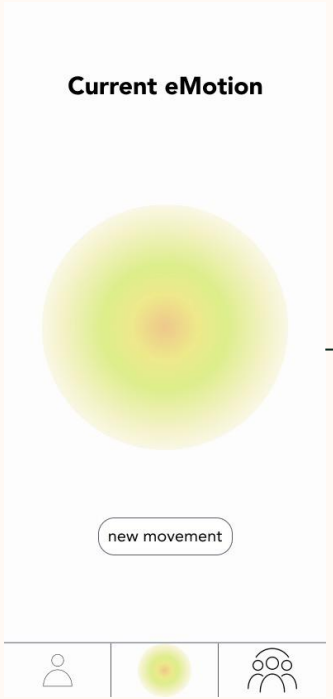
- 11 severity 3 violations, 1 severity 4 violation
- Many of severity 3 violations were related to customization limitations
  - Specific limitation: users choose their own colors during setup, so accessibility issues related to color deficiencies will be mitigated
- Eliminated body reflection - antithetical to our goal
- Simplified screens
- Movement is now a day, not a workout

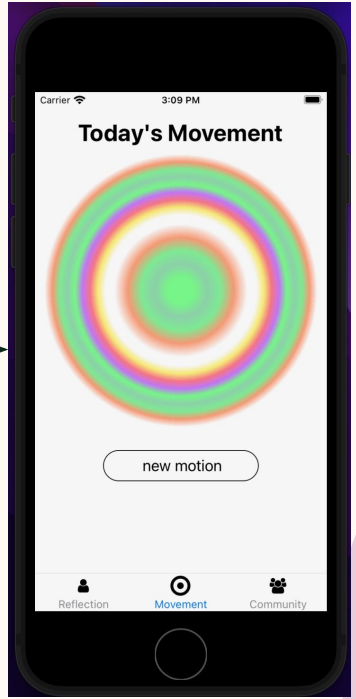
Major UI and Product Revisions

Movement (Session -> Day)

- Traditional workout session

- Destructured workout throughout day

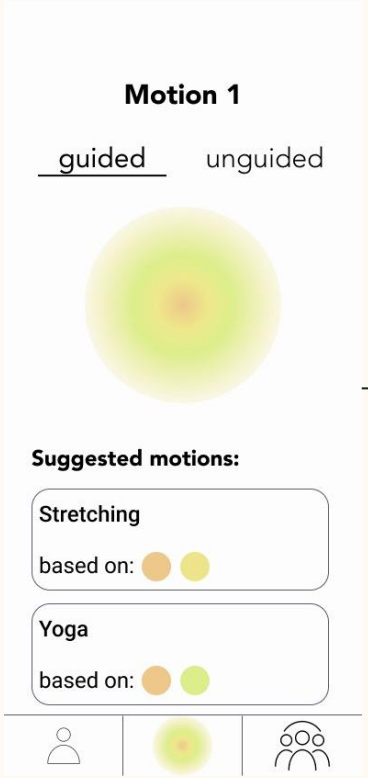


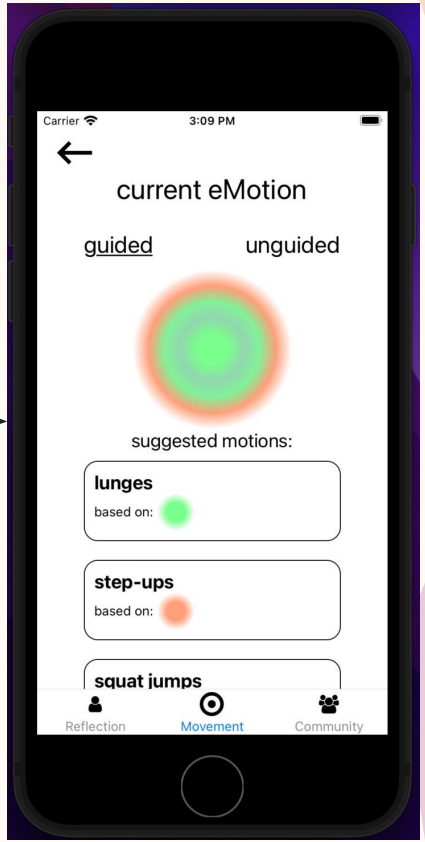


Editing Current Emotion

- Restricted to during an exercise

- Available whenever user wants

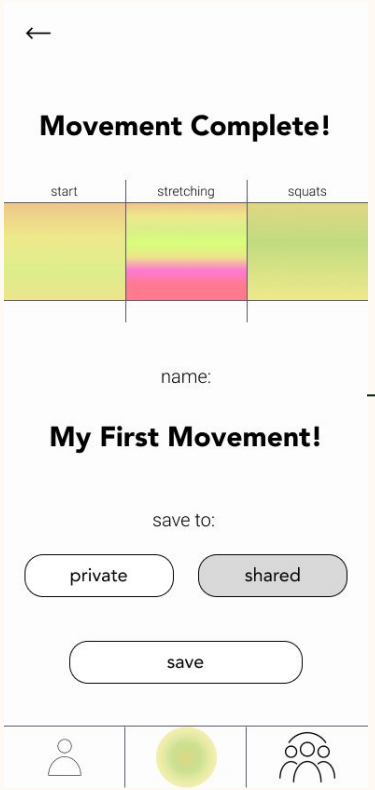


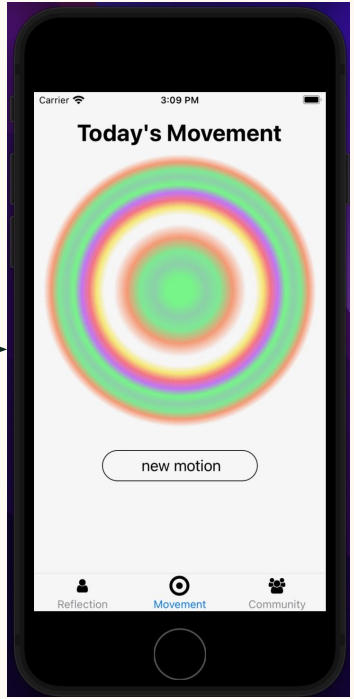


Movement Visualization (Bar -> Circle)

- Linear colored bar

- Outer ring of colors

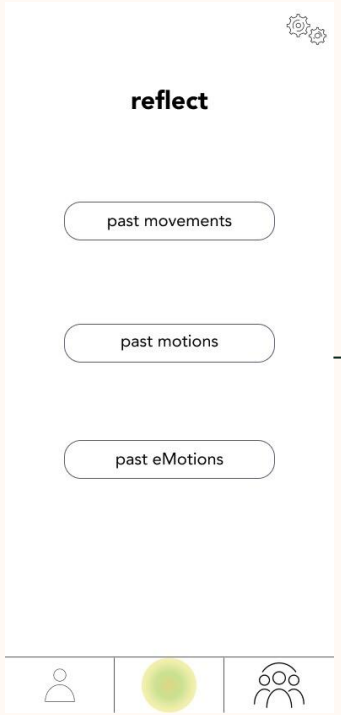


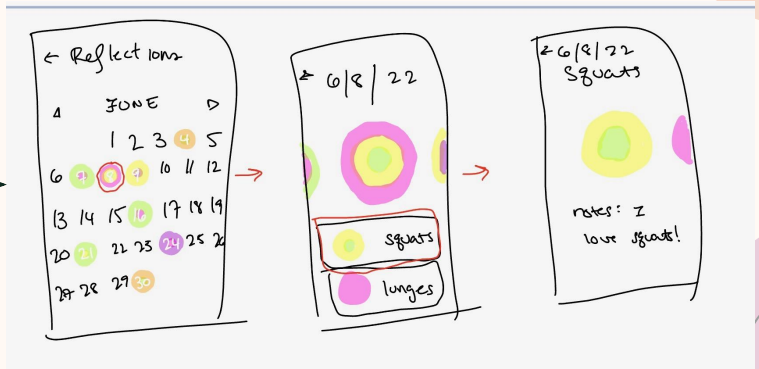


Reflection Screen

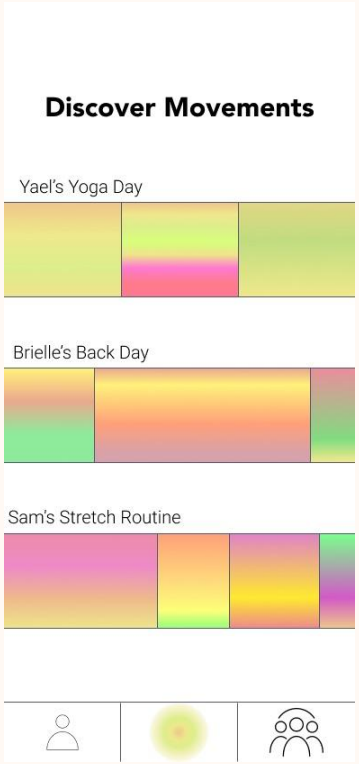
- Redundant data and confusing options

- Calendar of Movements





Community Screen



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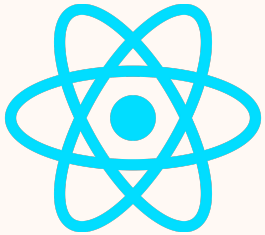
Tools Used

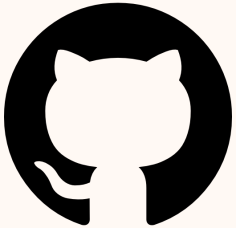
ReactNative



Expo

Visual Studio Code

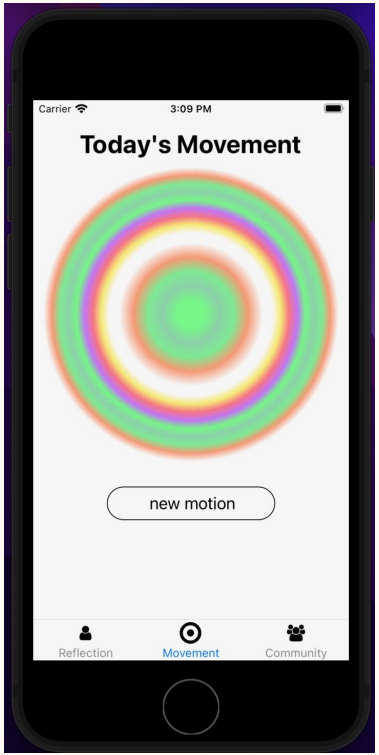
GitHub

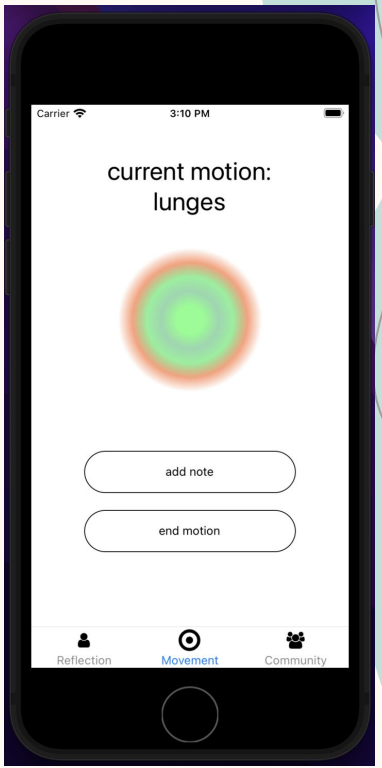


Implemented Features

Task 1: Complete a Movement

- eMotion logging
- Tracking feeling over time
- Exercise search and suggestions





Implemented Features

Tab Navigation Bar

- Reflection, Movement, and Community tabs navigate
- Reflection and Community currently in progress

Wizard of Oz Techniques

- Sharing a Movement / accessing shared Movements

Hard Coded Features

- Motion data
- Past Movement data
- Community data

Demo!