SCIENCE*SPRING*DAY

DEPARTAMENTO DE INFORMÁTICA

Enhancing Remote Live Sports Experiences

MultiModal Systems / Interactive Multimedia Group

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I'm currently a PhD student, advised by Professors Teresa Romão and A. Eduardo Dias, interested in Persuasive Systems, Human-Computer Interaction and Mobile Application Development.

Objectives

The level of thrill and excitement felt during live sports is a **unique experience**. However, **many fans do not have the possibility to go to the sports's venue**. And when these fans watch a match on TV they **feel less satisfaction and more loneliness**, compared to when watching the match at the venue.

This work intends to establish a new paradigm that explores the use of the variety of **sensors available in mobile devices to enhance remote fans' interaction with a sport event**. This new paradigm will provide them with an emotional and social experience by **bringing the stadium atmosphere, its immersion, and emotional levels, to remote supporters**.

Methodology

The objective of this work is to create **interesting experiences** that induce remote spectators with the **affective responses** felt at the stadium. Our research led us to conclude that sports **fans are motivated to attend and watch sports, due to group affiliation factors** where friends, family members and unknown fans share the same physical space.

Thus, we outlined our investigation in two domains that will be interconnected through the development of this work: **user activities** (different experiences that are possible to provide to fans watching a match (figures 1, 2)) and **social experiences** (promote interaction between fans on a local or online community).

Expected Results

With this work, we expect to:

-Develop a **system that enhances the broadcasting experience of remote fans**.
-Introduce **innovative forms of interaction**, through bi-directional communication on mobile devices.
-**Study the implications of the social interfaces** created to connect fans.

We are not expecting that remote fans will be able to experience the exact stadium atmosphere as the ones in the stadium do, but we believe that it is possible to create an innovative and engaging user experience for worldwide fans that brings them closer to the venue atmosphere.

Figure 1. **WeBet** is a mobile game that prompts users to bet if a goal is about to happen during a football match, without requiring their visual attention. WeBet introduces an **eyes-free interaction mechanism**, which does not require constant visual attention.

Figure 2. WeApplaud is a multiplayer mobile game that **allows remote users to participate in the applauses happening in a sports event venue**. Through the use of **persuasive technology concepts**, WeApplaud encourages fans to applaud their favourite sports team during specific key moments of a match.