

I4: Storyboarding

Project Description

Team Spotlight aims to address the goals and objectives of dancers through an interactive tool. We are targeting amateur/intermediate dancers who have issues or problems with learning a new dance or sharing their original dance moves (without feeling self-conscious). Some dancers, who do not have the luxury of formal training, might also have trouble getting feedback on their dance moves. Our team will design a mobile app that provides dancers with a platform through which they can share their dance moves. Also, we will track their motions by using wearable technology to provide general feedback and motion replication. These tracked dance moves will be analyzed and dancers will be able to view the progress they have made over the course of using our app.

Spotlight

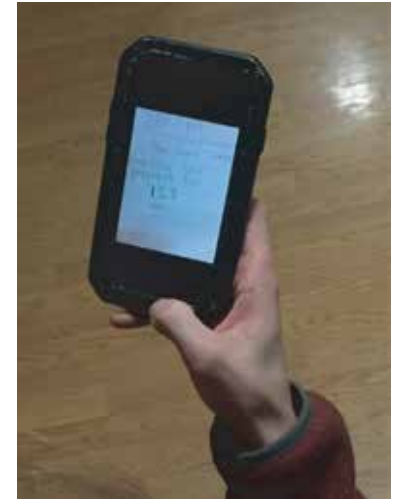


The user is practicing dancing as he usually does three to five times a week.

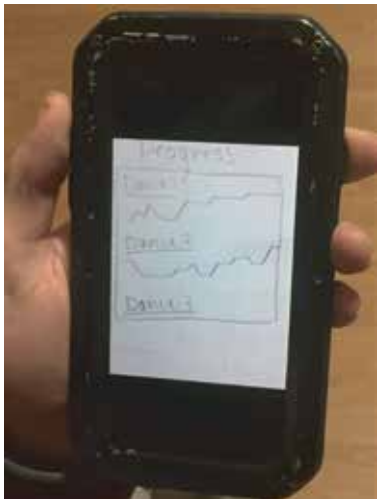


The user wants to check how he has been improving over the course of his practicing and wants to see his overall progress.

Sam O'Brien



The user opens the spotlight app and checks to see how many days he has been tracking his dance practicing.



The user swipes to the next screen to see the specific progress he has made on his registered dance routines.



The user swipes to the final screen to see which days he practiced, and which days he did not practice.



The user sees that he has made improvements to his dance routines, and feels that his practicing has been worthwhile.

Name of Project: Spotlight

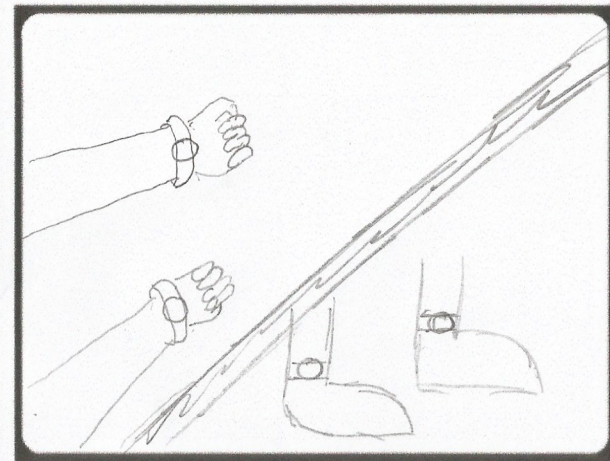
Group Members: Sam O'Brien



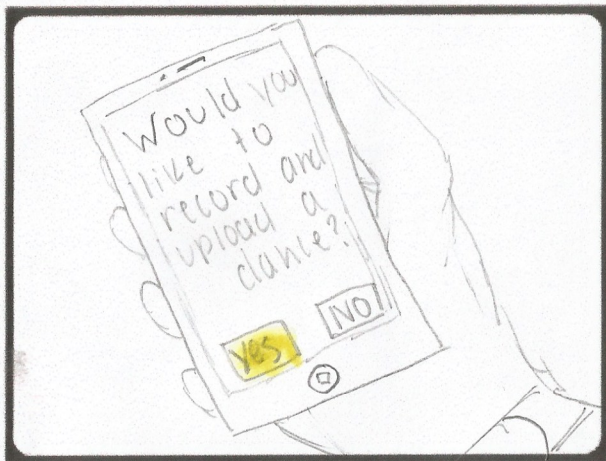
The user is practicing an original dance on her own in the studio.



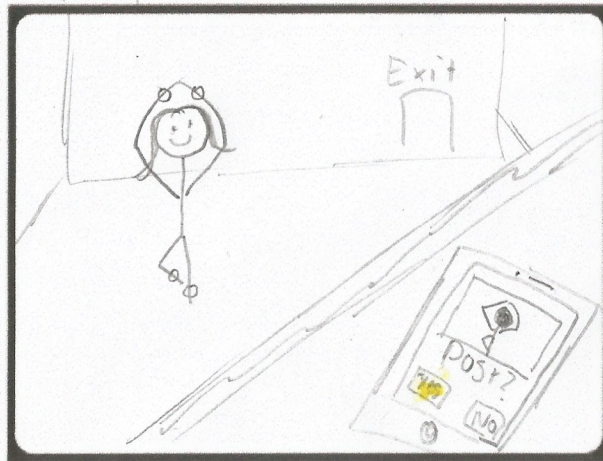
She wants to share her dance with others, but she still experiences stage fright.



The user puts on the Spotlight wearable motion trackers on her wrists and ankles.



The user opens the Spotlight app and selects that she would like to record and upload her dance.



The user performs her dance with the wearables equipped, and uploads it to the app.



After a day, the user checks her dance and sees that people liked it. She now feels more confident and happy about her dances.