Copy Paste Skate

Sebastiaan Pijnappel
Exertion Games Lab
RMIT University
Melbourne, Australia
sebastiaan@exertiongameslab.org

Florian 'Floyd' Mueller
Exertion Games Lab
RMIT University
Melbourne, Australia
floyd@exertiongameslab.org

Abstract

Interactive technology can support exertion activities, with many examples focusing on improving athletic performance. We see an opportunity for technology to also support extreme sports such as skateboarding, which often focus primarily on the experience of doing tricks rather than on athletic performance. However, there is little knowledge on how to design for such experiences. In response, we designed 12 basic skateboarding prototypes inspired by skateboarding theory. Using an autoethnographical approach, we skated with each of these and reflected on our experiences in order to derive four design themes:

location of feedback in relation to the skater's body, timing of feedback in relation to peaks in emotions after attempts, aspects of the trick emphasized by feedback, and aesthetic fittingness of feedback. As an exemplification and elaboration of this work we designed an interactive skateboarding system called Copy Paste Skate, using the 4 themes as a guide. We hope our work will inspire and guide designers and practitioners in the field of interactive systems for skateboarding and trick-focused sports in general, and will further our understanding of how to design for the active human body.

Author Keywords

Skateboarding; experience of doing tricks; autoethnography; trick-focused sports; exertion.

ACM Classification Keywords

H.5.2. [Information Interfaces and Presentation]: User Interfaces: Miscellaneous.

Functionality of Copy Paste Skate

Copy Paste Skate aims to support the experience of doing skateboarding tricks by offering novel ways of re-living and reflecting on trick attempts. It captures movements of the board in life-size projected visualizations, complemented by slowed down audio recordings of the trick attempt. Additionally, the entire floor vibrates in the rhythm of the board's movements, contributing to a rich sensory experience.