

## **Prototype Design Brief**

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### **Introduction**

After thoroughly analyzing our team's available resources, time limits, and capabilities, we decided to move forward with a "Wizard of Oz" (WoZ) approach to create our prototype. Our WoZ implementation will utilize Video Prototyping to highlight the user experience and to demonstrate how our product could help alleviate feelings of "gymtimidation" through audible and visual cues providing a complete training experience.

This design brief will act as an outline of specific features and experiences highlighted in our Video Prototype. Using this brief, we will then storyboard the experience for video production.

### **Prototype Experience**

- AR Detection of fitness equipment: The application running on the mobile device will use AR to detect specific equipment as the person approaches. The application indicates what has been detected by outlining the equipment and asking the user to confirm that they wish to know more.

Once the user confirms, the application will visually and audibly present them with options allowing them to select different exercises in scenarios on how to use the equipment. After confirming how they wish to use the equipment, the app instructs the user via audible cues and short videos on proper form and use.

We plan to showcase three specific scenarios of common equipment within fitness facilities:

- Free Weights (dumbbells)
- Cardio Machines (elliptical machine)
- Weight Machine (leg extension)

- App integration on mobile devices
- Display design elements of the application and how it could be used).
- Explain the specific design elements integrated with AR.

We feel that this approach targets specific areas to prototype and test to gauge interest and viability while eliminating ambiguity or areas of design (e.g., gamification, community, wearables) that might be later considered should there be market interest.