Peer review : Game of Fitness

The aim of the project is to develop an app that motivates people to do sports using a gamification aspect as a central point. This also includes a social aspect that improves motivation within this gamification concept.

- We really like the motivation for the project that is described in the introduction. Using facts given by the WHO is a very good idea to substantiate the need of working out. To look at the motivational aspect of a fitness App is an interesting approach.

- The articles you chose seem to fit very well into the project. The concepts that are described within them sound very interesting and show great possibilities to be used to motivate the users.

- We like it that the conclusions of the findings from your survey are conclusively. They show a good picture about the target group and about what would motivate the potential users.

- Creating personas seems to be a good idea but the reason you did that was not very clear for us. Maybe you could explain why you did that by introducing this section? Also we noticed that you didn't use those characters in the report so it is difficult to see their purpose. Why did you created them? Maybe you will use them in further work?

- Your report was a bit difficult to read due to some unstructured parts:
  - In the section where you describe the articles:
    - Sometimes you talk about the same article in more than one paragraph without making this clear. A solution can be to use subtitles.
    - It is sometimes hard to get why a special article is important for your project. A solution is to describe a concept then explain directly why it is relevant for your project.
  - In the section where you describe the findings :
    - You use different structures to present the information so the content is not homogeneous and it is confusing. A solution is to explain the findings of a special question first and show the graph afterwards or the other way around. It is confusing if you mix it.
    - For more structure an idea is to add a title and number to each graph then you can mention this while explaining it (especially if you change the order of text and graphs).

- We found some quotes without naming the reference as well as you should stick to one way to list the references in the bibliography.

- We found many small mistakes like spelling and character font. You should read through the whole report before handing it in. By doing that you can also see if the structure is clear enough.

- We have an idea regarding your limitation. You are afraid about losing to many users because you found out that 42% of the participants in the survey said they only train inside. Why don't you consider to give the user the opportunity to use the application also for indoor training? You could add a feature that the user can add his/her workout manually. Most of the treadmills, bikes,… you use indoor have a monitor that shows the distance, calories, time, etc. Thereby you could also reach these users.