BackTrack

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Design Problem

Posture is Impactful



Good posture gives merits to various factors

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Posture is Impactful



We are almost always unaware of our posture.



Good posture gives merits to various factors

Method 1: Fly on the Wall Observations

Locations

- Seattle Public Library, University District Branch
- Odegaard Library
- Grouphealth
- Husky Union Building
- Northgate Mall Food Court Center





Figure 1: Odegaard Library

Method 2: Contextual Inquiry

• Participants

- Male, 29, Software Engineer from Seattle, WA
- Female, 23, Bioengineering Student at UW

• Procedure

- 1. Start recording
- 2. Ask participants to do work with their laptop
- 3. Tell the true purpose
- 4. Ask questions while watching the record



Figure 3: Participant doing deskwork

Method 3: Experience Sampling

• Participants

- Female, 26, Medical School Student at Saint Louis University
- Female, 24, American Studies Student at UW
- Male, 21, American Studies Student at UW
- Male, 18, Computer Science & Engineering Student at UW
- Male, 18, Computer Science & Engineering Student at UW

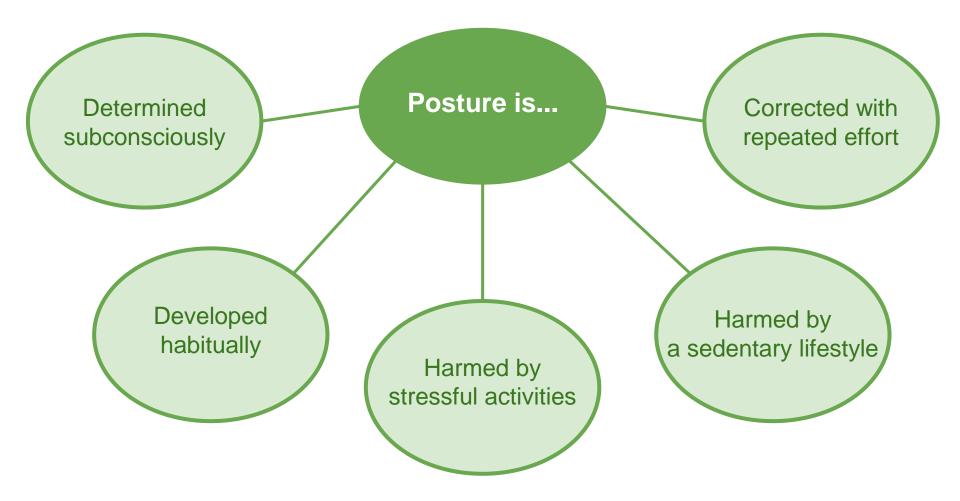
• Procedure

- Send participants 4 texts per day for 2 consecutive days
- Hi, this is the UW Posture Group. Please reply with:
- (1) your current location
- (2) how many people you are with
- (3) your current activity
- (4) how you would rate your current posture on
- a 3-point scale (1=bad, 2=neutral, 3=good).



Research Results

Five Key Research Findings



Six Design Tasks

- 1. Wanting to appear more confident with better posture
- 2. Reducing back pain and stiffness when sitting
- 3. Trying to be more aware of "posture creep"
- 4. Discovering which activities trigger posture habits
- 5. Maintaining a healthy viewing angle with screens
- 6. Transferring good posture between activities

Sketch 1: Laptop Webcam app

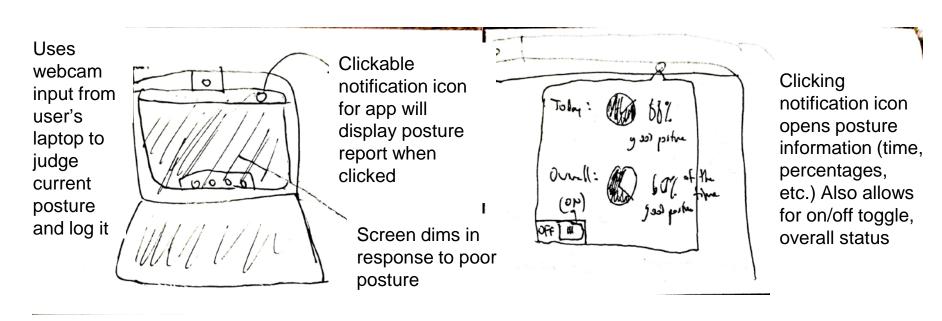


Figure 4: Laptop Webcam app

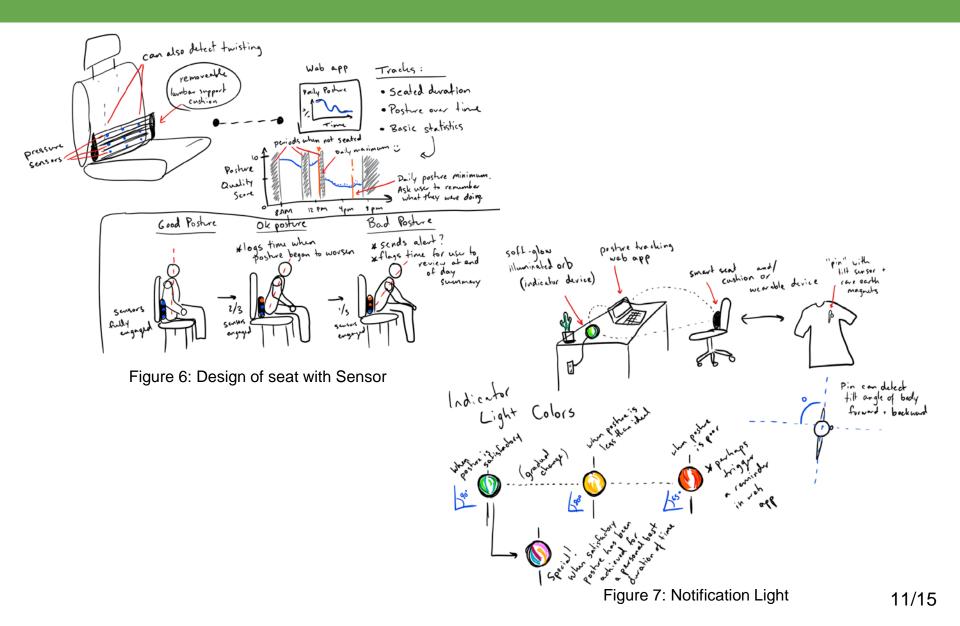
Sketch 2: Wearable Device



Figure 6: Wearable Device

Design Method

Sketch 3: Posture Light



Our Selected Design

Why we chose wearable posture reminder?

- Supports BOTH of the two tasks we considered critical for our user group
 - Becoming aware of "posture creep"
 - Adapting to changing activities
- Possibility for integration with existing devices (ex. mobile phones, Apple watches)

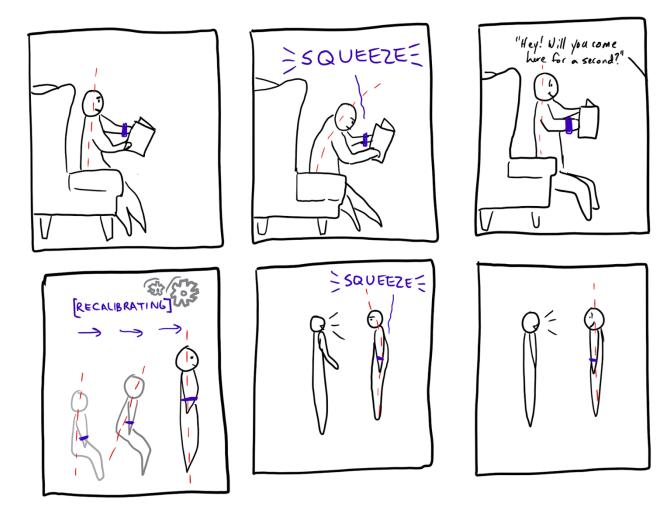


Storyboard 1



Becoming Aware of "Posture Creep"

Storyboard 2



Adapting to Changing Activities

Lessons Learned in the Design Process

- It's easier to design for a specific group of people than the entire human population.
- Getting the tasks right is critical in coming up with the right design
- Multiple research techniques allowed us to get better perspective on this open-ended problem