

Wonder Document - XCSmart

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The project:

We plan to experiment with the possibility of creating a mobile application for cross-country skiing, based on user-built data. By focusing on real-time user input we want to investigate how social collaboration can increase users' motivation to go skiing. The idea is that all users can contribute with information about snow conditions, such as temperature, density, depth etc. The background for the idea is that it might be quite difficult, especially for novice skiers, to know how different conditions influence the skiing experience and which preparations needs to be done. With this application users can upload and share information about the difficulty of tracks, the conditions, as well as which preparations they recommend (type of wax for instance).

To increase the motivation and improve the social part of skiing the idea is to create a game around it. In this way you can challenge your friends or meet new people who share the same interest around cross-country skiing.

Target group:

At this point we have many different target groups to consider. People who have never skied before, experienced skiers and everyone in between. Our goal is to narrow down our target group through early data collection. We imagine that this app would be more helpful for inexperienced skiers than experienced skiers, because experienced skiers might not need tips regarding preparations. However, the social/gamification aspect might be interesting for both groups.

Why have we chosen this project?

Our group consists of people with different backgrounds in cross-country skiing. Although some of us consider ourselves as experienced skiers, we realized that none of us have a lot of knowledge about the technical details regarding cross-country skiing. We arrived at the conclusion that it would be nice to easily have access to this information.

Cross-country skiing is very popular in Norway and a lot of people are practicing it. Several applications already exists for running or cycling but we have not been able to find any for

cross-country skiing. We believe it would be interesting to develop an application in order to combine training and socializing through cross-country skiing. Moreover, this new approach to cross-country skiing can bring new people to ski and help experienced skiers to optimize their training.

Research questions:

- How can real-time user input help and motivate people to go skiing?
- What information is most important for the user, and what is of lesser importance?
- How can mobile technology give us information about snow conditions?
- How do we make the application user friendly?

Methodology:

Data collection:

Our plan is to have a user-centered design process. Therefore we think it is necessary to perform interviews with skiers of different skillsets to help us establish what information the users might need, and what should be our main focus.

These interviews will be conducted early in the process and are an important foundation for the design process.

Technical knowledge:

In order to know how to present the information we need basic knowledge about different technical aspects regarding cross-country skiing. We believe it will be useful to have information about the different types of wax and how temperature affects snow density and humidity.

Testing:

During the design process we will use iterative user testing to make sure that we maintain the user's interests. Then after developing a mid/high fidelity prototype we would like to perform an in depth usability test. Based on the feedback from the users we can change and improve the mobile application.