

MED-FI PROTOTYPE

MEET OUR TEAM



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Value proposition.

GET FIT WITH
ANYONE,
ANYWHERE

WITH METAGYM, OUR VISION IS TO MAKE WORKING OUT FUN AND ACCESSIBLE FOR EVERYONE. METAGYM ELEVATES THE WORKOUT EXPERIENCE BY PROVIDING A STRONG SENSE OF COMMUNITY AND HIGH-CALIBER INSTRUCTION—ALL IN AN IMMERSIVE EXPERIENCE.

VALUES IN DESIGN



INCLUSION

We want to keep in mind our audience:

1. We don't want financial restraints to become a barrier to our product. We believe that the falling prices of VR headsets in recent years will make these headsets much more accessible.
2. We want to create a safe space for users regardless of their location or starting ability. By providing both live and on-demand classes users will be able to attend classes whenever they want.



HEALTH

MetaGym's workout classes focus on the fitness aspect of health: it encourages users to maintain a healthy lifestyle and incorporate a regular fitness regimen into their daily lives. We deliver this not only through offering immersive workout classes, but offering it with experts at high-quality instruction.



COMMUNITY

MetaGym is built on the core value of building and fostering community during workout, as it leads to more enjoyable and motivating experiences. We integrate this into our mobile interface with the friend activity and leaderboard, and in the VR interface, as a user is taking the class, the user is able to see friends take the class in the same VR landscape with them, and chat with them.

Community <> Inclusion

Our values of community and accessibility may come into conflict. We hope to provide the best community experience with VR technology that allows for people to feel connected, but VR headsets may not be affordable for everyone. We believe that with the falling prices of VR headsets in recent years and by not requiring additional expensive hardware, we best balance the need for strong community and being as accessible as possible.

CONFLICTS IN VALUES

REVIEW OF TASKS

Simple: Browse and schedule workout classes

Users can browse different types, durations, and instructors and schedule a workout class accordingly.

They can also view the workout class they have just scheduled. This occurs on the mobile interface.

Medium: Receive workout instructions

Once inside the fitness VR class, users will receive workout instructions from the instructor. This task consists of joining the class and using "next" and "wrist" VR features (explained in later slides) to click through the instructions .

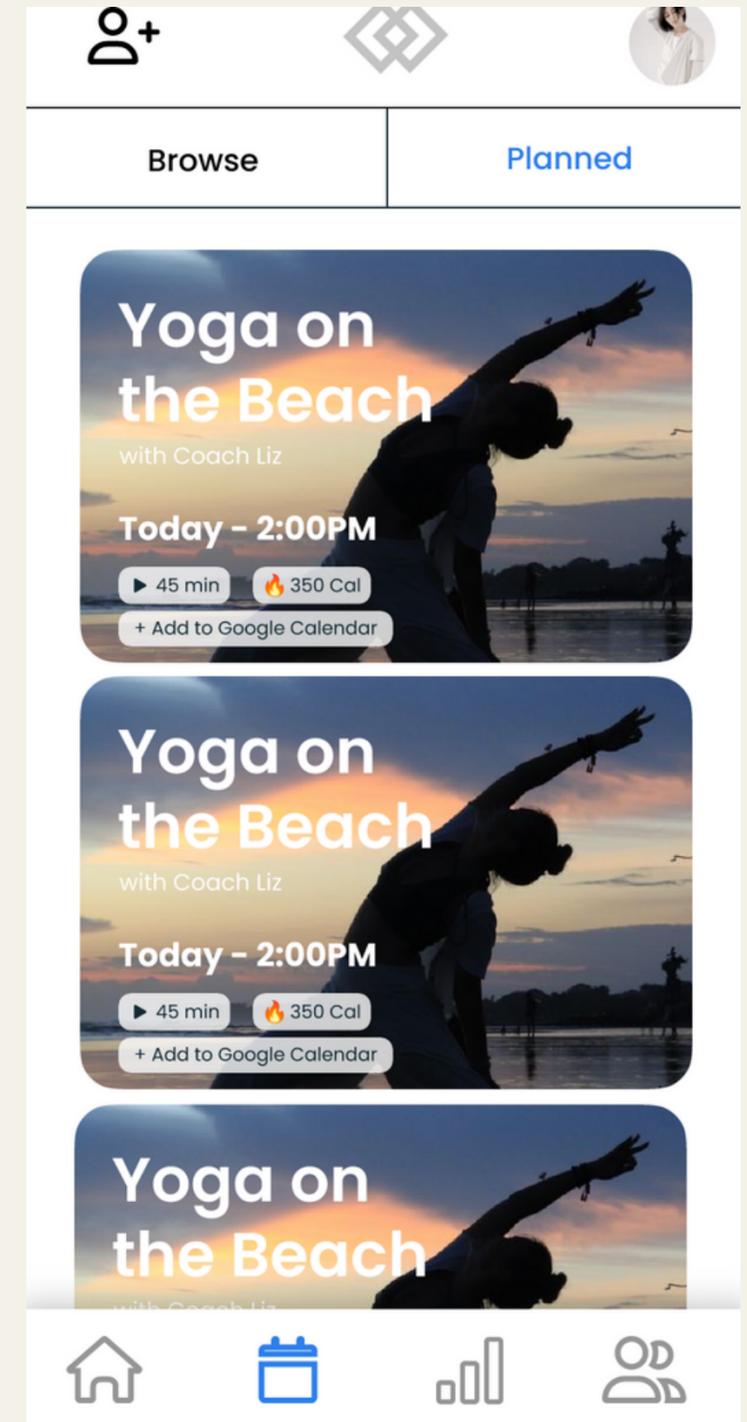
Complex: Build community

While users are taking the class, they can turn their mic on/off to speak and interact with the classmates. For this prototype, the speech from friends was hardcoded in as quotes. This feature is designed to build community during a workout class.

KEY DESIGN CHANGE #1

Users can plan workout classes

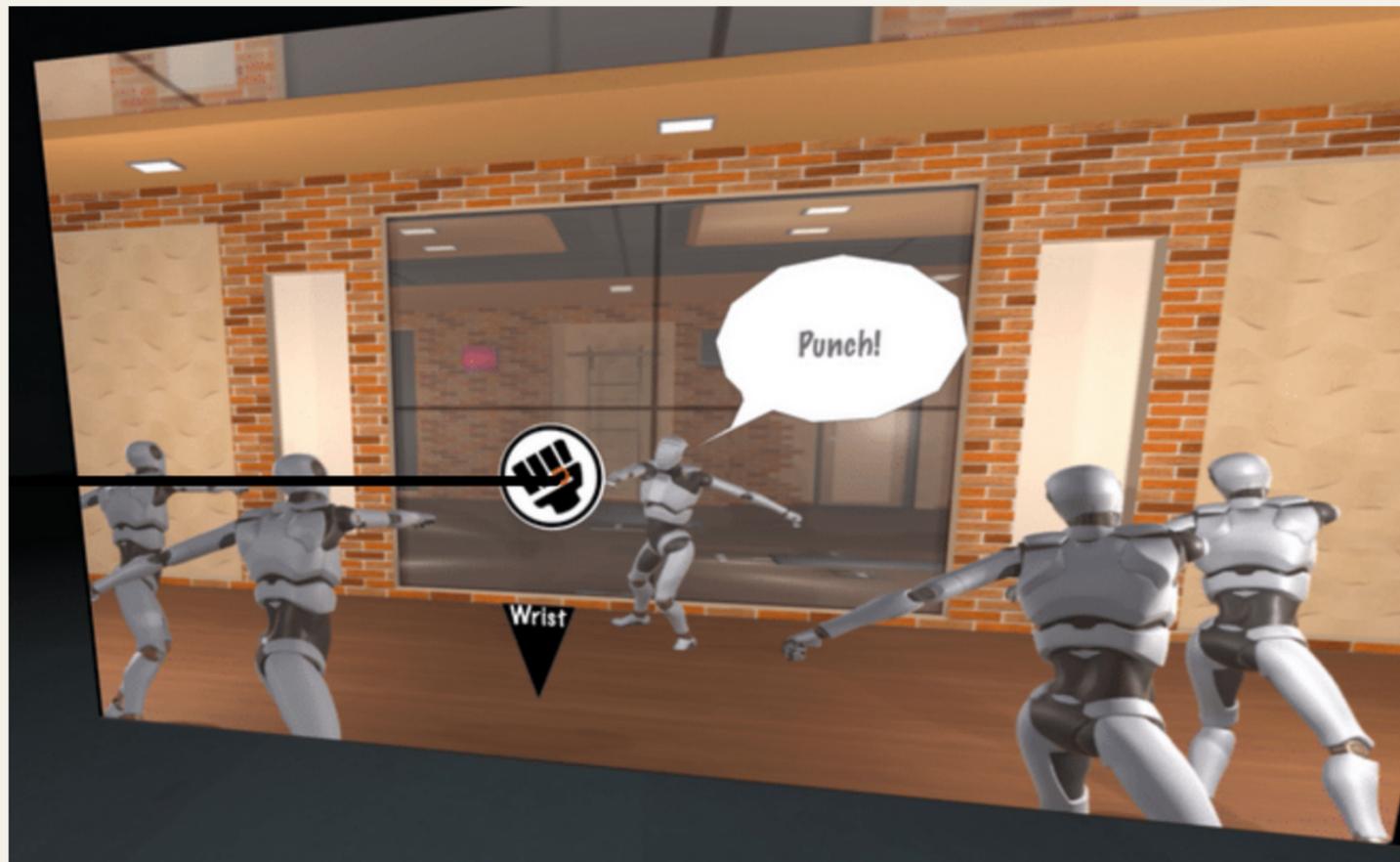
During our Lo-Fi prototype interviews, users suggested that having a page where their workout classes could be planned in advance would be ideal. Thus, in our Mid-Fi prototype, we added a "planned workout" tab where users can get an overview of the classes they have planned and add them to their Google Calendar.



KEY DESIGN CHANGE #2

Workout class experience becoming more interactive (VR)

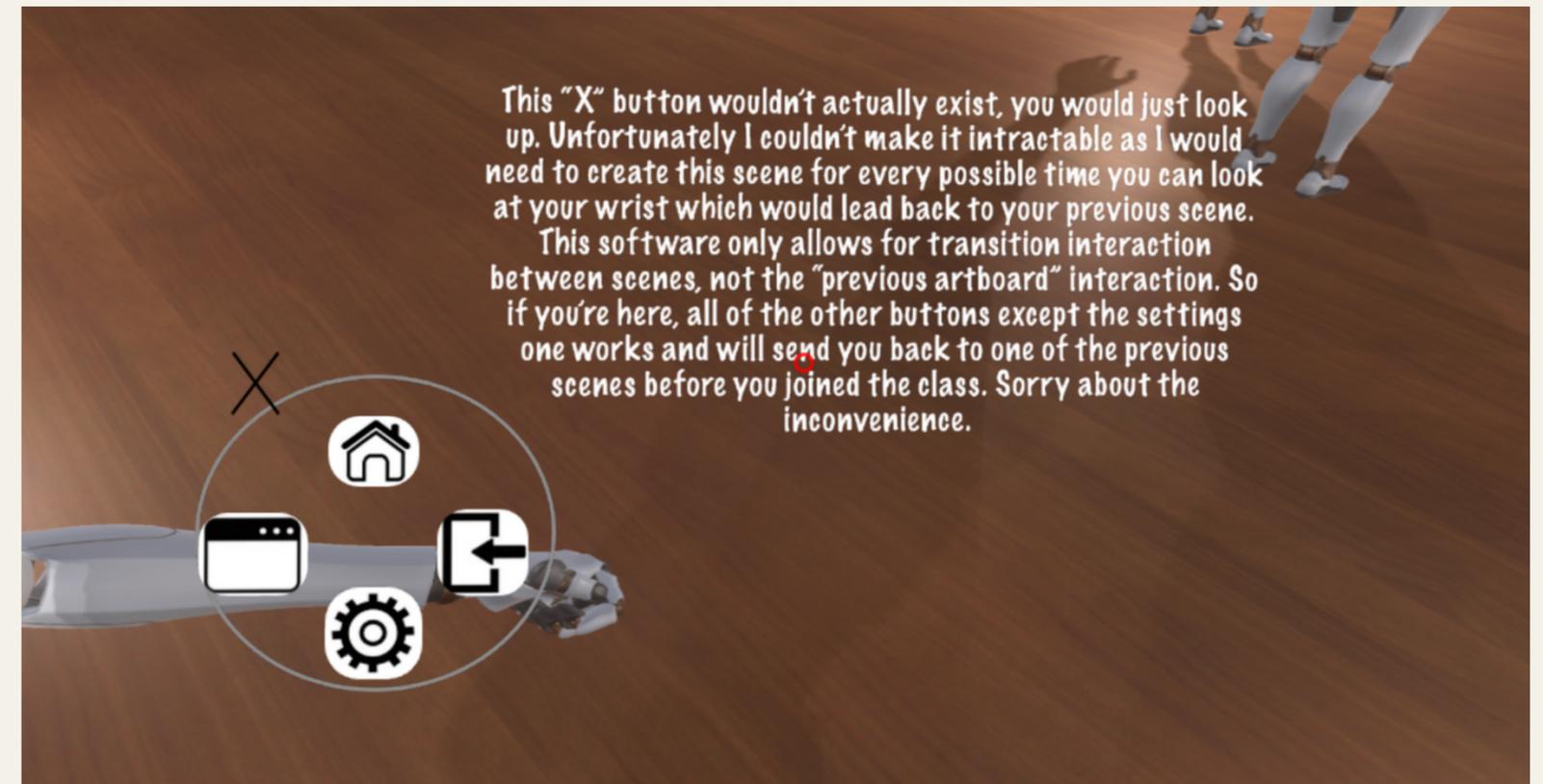
We also added UI instructional elements to the classes in VR that further enhance users' learning experience. Our lo-fi prototype was limited in its ability to track a user's actions, so adding this feature to the medium-fi prototype allowed us to provide more specific instruction.



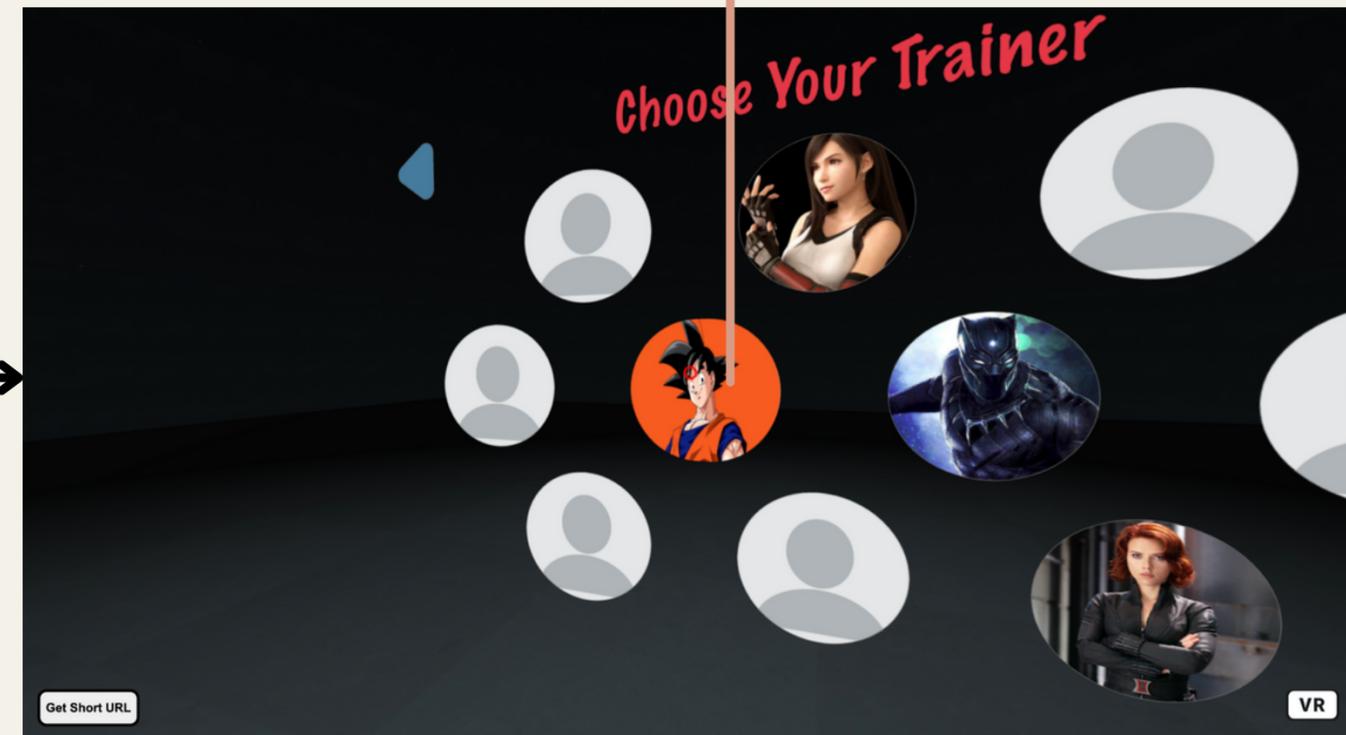
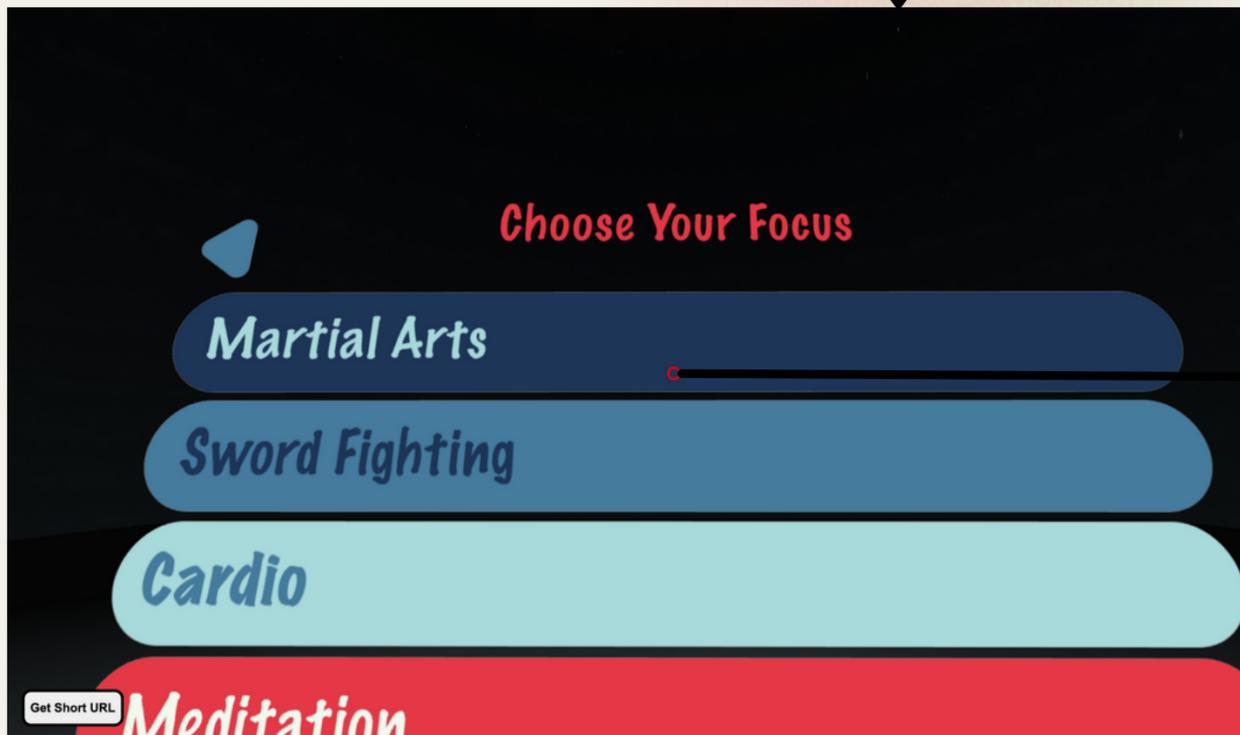
DESIGN CHANGE #3

BODY INTEGRATION IN VR

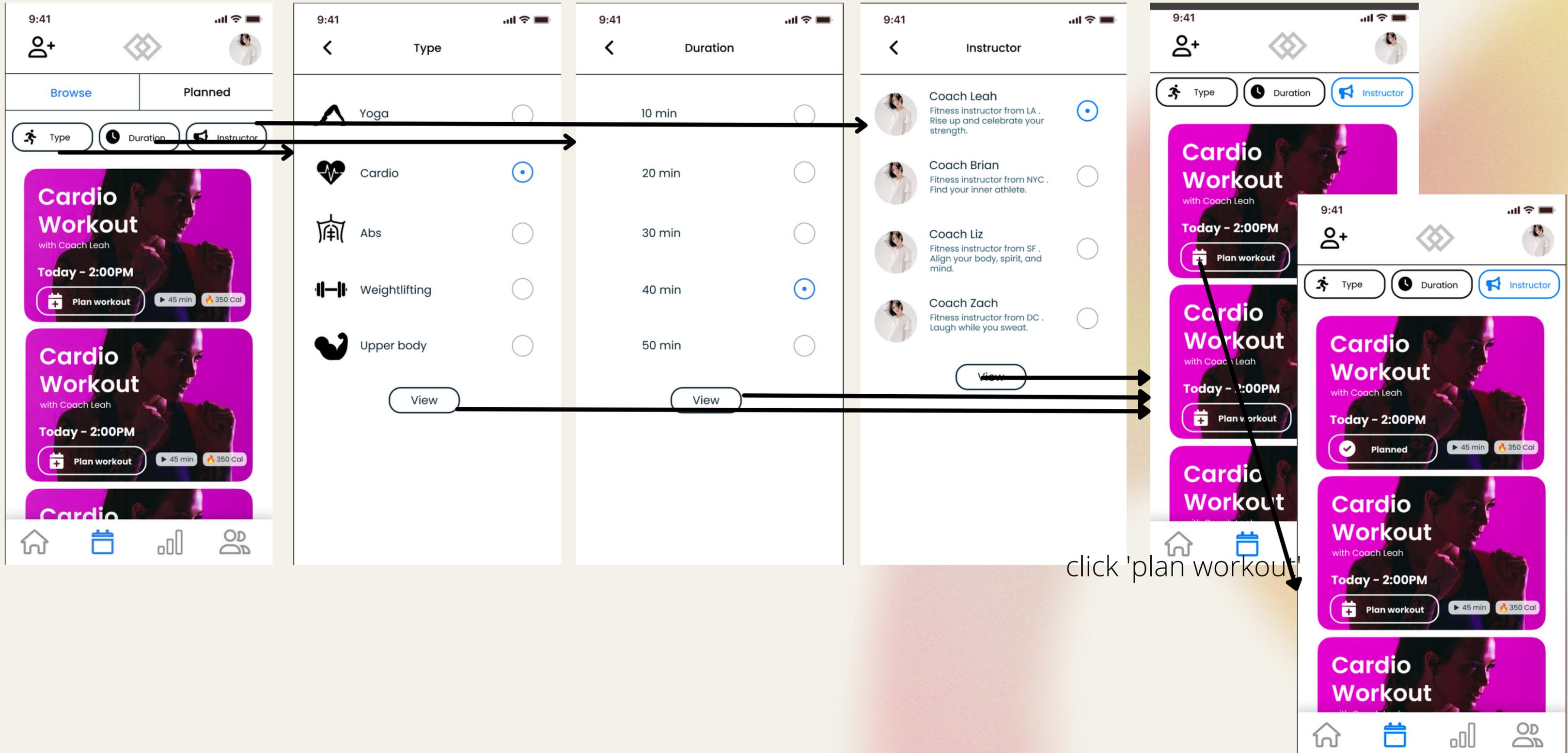
In our Lo-Fi prototype, we had yet to integrate the users' body into the VR interaction. For our Mid-Fi, we began to imagine how users' body parts would come into play during their workout classes. We added essential functionality to users' wrists (home page, exit class, browse, and settings) to continue working towards our Hi-Fi vision of maximizing an immersive full-body class experience for users. We also decided to get rid of the chat feature because of the feedback we received on reading through a chat feeling cumbersome, and users can instead speak freely through their microphone and adjust audio settings from the wrist.



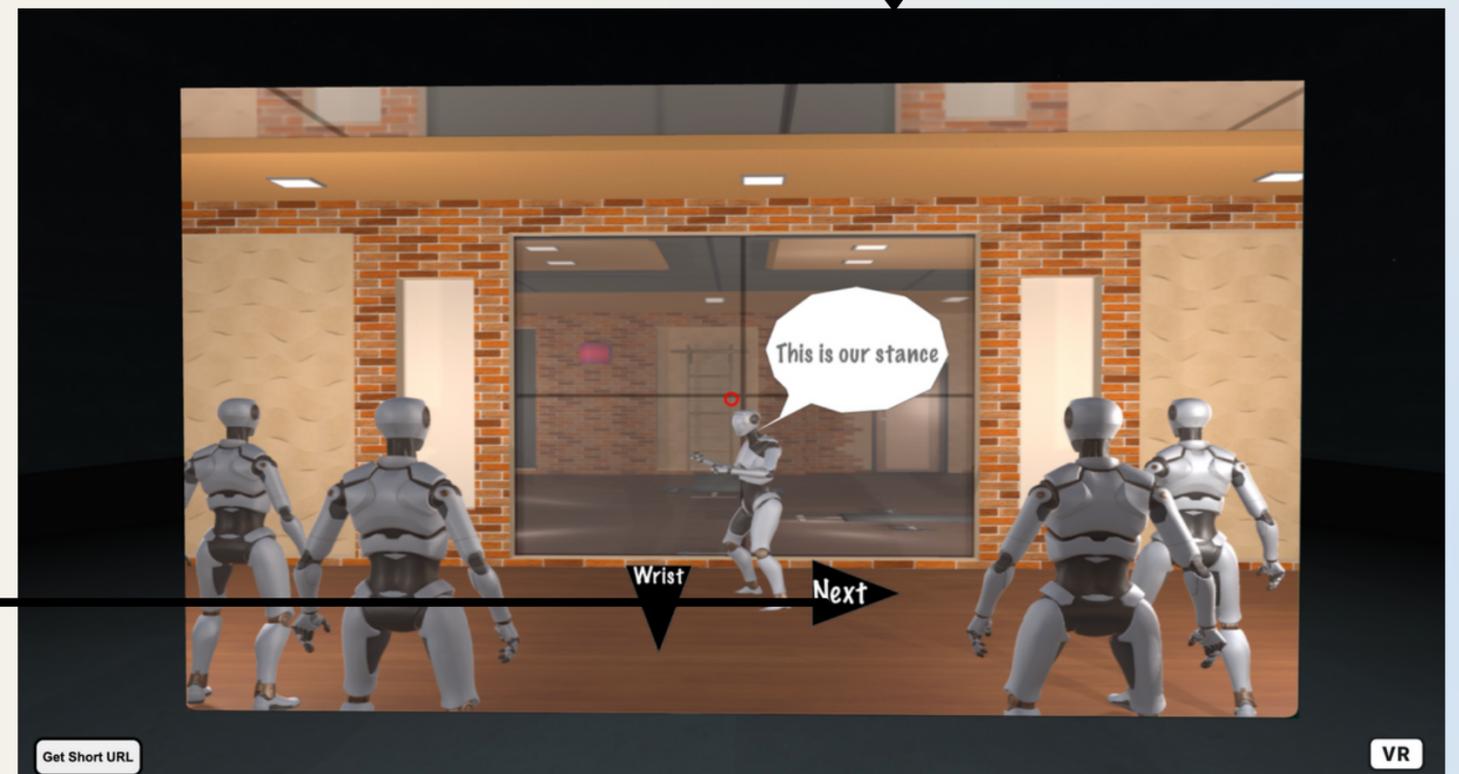
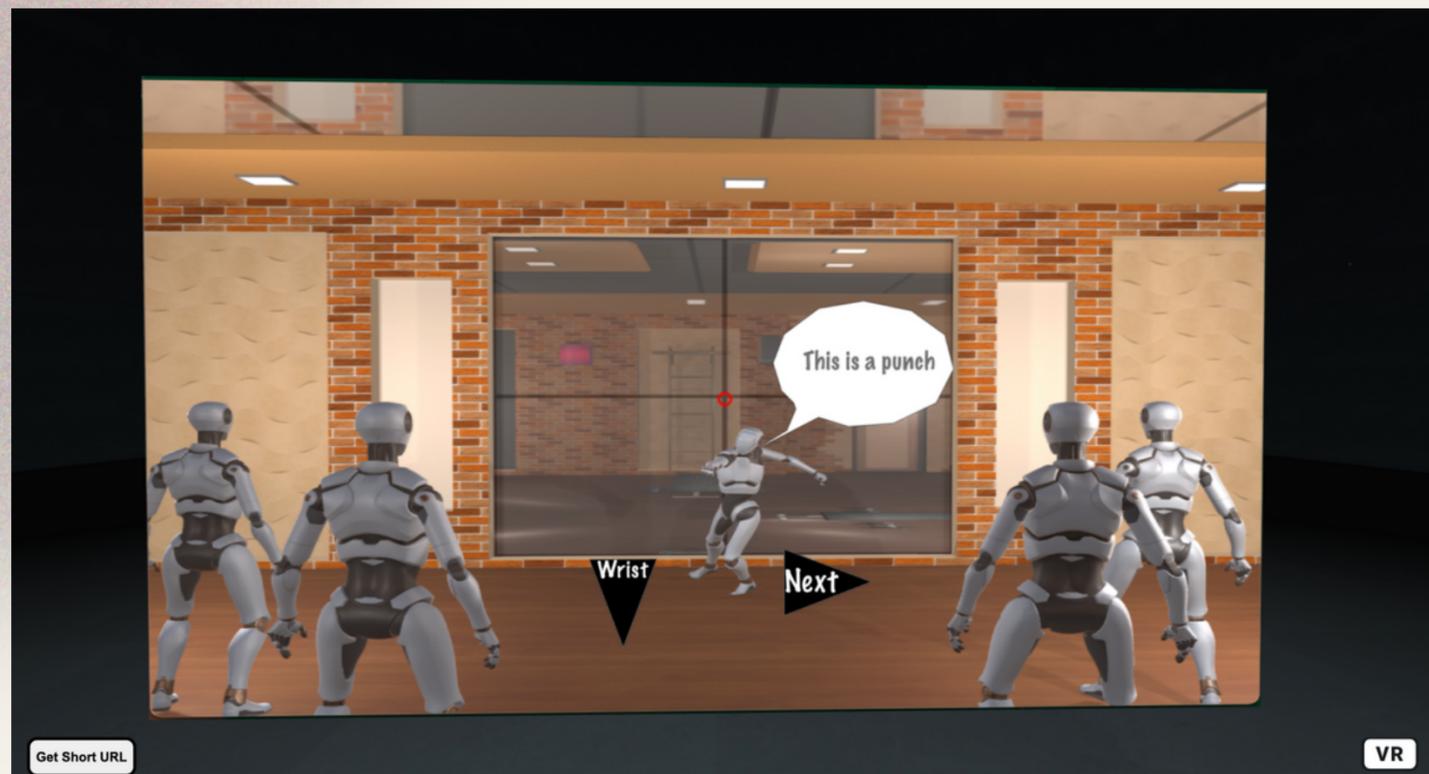
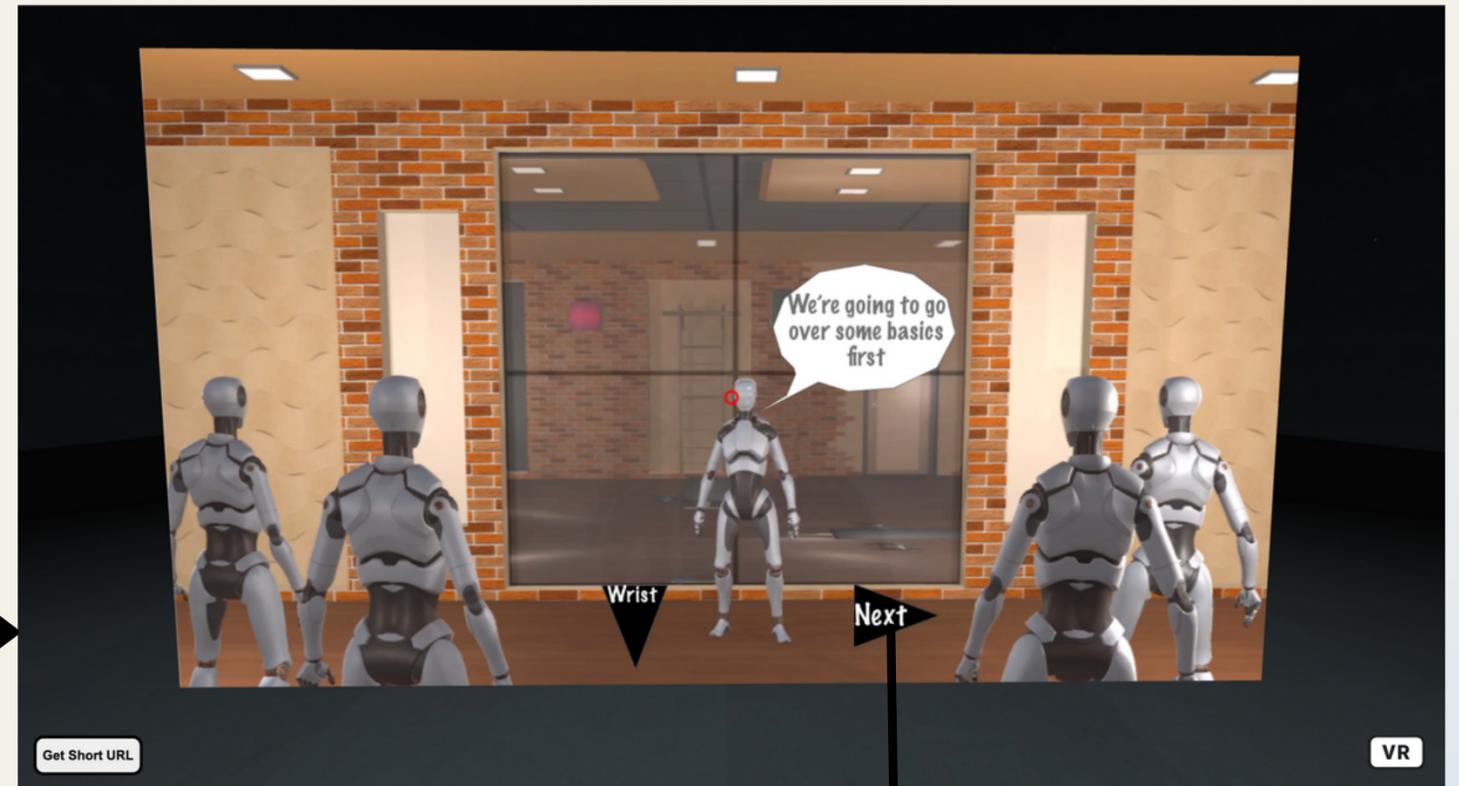
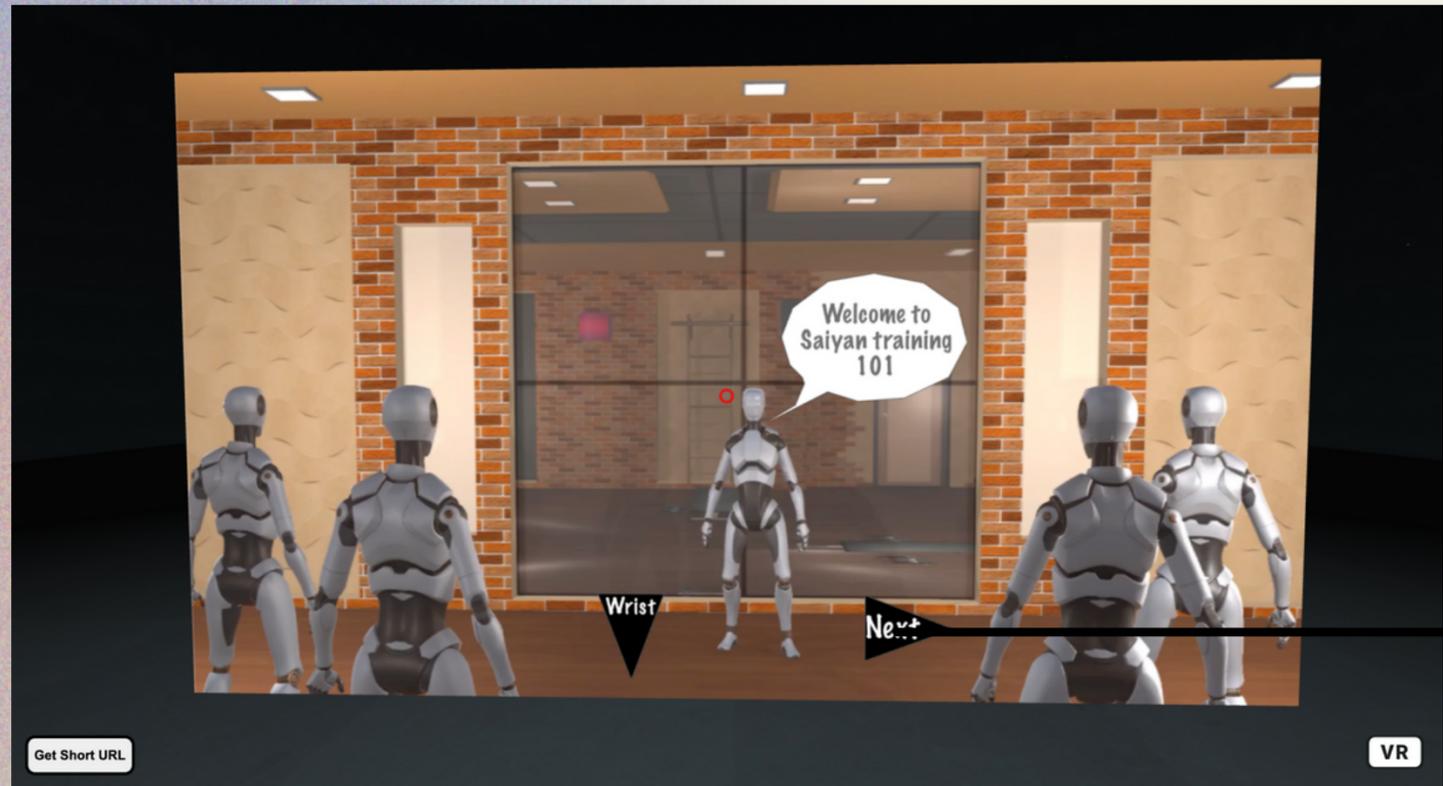
SIMPLE TASK FLOW 1 (VR)



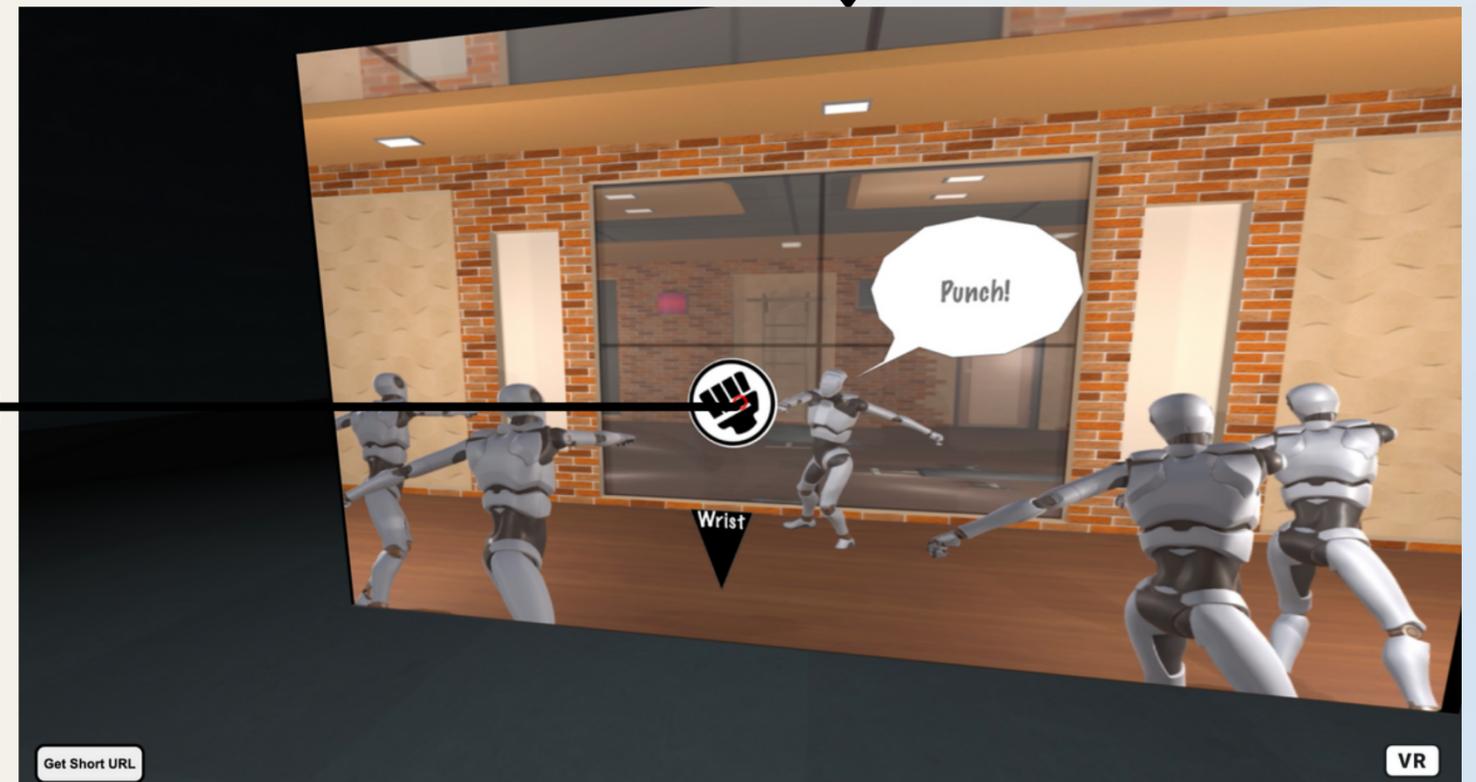
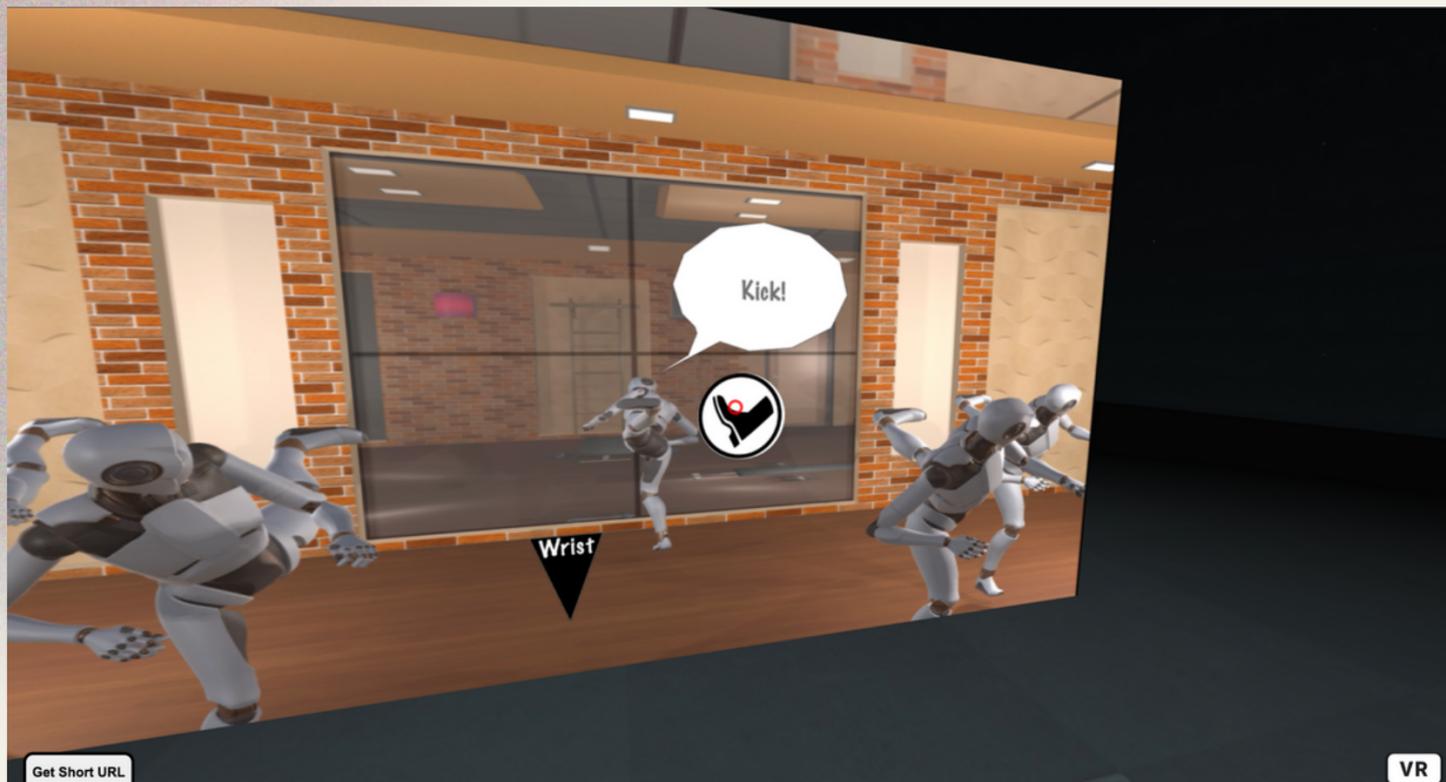
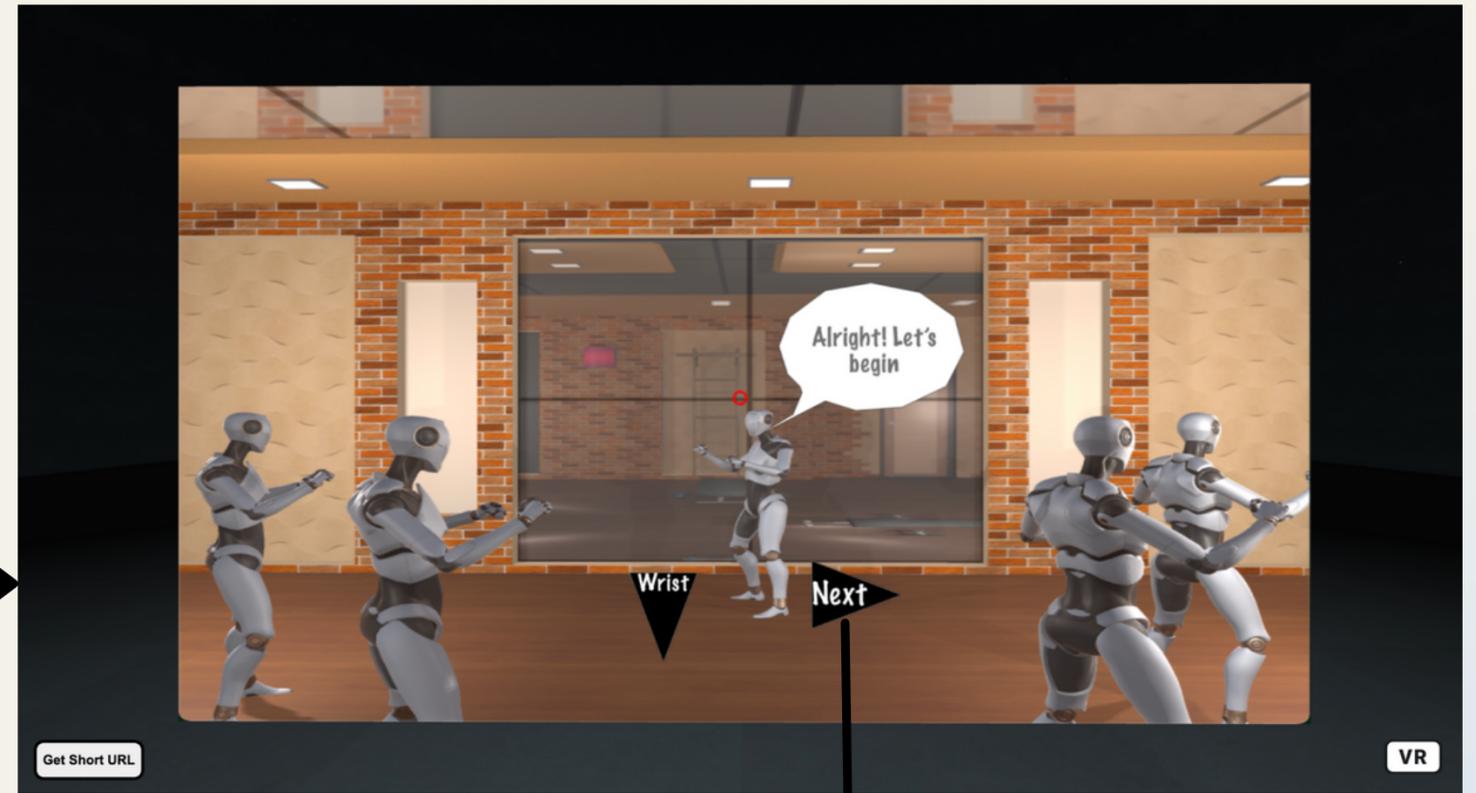
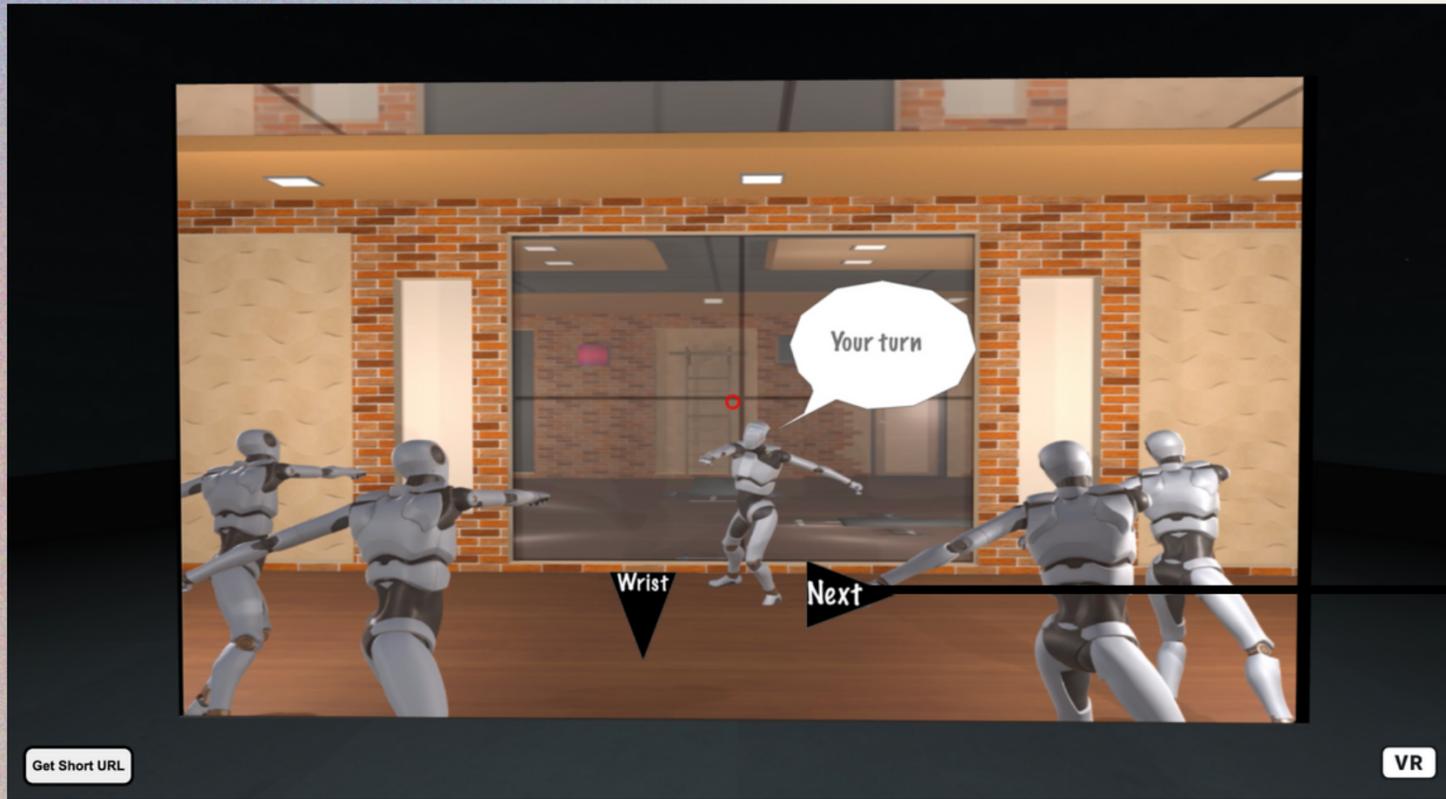
SIMPLE TASK FLOW 2 (MOBILE)



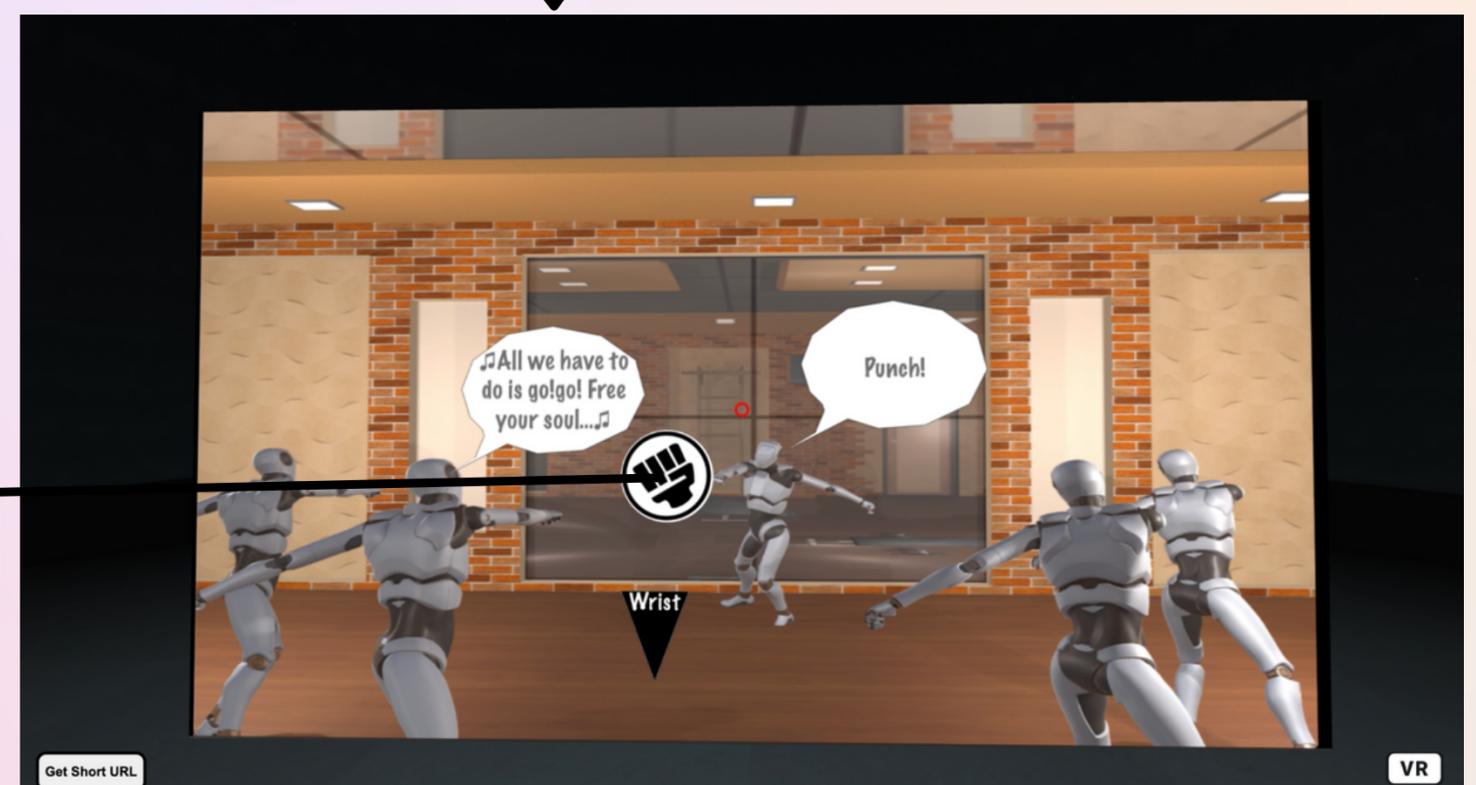
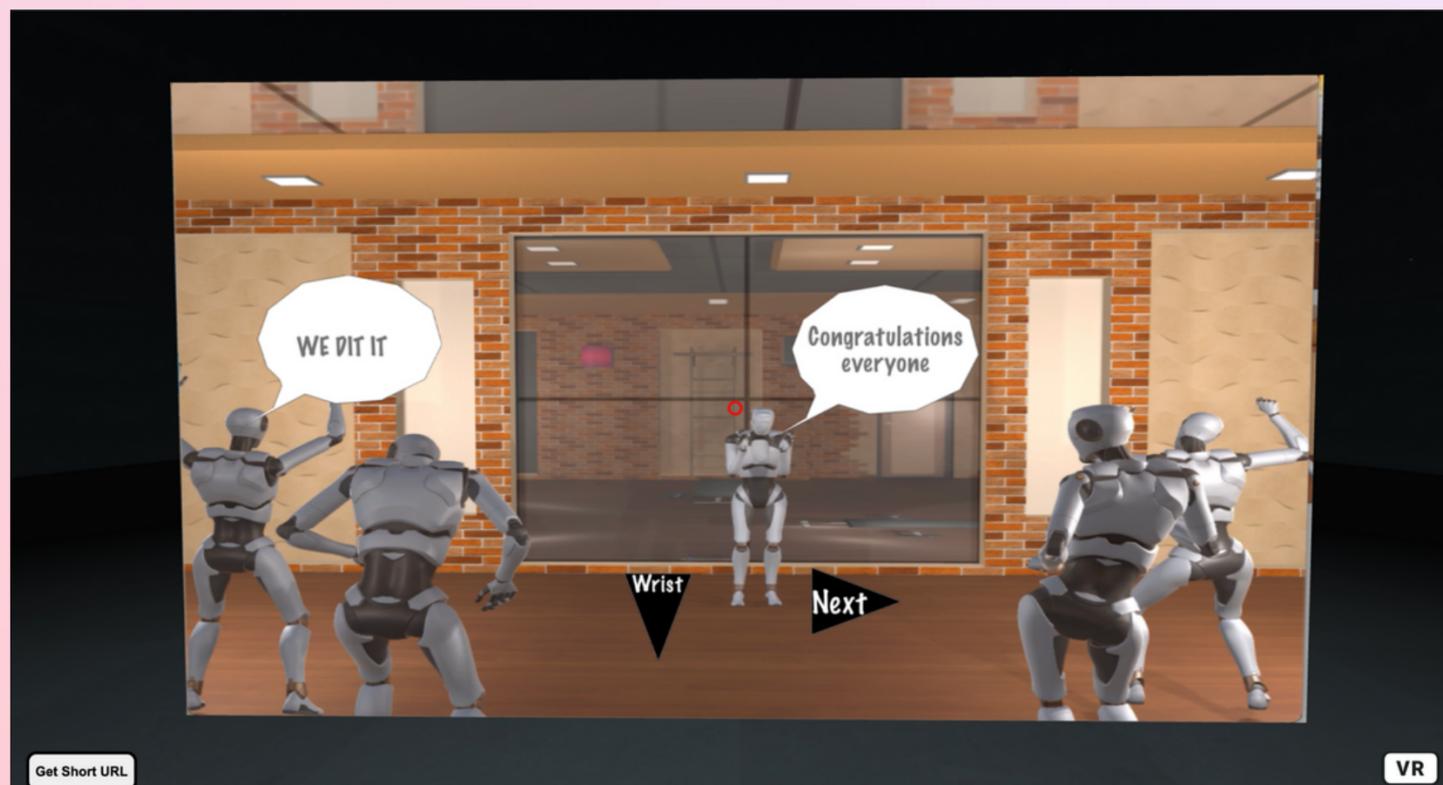
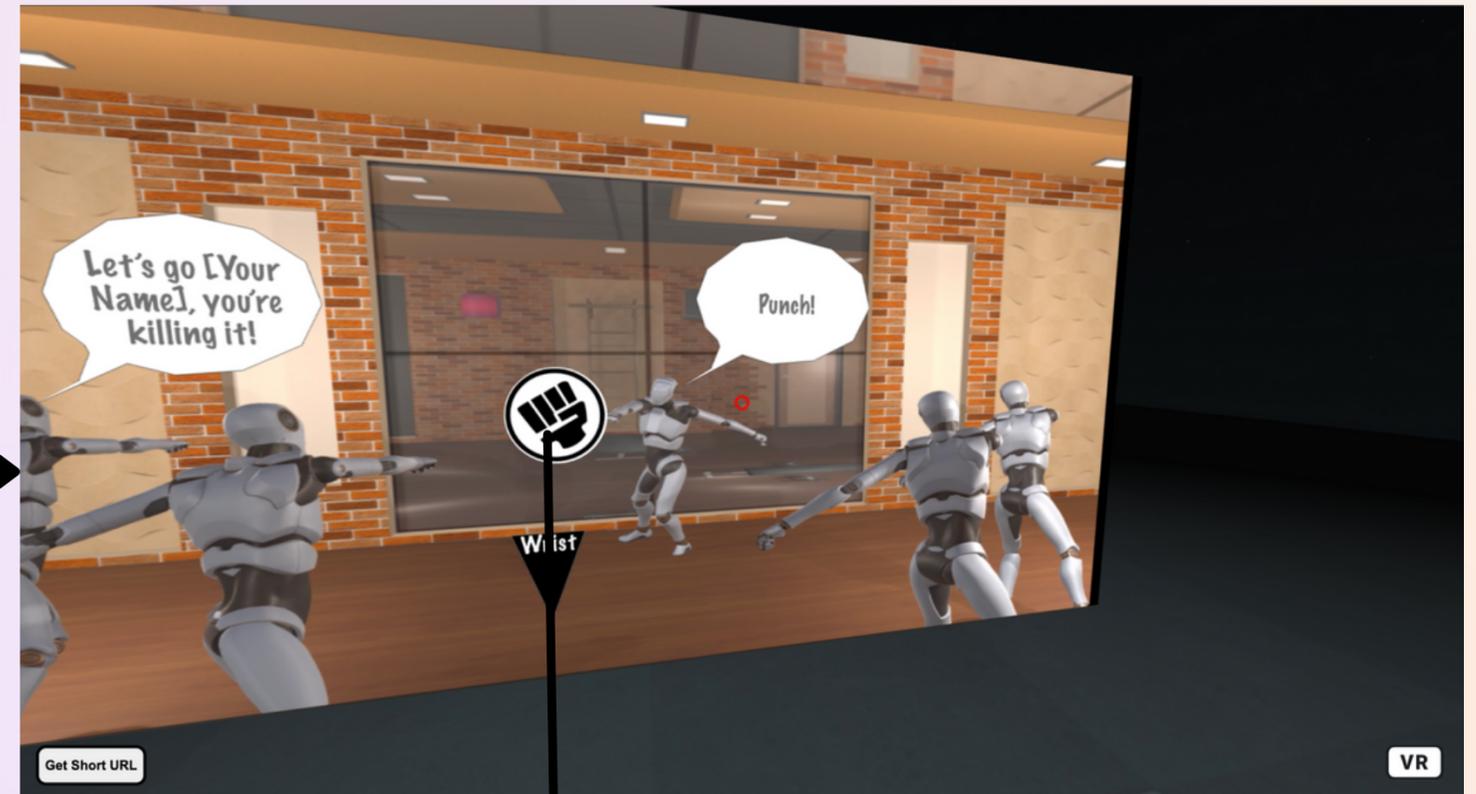
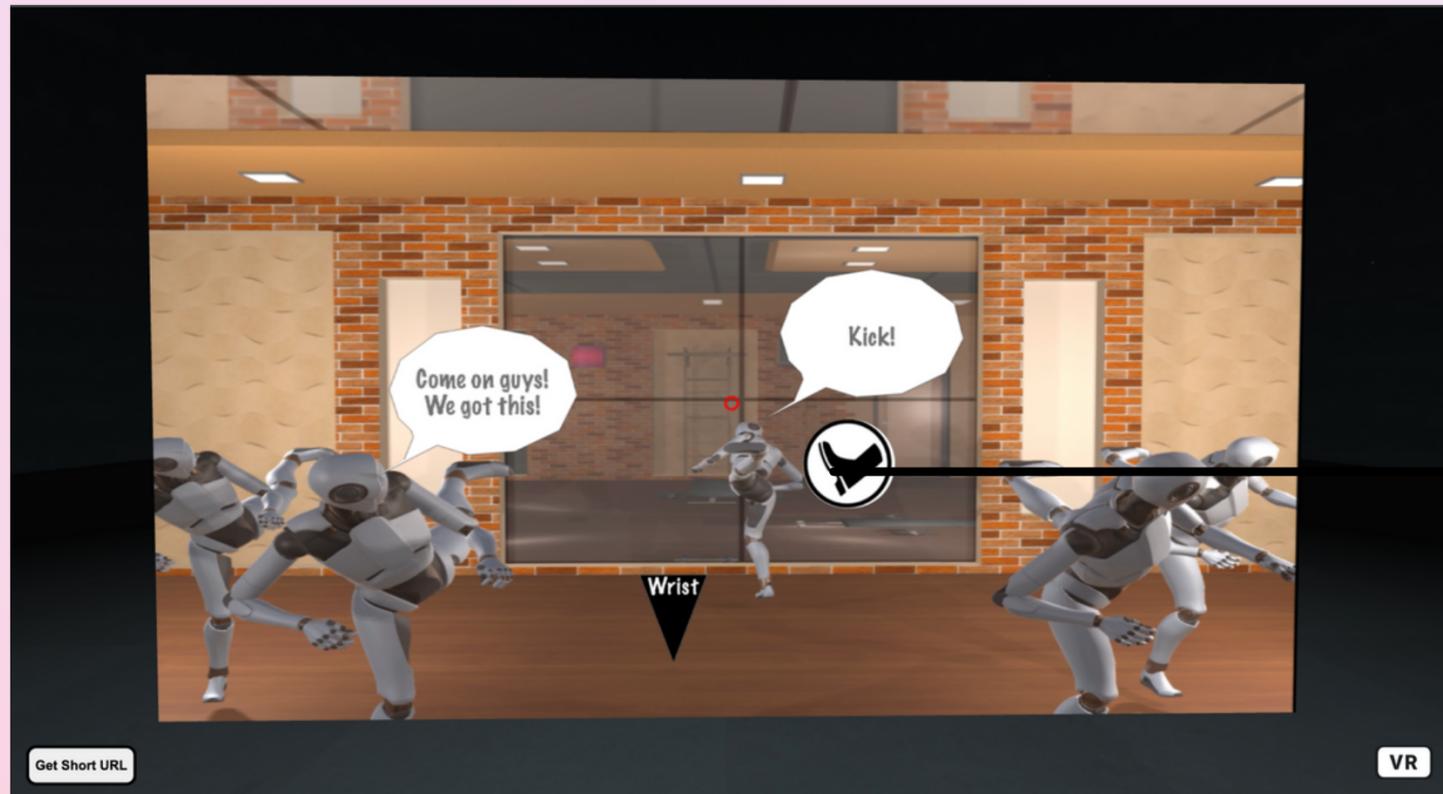
MEDIUM TASK (VR)



MEDIUM TASK CONTINUED (VR)



COMPLEX TASK (VR)



PROTOTYPE OVERVIEW

What tools we used, and how we used them.

DESIGN/ PROTOTYPING TOOLS

ADOBEXD | DRAFTXR

We used AdobeXD with the DraftXR plugin to make the VR prototype interactive. We used Unity to create the workout class screenshots.

Aligning things on the same screen was very easy with Adobe's snap feature. Replicating a web browser VR experience was easy with this tool's 360° camera. Creating interactively between scenes was also really easy with this tool.

Trying to make things even between different screens that required a different image was difficult. The new image would lay on top of everything else with no way to "push it to the back", therefore, had to manually bring over other elements to each screen. Made alignment between screens pretty hard.

DESIGN/ PROTOTYPING TOOLS

FIGMA



We used Figma to create the mobile interface of browsing and scheduling a class, viewing the user profile, and viewing the friends and community stats.



We were able to adopt a Figma template to use in our interface, which made designing and aligning components easier.

WIZARD OF OZ TECHNIQUES

The “next” and “wrist” button

- The “next” button is meant to move the scenes forward once someone is in the class, but in reality everything in the class would be happening in real time. Unfortunately, the DraftXR plugin doesn't allow videos, so the “next” button was the best way to simulate that.
- The “wrist” button is meant to simulate a user looking down at their wrist where they find UI they can use in class. This was the best way to simulate this concept as there was no way to give participants the ability to physically look at their wrist and find UI.

LIMITATIONS

- The DraftXR plugin doesn't allow functioning videos which lead to a few Wizard of Oz Techniques. The free animations on Unity gave us more reasons to focus on the on demand classes, and more specifically the martial arts focus.
- We also tried to implement a speech function where going to a new screen in the class would have "Goku" vocally speak. Unfortunately, DraftXR is also limited with this and does not allow functioning speech transitions.
- For the mobile prototype, it was difficult to demonstrate how the filters in the browse classes page work because of the many potential filter combinations.
- There is no backend or ability to store information, so the search field on the "Find Friends" screen is not clickable, and following a friend does not impact the "Friend Leaderboard" page. Similarly, when you click "Plan Workout" on the homepage or browse workouts page, it doesn't impact the planned workouts page.

HARDCODED FEATURES

In the VR prototype, the speech bubbles from your fellow classmates are hard-coded. In the high-fi, this would be real people speaking so there is no way to predict what they would actually say. In both the mobile and VR prototype, the information related to available classes are also hard-coded. In the mobile prototype, the suggested friends on the “Find Friends” screen, the statistics on the “Your Stats” screen, and all of the information on the “Friend Leaderboard” screen are also hardcoded.

SUMMARY OF IMPROVEMENTS

Added the "wrist" full body integration with a menu feature that allows users to pause the class, exit the class, go to browse classes, and view settings.

Incorporated a "planning" page feature on the mobile UI in response to tester low-fi feedback so users can see the details of the classes that they scheduled.

Added Google Calendar widget to allow people to add their scheduled class into their calendar.

VR class experience is much more interactive, two-sided interactions between user<->instructor

Simplified the UI of the VR homepage (which was initially very cluttered). Shows "live class" and "on-demand class" button very clearly.



THANK YOU FOR
LISTENING!