

MOVE ON

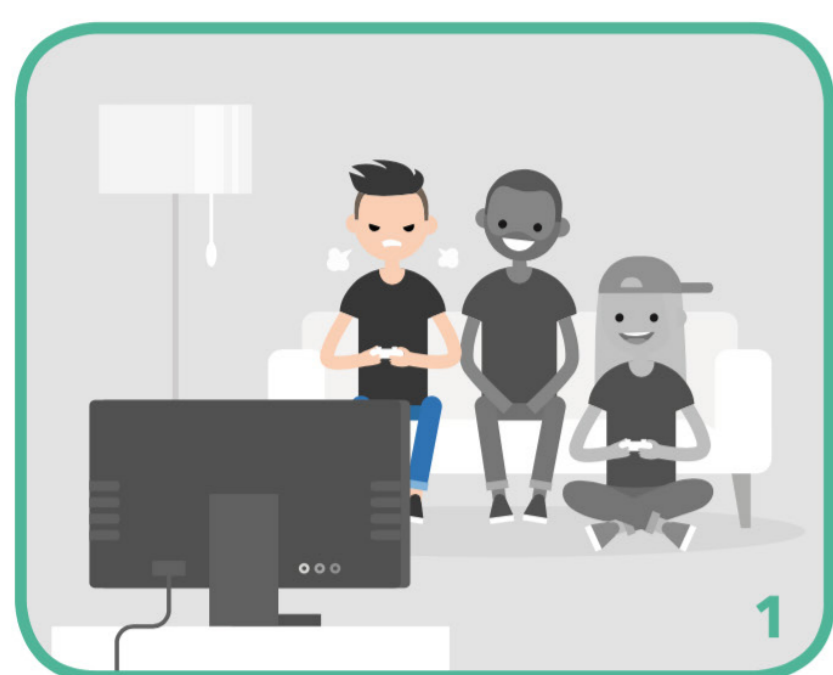
Stimulating adolescents' physical well-being by gamification

Online rewards, by offline effort

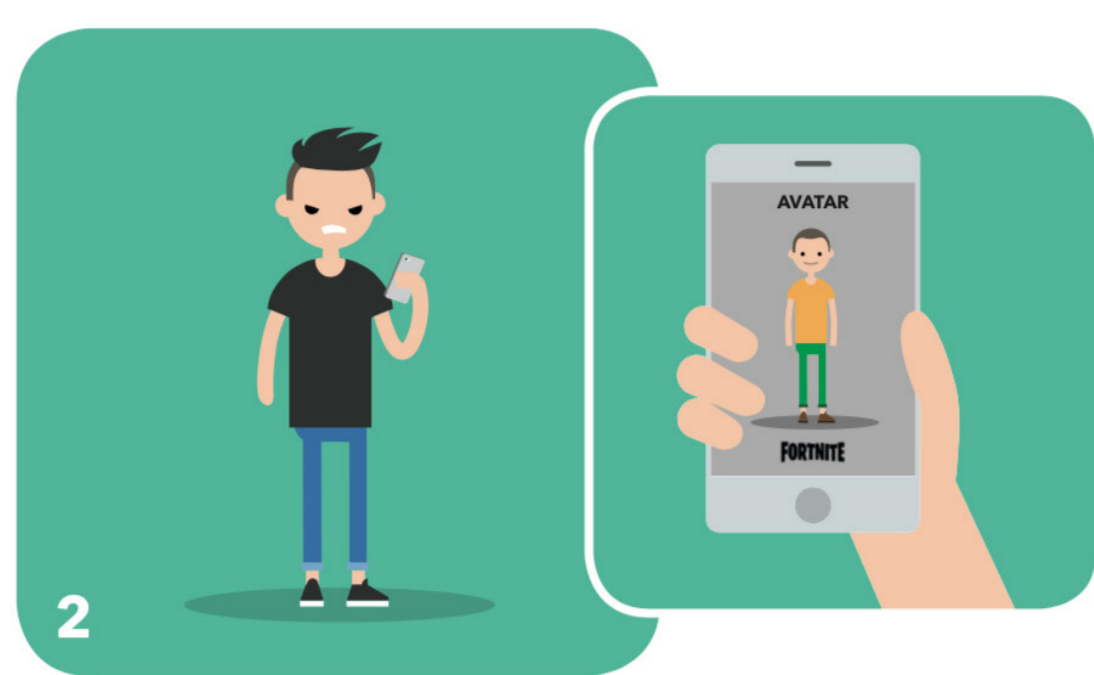


Due to the engaging digital revolution, adolescents interact with electronic screens more often, while on the other hand their physical well-being keeps decreasing. Move on stimulates them to be more physically active by means of gamification.

The Move on enables the user to actually be rewarded for his/her physical activity instead of only keeping track of it. This rewarding feature is the core value of the Move on. When starting the activity, integrated accelerometers, gyroscopes, and heartbeat sensor makes sure that the movement will be registered. When the activity is finished, the user's motions will be combined in the master device and transferred to the smartphone app. The app makes sure the users data will be analysed and motions will be recognized by machine learning. Next, the data will be categorized into specific movements, forces and energy consumption. These variables can therefore be converted to any desired gaming console and enables for achieving specific new rewards. Thus, the user will obtain online rewards, by offline effort.



1 User keeps losing his favorite game : Fortnite



2 User checks his Fortnite avatar and see the lack of athleticism



3 User connects smartphone to the Move on



4 User connects devices to his body



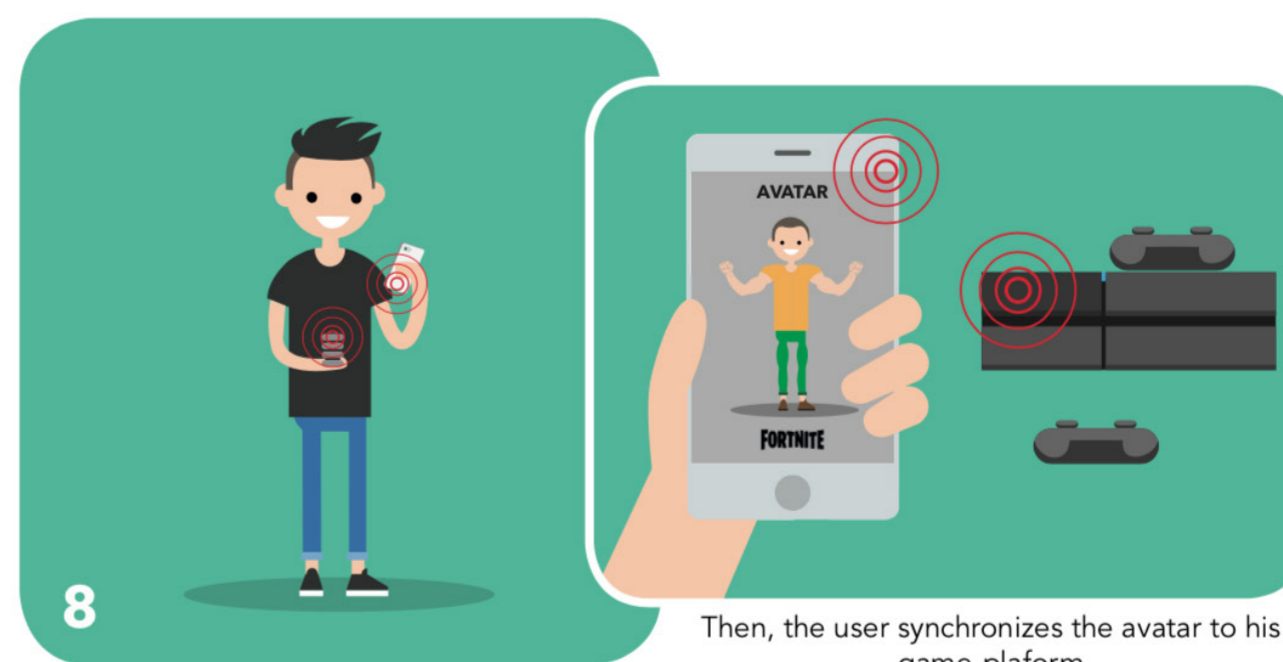
5 User starts being physically active: Enhancing his leg force by jumping on the trampoline



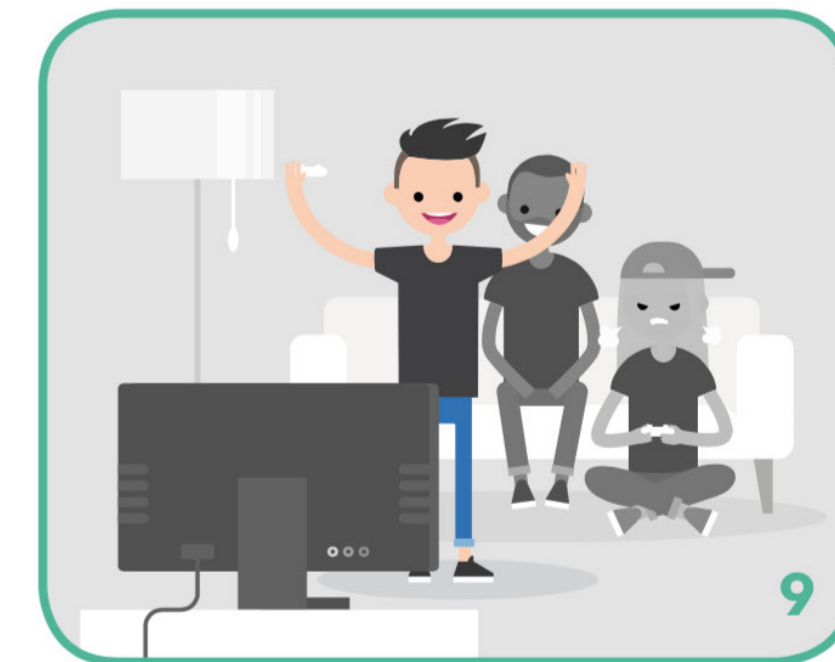
6 After jumping, the user starts running to enhance his stamina



7 When user is finished exercising, he assembles the devices



8 After assembling, the user connects the devices to his smartphone to transfer data. His avatar became stronger



9 Due to his strong avatar, the user won from his friends!