



Team #1  
Lyndsea, Fahad, and Elysia

# Concept Video Creation & Development



# Our team



**Fahad  
Nabi**



**Lyndsea  
Warkenthien**



**Elysia  
Smyers**



01

# Solution Concept



What is Enosi?

Our platform is a **community-focused** platform designed for individuals undergoing **lifestyle transitions**. We prioritize **physical and mental** wellness by encouraging **group-goal** accomplishments, uniting people in their shared journey towards better **well-being**.

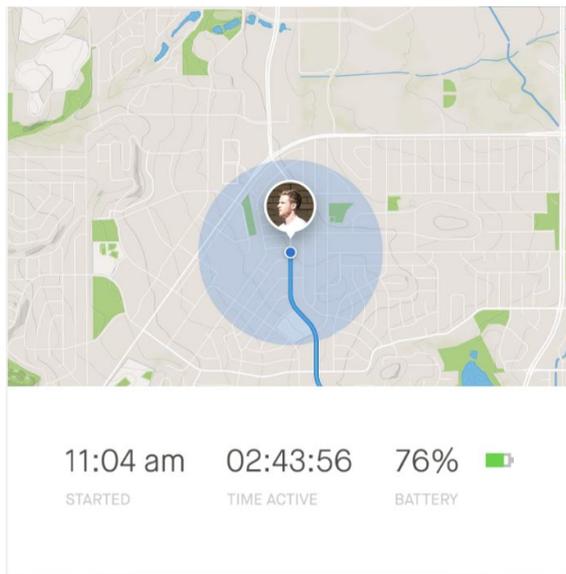
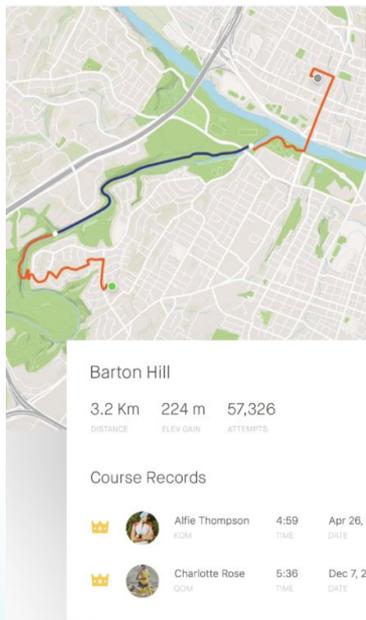
*Our Mission Statement: A collective pursuit of well-being.*

*The Birth of Our Name: Derived from the Greek word, Enosis, which refers to the movement of communities that formed the modern political and social union of Greece*



02

# Market Research



Sunset ride with the gang.  
Sarah Mathias

Daniel Kim  
Nice one Erin! That's a big selfie stick.

16 4

# Strava

# Strava

*Mission Statement*

To build the most engaged community of athletes in the world. Every day, we're searching for new ways to inspire athletes and make the sports they love even more fun.

*What Works In Our Problem Space?*

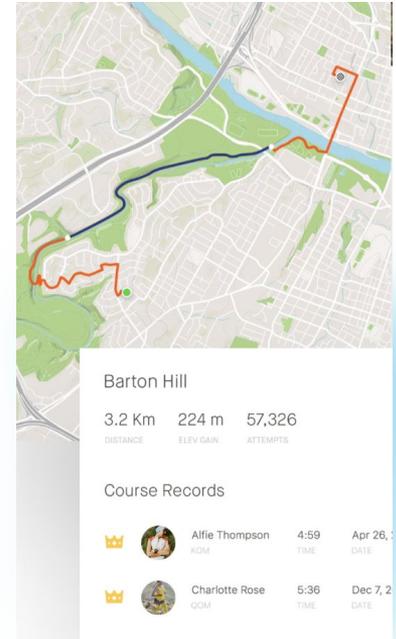
- Mobile and Desktop Application
- Quantitative tracking of workouts and goals
- Includes a social feed where users can like and comment, promoting community and social motivation around fitness goals

*What Doesn't Work?*

- Lack of shared activities between groups of people, as the focus is on individualized tracking and habits
- Niche focus on runners, athletes, and fitness enthusiasts, but doesn't address user group of individuals undergoing transitions
- Med-High Barrier to Entry - Complex Fitness Measurements/Metrics

*How We Differentiate*

We provide people undergoing similar lifestyle transitions, with a space for motivation, support and accountability from others as they work towards shared goals together. Strava lacks this form of social connection, as it is highly individualized.





# Apple Fitness+

# Apple Fitness+

*Mission Statement*

**Fitness for everyone. Every way you want.**

*What Works In Our Problem Space?*

- Integrates in the Fitness app on iPhone, iPad, Apple TV/Watch
- Comprehensive offering of workout types for all levels of fitness
- Personalization using real-time metrics for custom fitness plans
- Can share fitness progress with other members, and challenge others to friendly competitions

*What Doesn't Work?*

- Sharing fitness goals or participating in a shared competitions requires all parties to have a Apple Watch -> High Barrier to Entry
- Fitness+ is free for 3 months, then \$80 annually. Limits accessibility.
- Absence of social connection amongst groups of people who choose to take the same class or activity

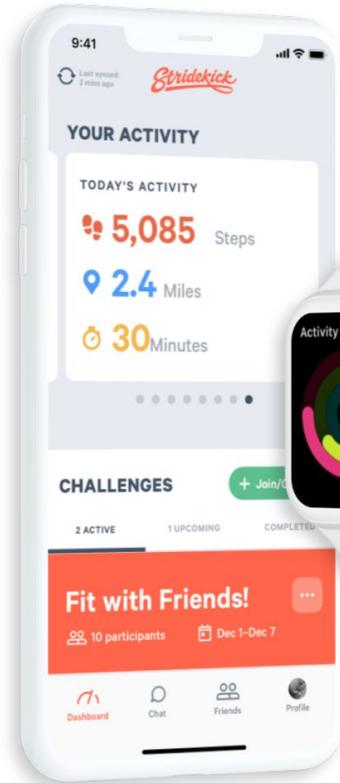
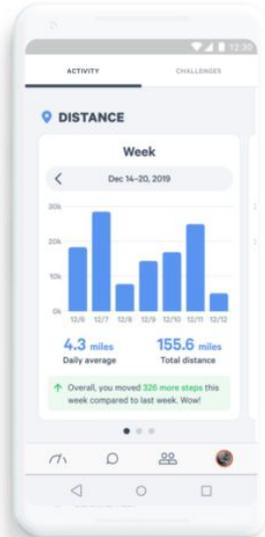
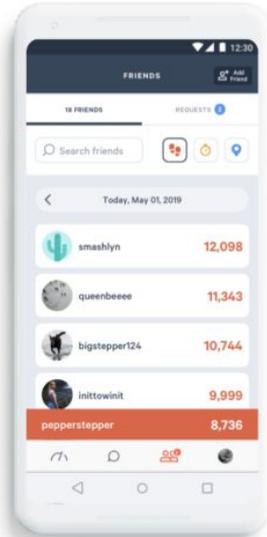
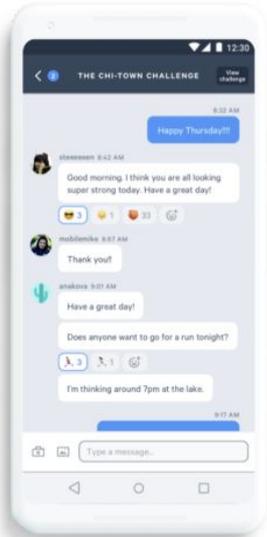
*How We Differentiate*

We provide a platform with a lower cost, access to anyone with a smartphone or laptop, and provide users with the ability to build a support system tailored to their life experiences.



## A social community to keep you moving

Everything is more fun with others. Stay motivated with the community of Stridekick steppers. Add friends, send messages, and follow each other's activity stats.



# Stride Kick

# StrideKick

*Mission Statement*

Connect a fitness tracker and compete in free step challenges on StrideKick.

*What Works In Our Problem Space?*

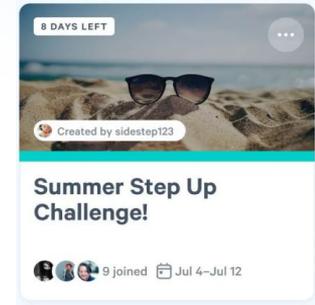
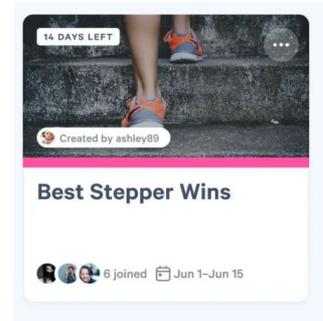
- Ability to create customized challenges, with options to invite people
- Distinct challenge modes: Leaderboard, Streak, and Target
- Team-based challenges focused on achieving a shared goal like total miles walked, or total minutes meditated along w/prizes

*What Doesn't Work?*

- Risk of demotivation with the emphasis on leaderboards and prizes
- Limited community-building, communication, and bonding activities beyond fitness challenges
- Lack of personalization of one's personal circumstances or lifestyle

*How We Differentiate*

We provide a holistic, inclusive social platform that incorporates life transition education, mixed group social interactions, and features to promote relationship-building beyond challenges for continuous motivation.



**STRAVA**



*Stridekick*

Subscription Necessary		X	
Focus on Community			X
Requires Hardware		X	
Performance-Based Social Feed	X		X
Individual Analytics and Metrics	X	X	X

# Competitive Analysis



02

# Ethics and Design Values

# Ethics

## Key Actions We Will Take:

- Ensure that users are aware of the data that will be collected from them and how it will be used.
- Allow users to give informed consent before sharing their activity data with the group.
- Implement robust data encryption and protection measures to ensure data security.
- Ensure there are settings to adjust the frequency of notifications or updates.
- Opt-in for data sharing, analyzing data, using data for algorithmic improvement
- Explain and give pop-ups when users are going into areas that are going to share their data/location, such as activity mapping/tracking, example: remind users at a frequency rate of every 3 weeks that we are tracking their locations while logged into the app



THE  
**BACKSTABBER**

◆

**What could cause people to lose trust in your product?**

What could make people feel unsafe or exposed?

What mechanisms are in place for listening to your users?

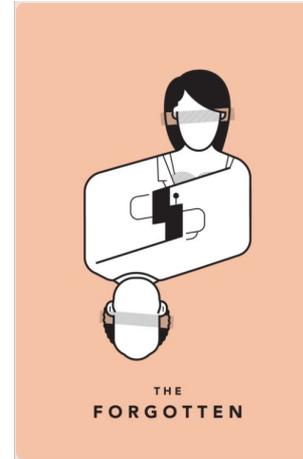
How will you recognize larger patterns in feedback so that action can be taken?



# Ethics

## Key Actions We Will Take:

- Account for individuals who are newly accessing activity trackers and set appropriate physical goals
- Warn users they they should consult with their doctors before engaging in recommended physical goals
- Conduct a quarterly audit of social, racial, and socioeconomic impacts that our application may have; how can we mitigate biases humans have in the real world, for when they build communities online?
- Outreach to active individuals who passively consume social media, but are wary to actively share their own individual performance or activities with others
- Empower users who don't have a large circle of interpersonal connections, via providing them with tools to discover new users and people



THE  
**FORGOTTEN**

◆

**When you picture your user base, who is excluded? If they used your product, what would their experience be like?**

Whose perspective is missing from product development?

Pretend the opposite of your assumptions about your core user are true—how does that change your product?



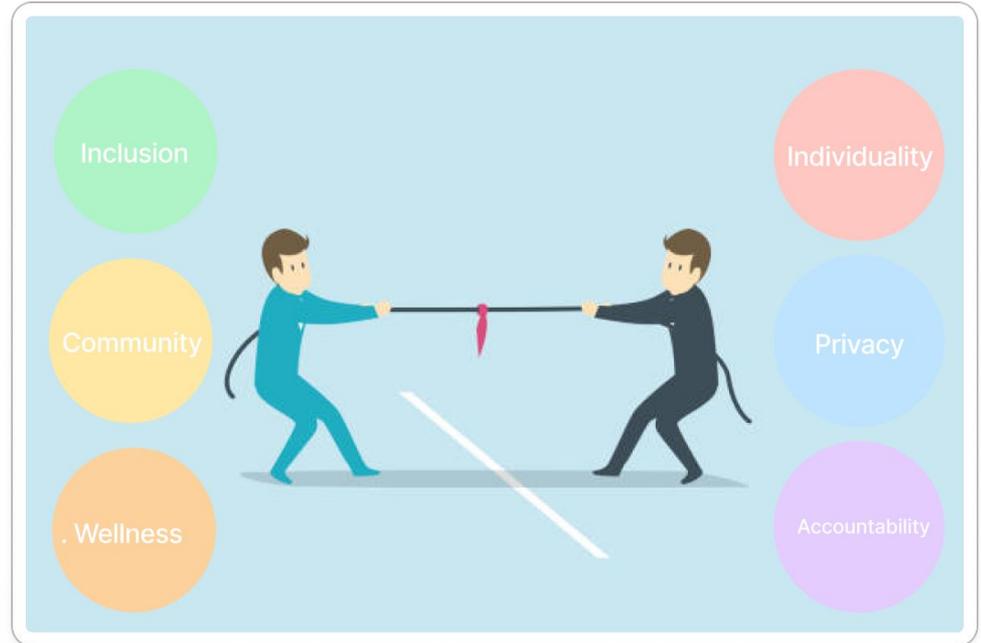
# Design Values



# Balancing Tensions

Finding the right balance between design values will require extreme user testing, ongoing user feedback, and evaluating tradeoffs with our MVP.

- Inclusion vs. Individuality: While building an inclusive community, specific individual preferences may not be represented in the whole product offering.
- Community vs. Privacy: Building community requires one to put themselves out there, and share individual life experiences which may be private for some.
- Wellness vs. Accountability: Strict accountability may have adverse effects on one's own physical and mental wellness if they aren't aware of their limitations.





03

# Key Stakeholders

**Users Undergoing Lifestyle Change.**  
**Social Group and Content Moderators.**  
**Tech Companies with Fitness Tracking Capabilities.**  
**Family Members and Friends of Users.**  
**Designers, Developers, and C-Suite.**  
**Matt & Teaching Team.**



04

**Tasks**

I

**SIMPLE  
TASK**

**Set A Shared Goal**



II

**MODERATE  
TASK**

**Log A Physical Activity**



III

**COMPLEX  
TASK**

**Express Encouragement  
and Support to Others**

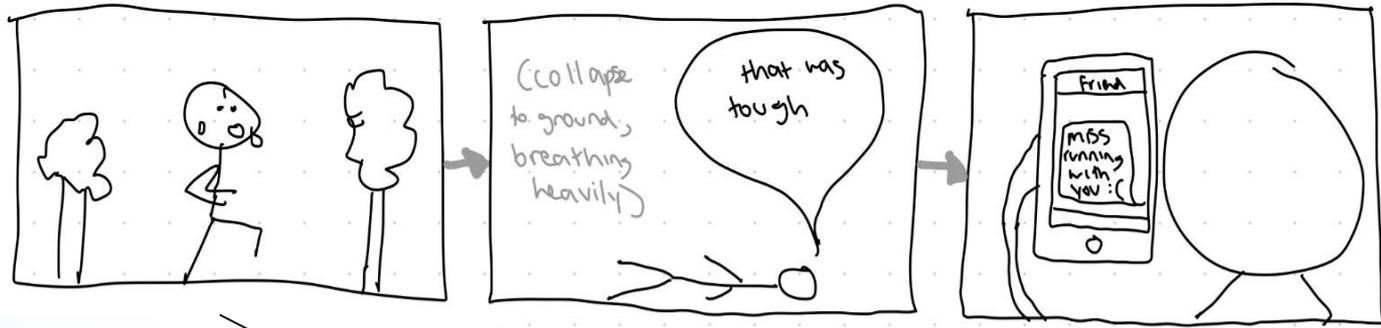




05

# Storyboarding

**Implied Setting Change**  
Sense of Support from Running  
Buddy to Loneliness

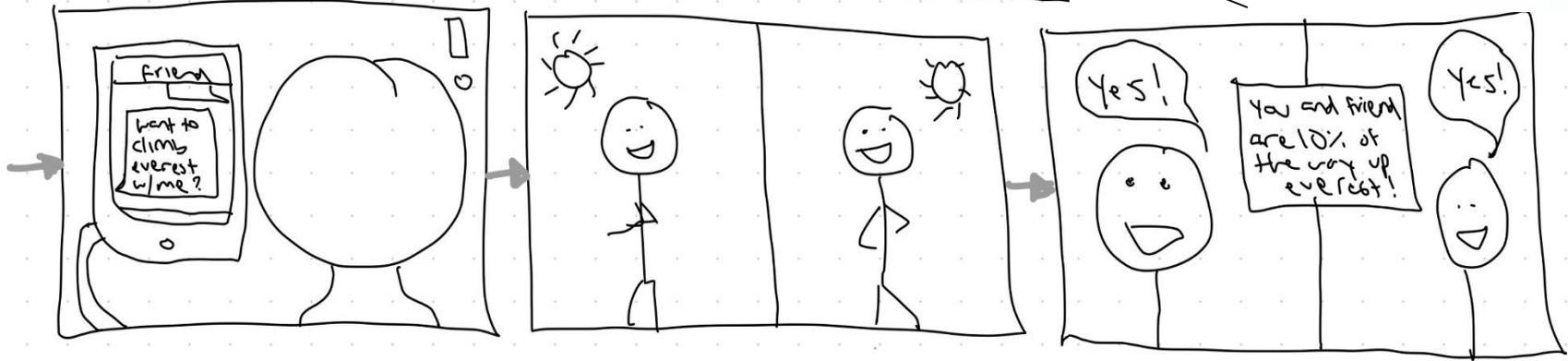


# ENOSI STORYBOARD

**Mood Shift**  
Energetic to Tired

**Task 1**  
Set A Shared Goal

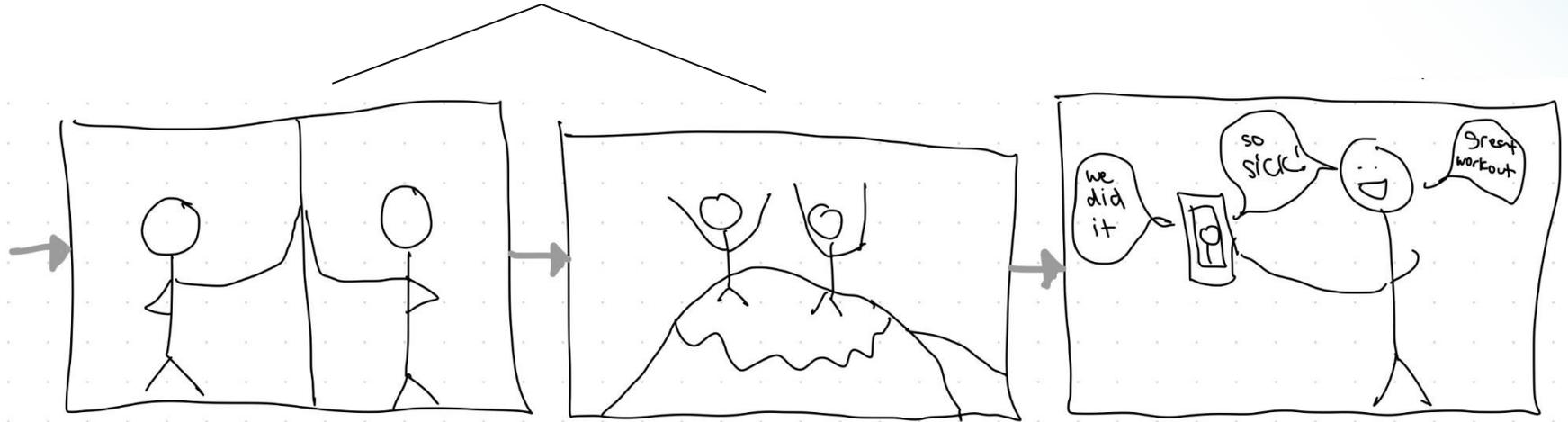
**Mood Shift**  
Supported to Motivated



**Mood Shift**  
Tired to Supported

**Task 2**  
Log A Shared Activity

**Task 3**  
*Express Encouragement and  
Support to Others*



**Mood Shift**  
*Motivated to  
Proud/Accomplished*



06

# Concept Video



**Thank you!**

→ Figma

# Appendix