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# Motivation

Obesity has become highly prevalent over the past few decades



Today, about <sup>1</sup>/<sub>3</sub> of American adults are considered obese

Problems this causes:

- Increased health risks
- Strain on healthcare
- Personal and nationwide financial issues

Preventive strategies could help reverse this trend

# Psych Theory

Technology Acceptance

> Meaning Behavior

### Planned Behavior

People must think new technology is: • Easy to use • Useful to them

To adopt a behavior people must feel: • They have control over the behavior • The behavior is

achievable by them • The behavior is socially "normal"

Once a behavior is internalized, it no longer needs to be motivated externally

### Using hardware in mobile phones, games can interface with the real world



Our application suggesting a game



## **Develop the System**



Interview teens for views on physical activity and technology

few times

and experience with the system

**Goal:** Create a system that attitudes towards physical activity and internalization of healthy lifestyles

We found that the teens in our mobile device could help • Found learning to use the system simple and easy • Identified types of games they wanted to play more • Some participants wanted

automatically with time and accelerometer data