

What we like about your project report

- I like the idea of creating something familiar and related to the games not completely new as a substitute. As far as I am concerned, substitute could easily be a onetime thing which is popular temporarily but replaced by another substitute soon, but your idea, as you said, is smarter. To my understanding, it could lead the game player change the way of playing games smoothly and naturally and eventually, will imperceptibly be a habit for them, as you mentioned in the report “make a pattern easy for player to carry over his behavior in the virtual space to the physical world”.
- I like that your group focus the target user on MMO-player, who could potentially have not enough time for exercise. This could be seen as a project that improves their quality of life :)
- Transference of the real world to the virtual world is a cool idea.
- Interesting findings!
- Good job on convergent view, fixing the framework to be "realistic"
- Nice research on 3g use and power use.
- Excellent reasoning for android choice.

What we would like to see more from your report.

- I would like to see how the questions described in the quantitative interview and qualitative interview are; however there is no appendix about this. Because by seeing that, I would understand the reason why your basic user story is like this not in another way and design thought. As to the test, here you just mentioned the challenge of testing app, but on my opinion, it would be nice, if you talk more about the method of testing for your hypothesis.
- I think it'd be nice and easier to understand if your group present the result from quantitative method as a graphical representation (e.g. graph or histogram) instead of a plain text description under "Key findings" section.
- *"We assume that these players as a consequence of their frequent playing do not have time and/or motivation to do physical activities in addition."* I only comment on this because it's the basis of your project, and it seems a bit weak for the argument. I do not disagree with you though! Was it all based on the interviews? How many did you have?

- Why did you pick quantitative interviews instead of other approaches? It'd be nice if your report explains more about the choices of methodologies and methods in your project.
- The nodes seem to have to be set up all over the world. so you would have to manually set up every single node? it seems very problematic for every game too. does every game have to set up nodes all over the world?
- It would be nice if your group have more methods for triangulation.
- I think that it'd be nice if there are more detail about the gameplay. Anyway, this is also understandable as it might be still at the initial phase of the project.
- I'd be nice if your group consider some types of gameplay that encourage exercise, e.g. player might have to run at a specific speed to get the reward from the interaction with the "node" you mention in the report. (Maybe, you've already thought about this though)