Master thesis project: Sports data

Collaboration between SICS Swedish ICT and Stockholm university

Background

Today, we have a vast number of different gadgets used in sports such as fitness trackers, sports watches, smart watches, and innumerable mobile phone apps, intended to support people in sports, physical activity and exercise. Such devices collect data about our activities, store and aggregate it online, and displays a number of forms such graphs, tables, and summaries.

However, research has shown that most users of these devices rarely use their data in any significant way, and they find that usefulness and meaningfulness of it is quite limited. Thus, the current state of the filed is that technology is good at collecting data for us but not much more limited in supporting us in making sense or using the data to improve our activities.

Task

The purpose of this master thesis project is to identify, implement, and test novel ways of using sports and exercise data that apps and devices collect.

Potential tracks of work to explore are how sports data can be combined with other open data sources, create real-time feedback based on personal data (or other data sources), and create interesting and meaningful forms of interaction.

Suggested sub-tasks:

- Choose online community/ies with APIs that allows access to uploaded data
- Generate a large set of potential idea concept on how to use data, which type of data to combine etc.
- Select a small set of ideas to implement
- Implement ideas
- Test with users

No salary is paid.

Qualifications

Experience from programming apps, web plugins or similar. Experience from interaction design and user testing.

Contact

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