Welcome to

Your Dance Studio At Home

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Problem

6:00 PM
VIDEO
9:00 PM
I think I've done enough practice for the dance class tomorrow!
END
THE NEXT DAY..
You're not doing this right! Copy me!
Instructor

Design Research

Contextual Inquiry w/ Individuals

Focus: individual dance practice

Key components of self-learning:

1. How do dancers acquire and sophisticate a dance skill?
2. How do dancers evaluates their dance skills?

Observational Study w/ Dance Group

Focus: group dance practice

Key components of group learning:

1. How do dancers of different skill levels learn in a group?
2. How do instructors interact with learners?

Tasks

Task 1: Controlling video/music while dancing

Task 2: Displaying Dance Videos

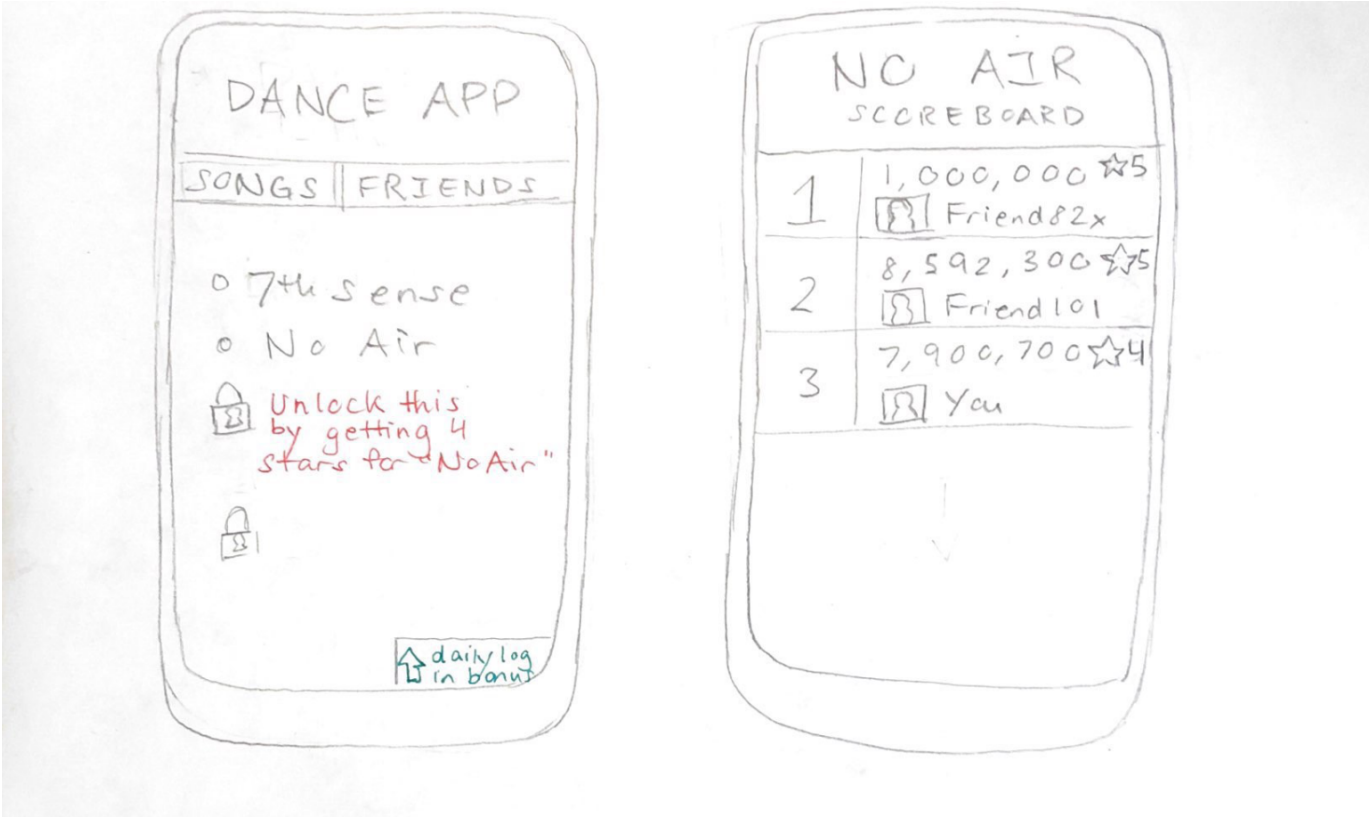
Task 3: Dividing the dance videos into pieces, enabling speed control and repeating

Task 4: Interactive system for peer dancers

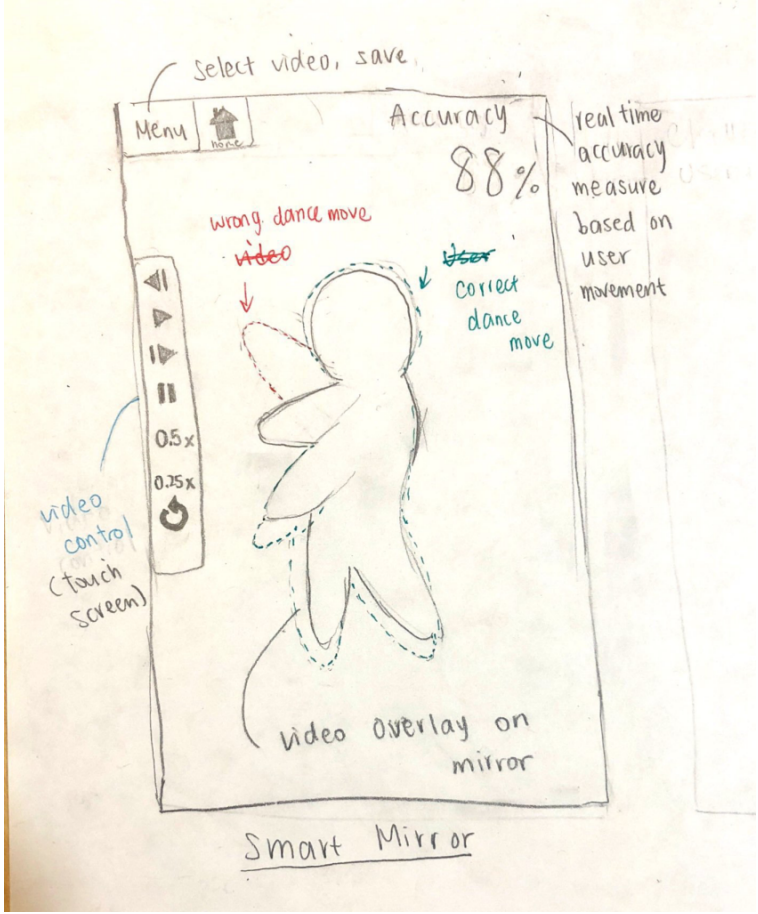
Task 5: Acquiring correct and accurate dance moves

Task 6: Evaluating dancer movements in real-time

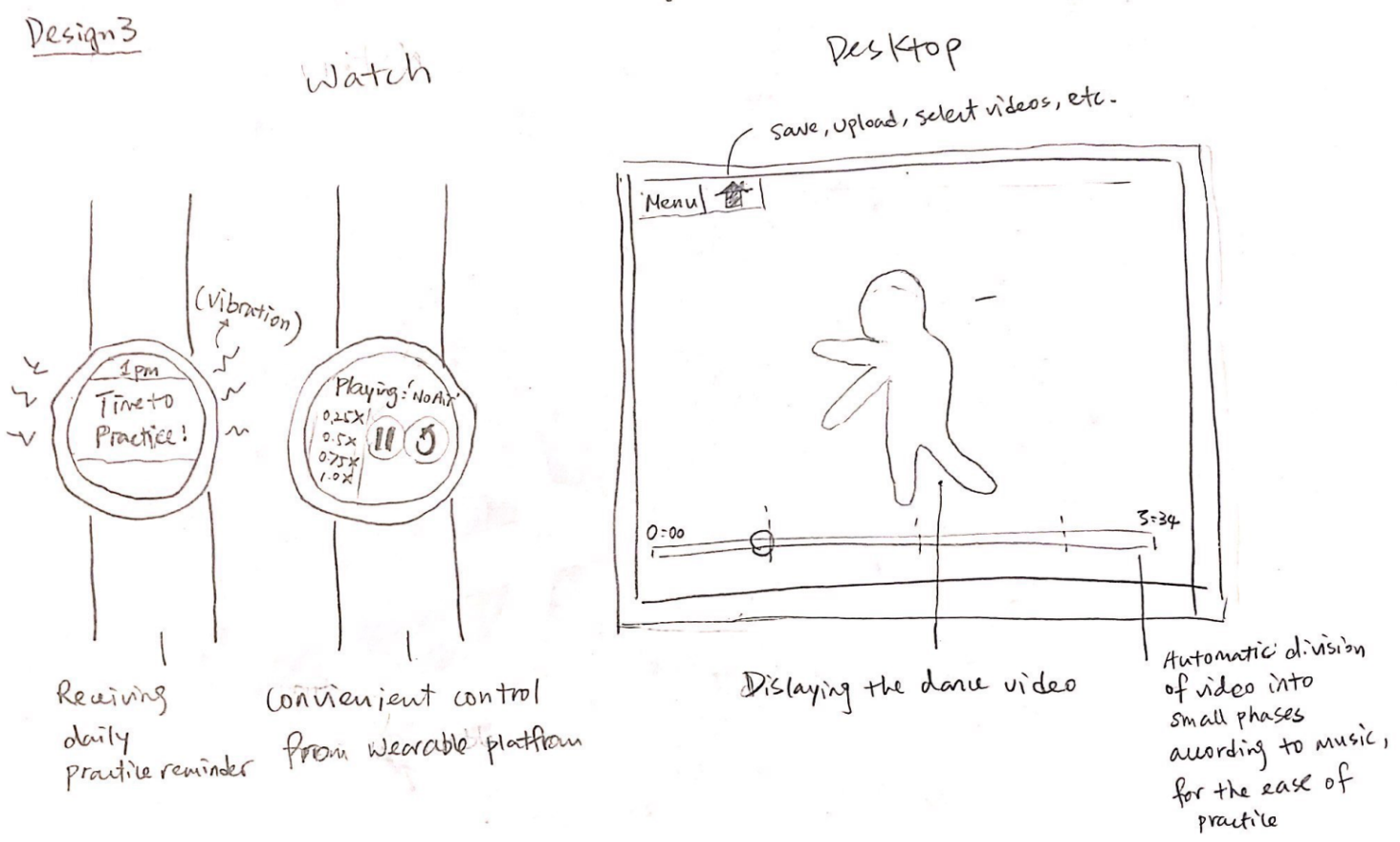
Task 7: Motivation for practice



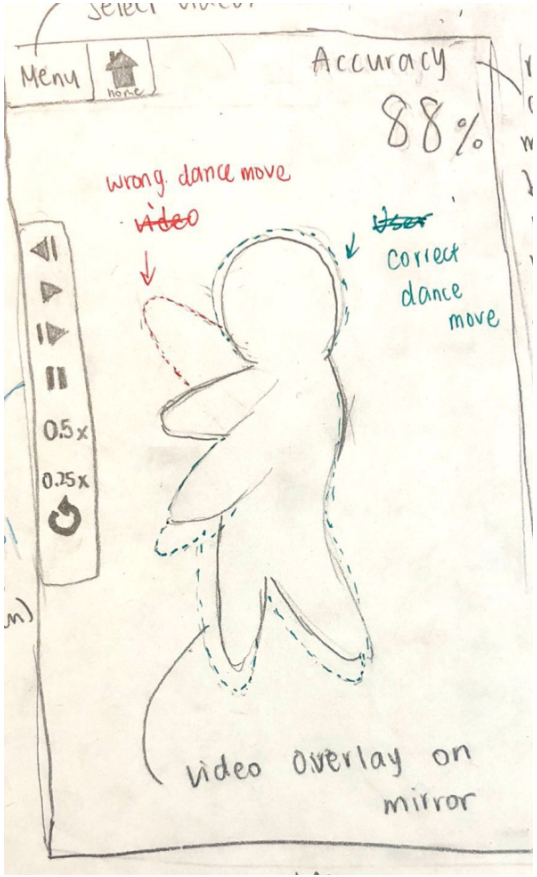
Design Sketch 1 : Mobile App



Design Sketch 2 : Smart Mirror



Design Sketch 3 : Wearable & Desktop



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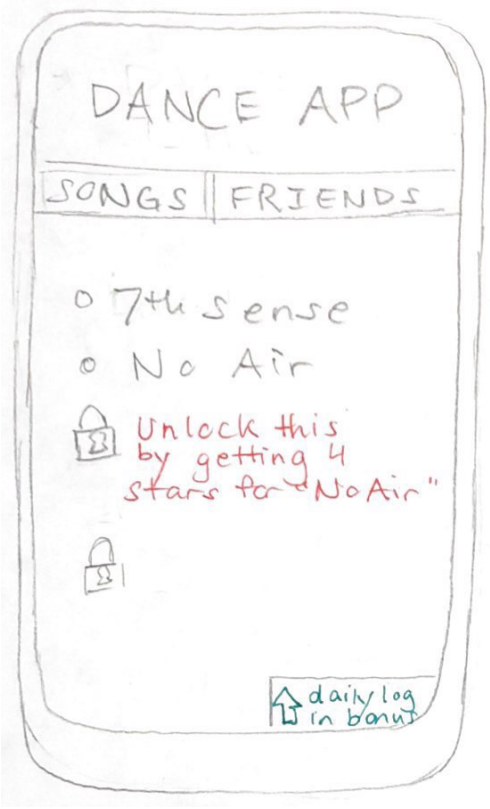
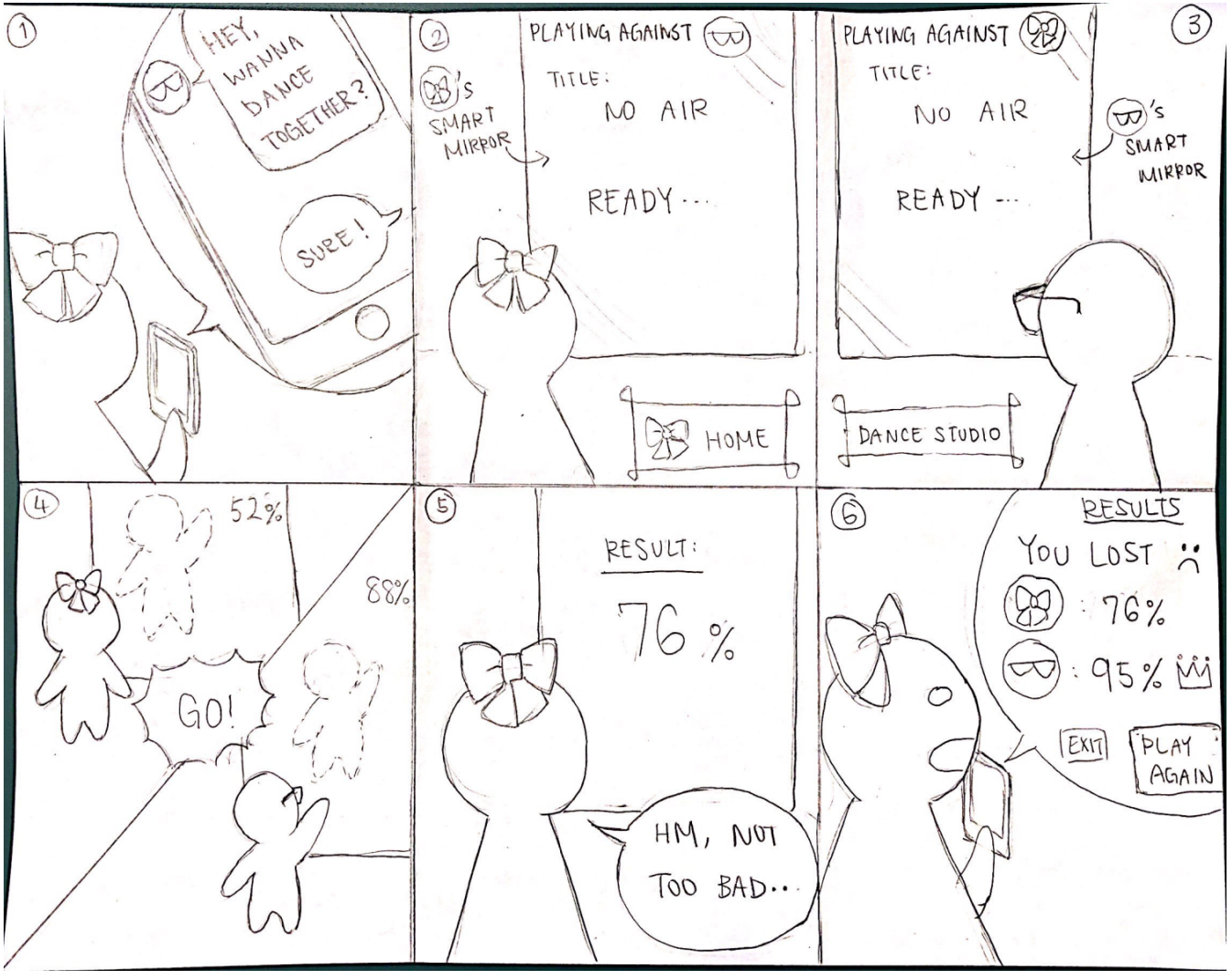


Selected Design and Tasks


1
HEY, WANNA DANCE TOGETHER?
SURE!
2
PLAYING AGAINST
's SMART MIRROR
TITLE:
NO AIR
READY...
HOME
3
PLAYING AGAINST
TITLE:
NO AIR
's SMART MIRROR
READY...
DANCE STUDIO
4
52%
88%
GO!
5
RESULT:
76%
HM, NOT TOO BAD..
6
RESULTS
YOU LOST
: 76%
: 95%
EXIT
PLAY AGAIN

6:00 pm
9:00 pm
I think I've done enough practice for the dance class tomorrow!
END
THE NEXT DAY..
You're not doing this right! Copy me!
Instructor
New Smart Dance Mirror
I want to try this new mirror for practice!
Accuracy 60%
1.0x
Oh! I'm doing this movement wrong!!
ONE WEEK LATER...
Wow! You improved so much!

Design Research Summary

- More data can be collected from survey (different research methods)
- Different user behaviors based on their experiences
- Always think about realistic limitations in design
- Selected designs that dancers already commonly use

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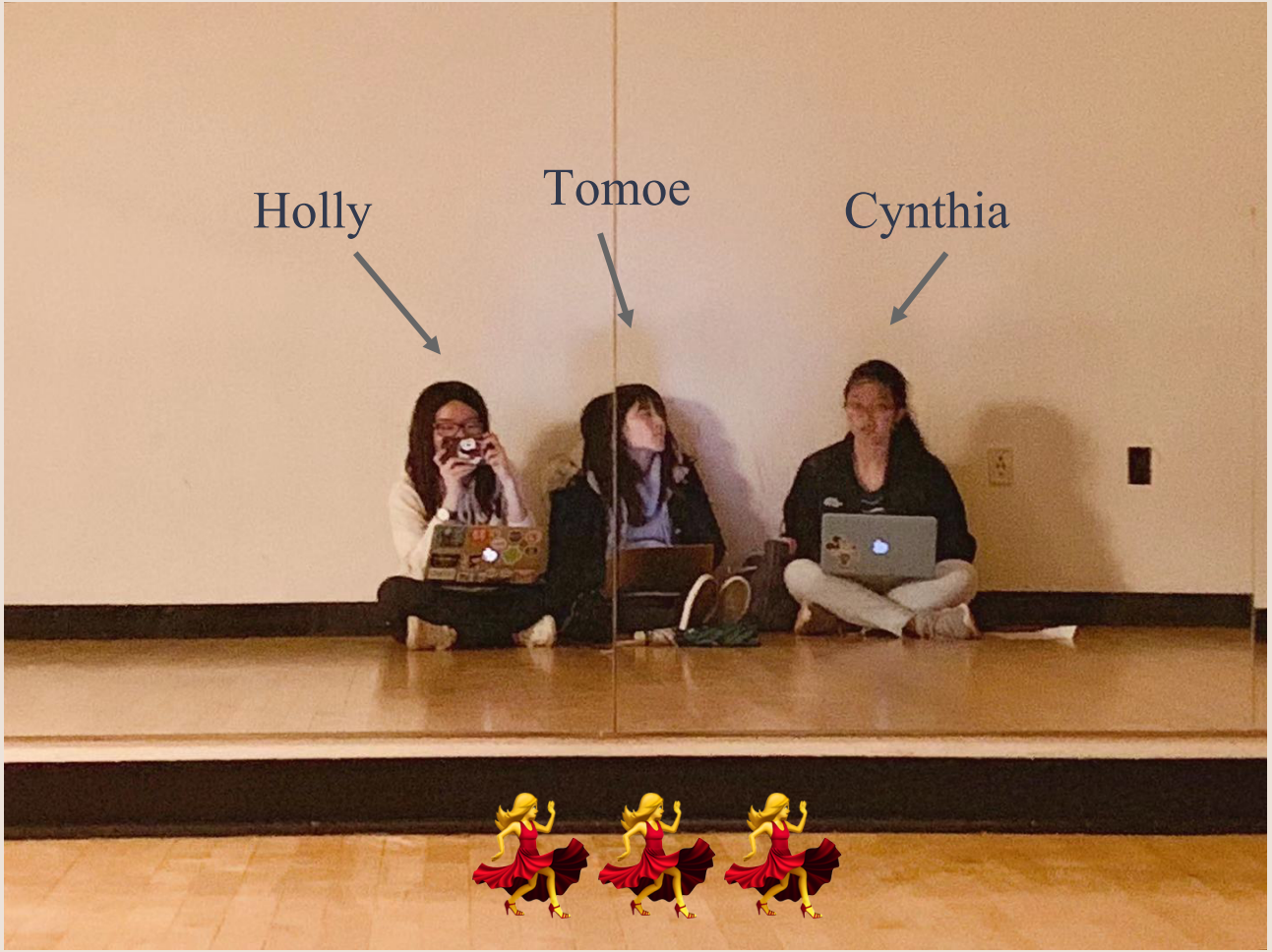
Q & A