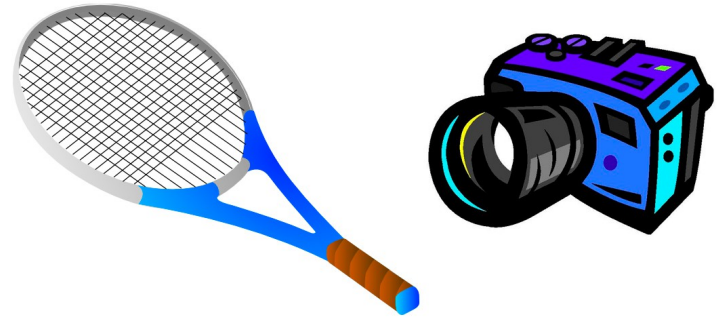




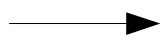
RacketCapture

Group 10 – 05.02.2014

Project Name: **RacketCapture**



Group: 10



Bharath Rangaraj
Maliheh Haghgoo
Milad Rad
Sam Nikobonyadrud
Tanmaya Mahapatra
Thomas Eck

Idea: Racket Trial Room

Target Users: Players of sports involving rackets

What they do: “Try out” a racket

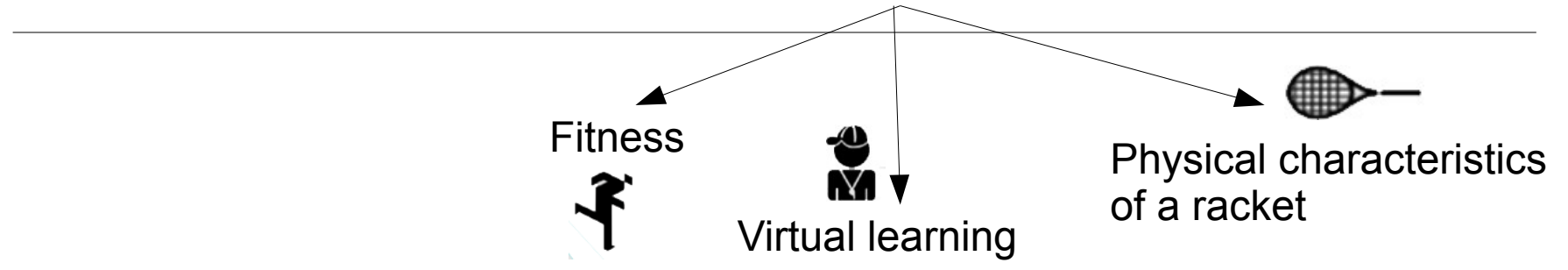
Context: **Buying a Racket**

Initial Idea:

Racket Trial Room

Initial Idea:

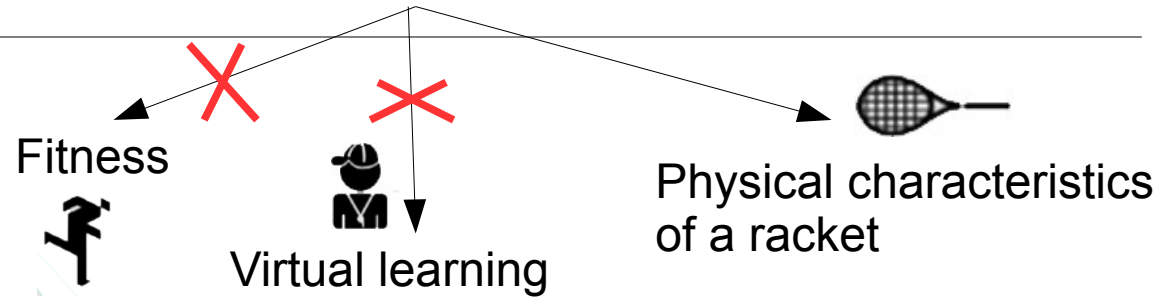
Racket Trial Room



Initial Idea:

Racket Trial Room

User Interview:



Initial Idea:

Racket Trial Room

User Interview:

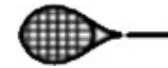
Fitness



Virtual learning

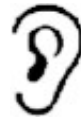


Physical characteristics of a racket



Evolved Storyboard:

Visual/Auditory



Kinesthetic



Tactile



Initial Idea:

Racket Trial Room

User Interview:

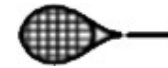
Fitness



Virtual learning

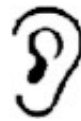


Physical characteristics of a racket



Evolved Storyboard:

Visual/Auditory



Kinesthetic



Tactile



First Prototype:

VR-Room

Sensor Racket

Initial Idea:

Racket Trial Room

User Interview:

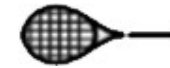
Fitness



Virtual learning



Physical characteristics of a racket



Evolved Storyboard:

Visual/Auditory



Kinesthetic



Tactile



First Prototype:

VR-Room

Sensor Racket

Final Prototype:

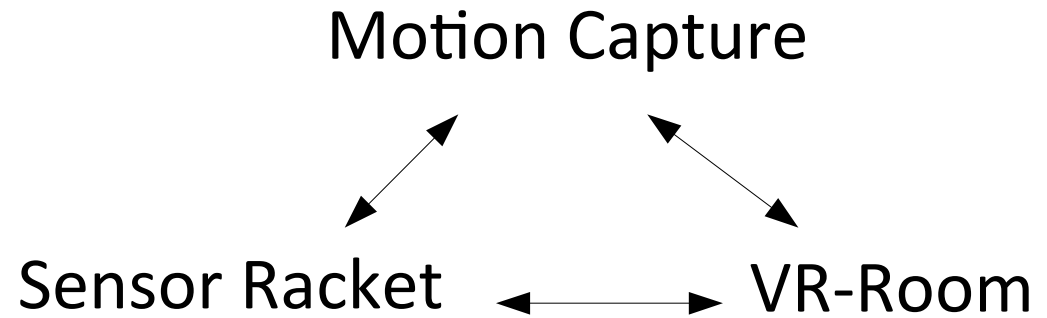
VR-Room

Motion Capture

Sensor Racket



RacketCapture:



Senses involved:

