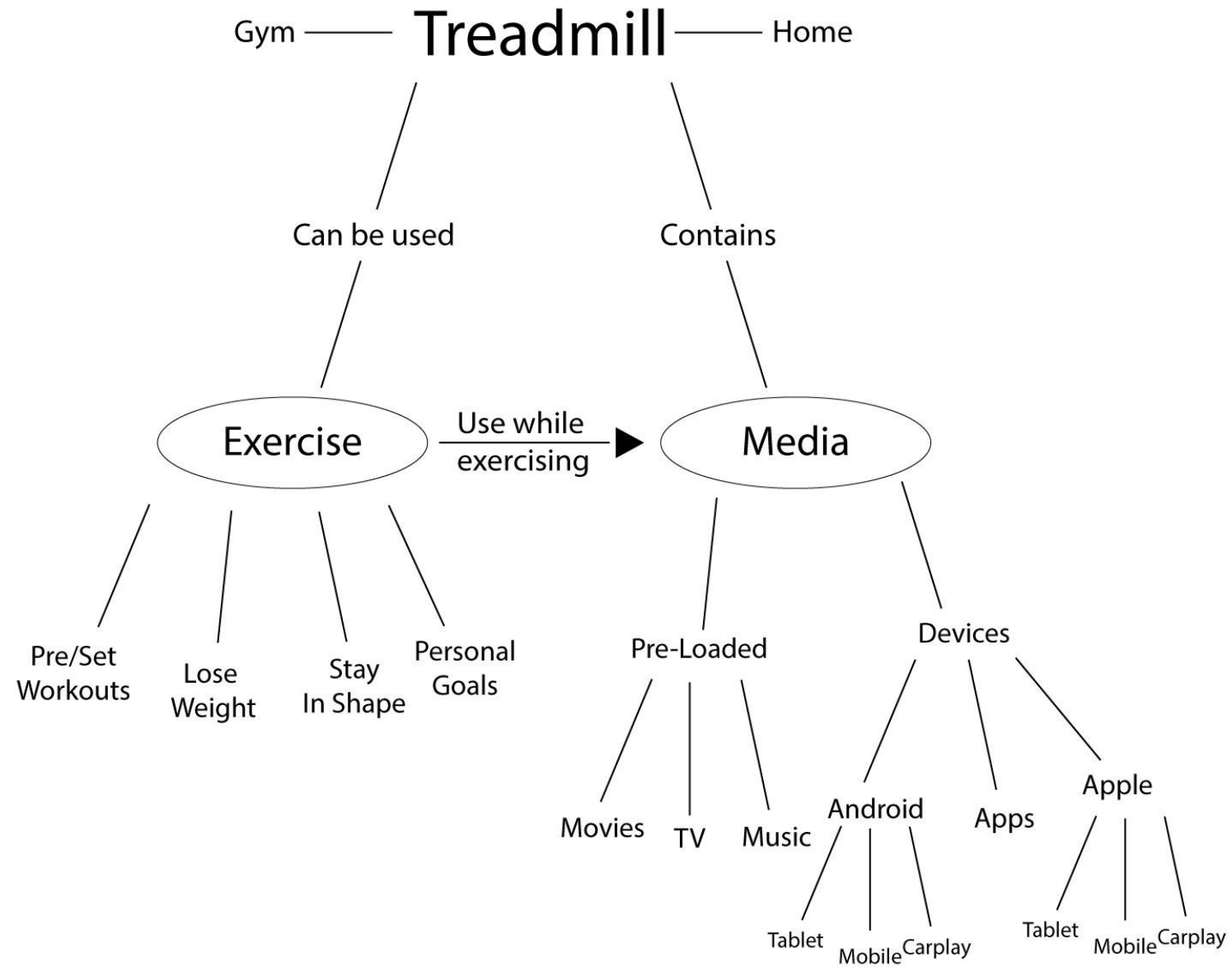


# Concept Map



# User Experience



The Stout

Age: 22  
 Location: Provo, UT  
 Time spent working out: 1.5 hours a day  
 Gym: UVU Student Life and Wellness Center  
 Motivation: Lose weight and become healthy  
 Devices: Galaxy S5, iPod touch, and PC Computer



The Klutz

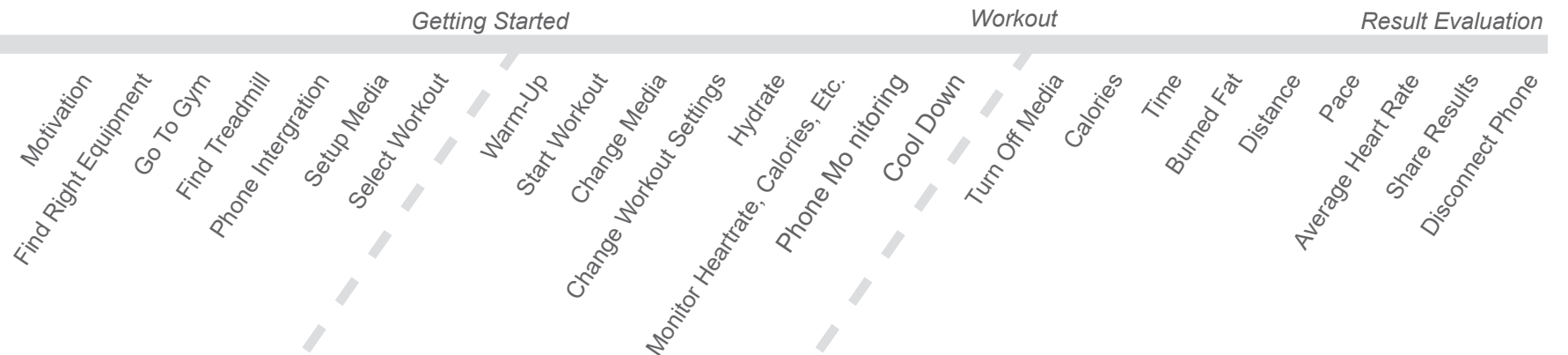
Age: 37  
 Location: Logan, UT  
 Time spent working out: 30 minutes a day  
 Gym: Anytime Fitness  
 Motivation: Stay healthy and maintain weight  
 Devices: iPhone 5, FitBit, Kindle Fire and iMac



The CrossFit

Age: 28  
 Location: Salt Lake City, UT  
 Time spent working out: 2-3 hours a day or more  
 Gym: Vasa Fitness  
 Motivation: Cut weight, build muscle and win competitions  
 Devices: Apple CarPlay, Apple Watch, iPhone 6S, and MacBook Pro

While there is a typical treadmill experience, each persona shown above has different motivations and priorities when exercising when considering what they do before starting, during the workout, and what they do with results after.



# Todd—The CrossFit



Todd Rasumussen is 25 years old and takes his workouts very seriously. He spends at least two hours a day at the gym, but more if his schedule allows it so he can be in his best shape for local CrossFit competitions. His main concern when using the treadmill is how fast he can get started and how easily he can control the machine to reach his goal distance, heart rate, pace, etc. However, he often gets frustrated trying to use these controls because they are so cluttered, obscure, and small. He usually listens to some type of music, but finds it frustrating that medias such as games, TV, and internet seem to overshadow the real purpose of the treadmill and the workout data he is concerned about.

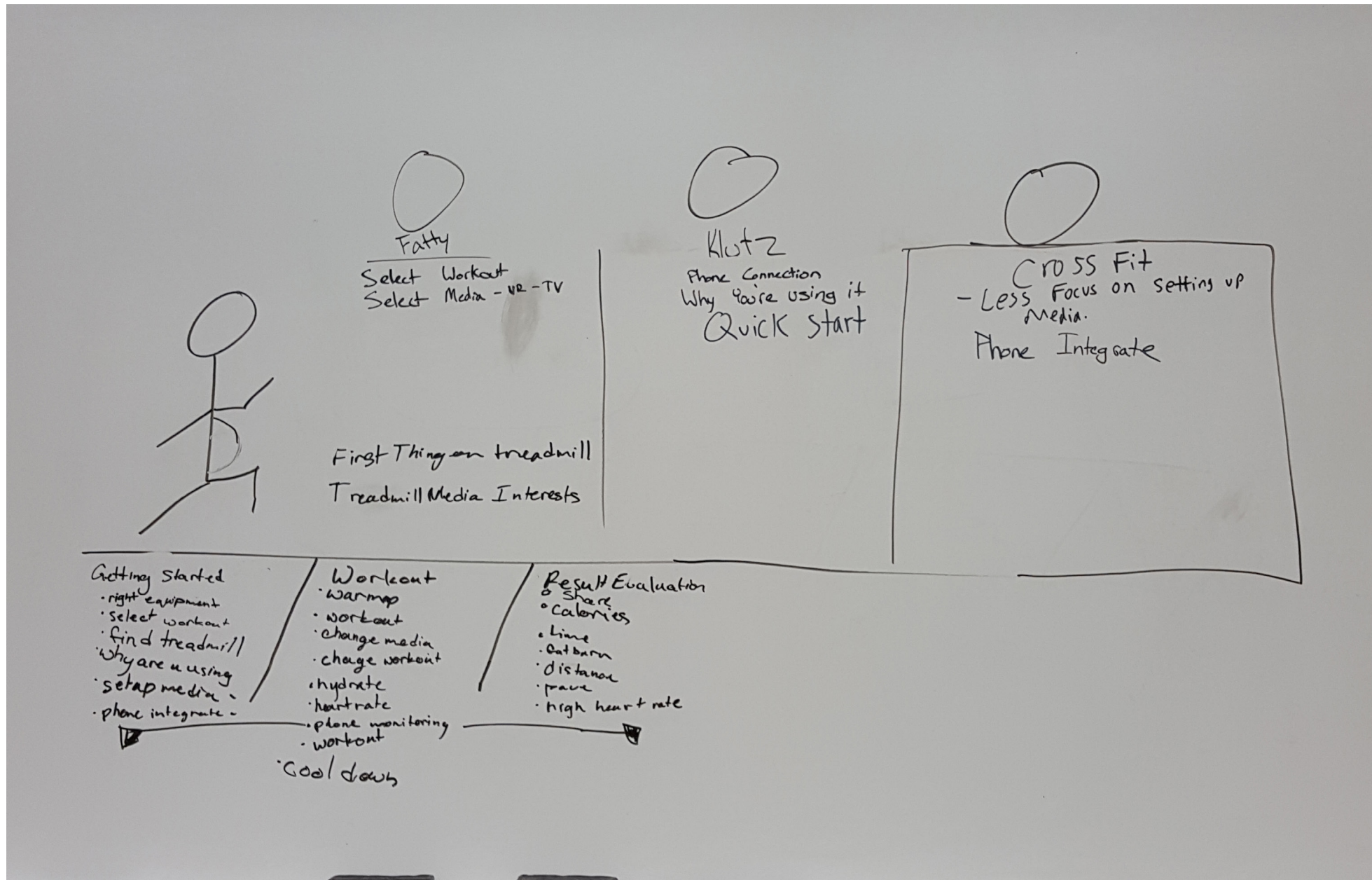


*“I spend a lot of time on the treadmill, but I feel like it never does what I need it to.”*

<b>Age</b>	28
<b>Location</b>	Salt Lake City, UT
<b>Gym</b>	Vasa Fitness
<b>Devices</b>	Apple CarPlay, iPhone 6S, and MacBook Pro
<b>Motivation and Goals</b>	Cut weight, build muscle, and win competitions
<b>Concerns</b>	“I won’t get the information I need to accomplish my goals.” “I will spend more time trying to operate the treadmill than actually working out.”
<b>Features</b>	Phone Integration, Music, Result Sharing, Effective and Easy to Reach Controls
<b>Frequency of Workout</b>	Two or Three hours a day or more

# **Appendix**

# User Experience (Sketches)



# Concept Map (Sketches)

