



magine you are running the London Marathon. You are halfway through the 42-kilometre task and are truly struggling. Your friends came to cheer you when the race started, but at this point you are alone, and exhaustion is rapidly kicking in. Perhaps you want to call it a day and stop, as you are about to hit the fatigue wall runners suffer. Maybe if your loved ones could just push you to keep on trying, it would give you the extra boost needed to run that extra mile or ten.

Through the vest you are wearing, your friends' voices start petering in as they notice your running stats sagging. But they are not anywhere near the course and are instead distributed across different continents. Sara (the Facebook addict) is in Malta, Peter (who managed three marathons this year) in Los Angeles, while John (your workaholic boss) and your sister Rebecca have just buzzed in that they

The above is an imagined scenario based on the HeartLink project I (Dr Franco Curmi) am developing between Lancaster University and the University of Malta. The idea is for an athlete to be wearing a vest measuring all their vitals, which would be transmitted to social media. Online friends could then track the runner through biometric data and share their experience and wellwishes via a live video stream. These Facebook friends could even see whether it is raining, how many other athletes there are, or if their friend is in a tight spot. The idea is that they would egg the athletes on when they are struggling.

The athletes should be cheered right when they need it most. And this is where it becomes interesting: while the athletes might think it's their lucky day that their friends plugged in just \odot





Council, Lancaster University, and the University of Malta. We have been working on the project for four years with a team that includes designers, managers, and computer scientists.

This diverse team has already built the HeartLink App (heartlink.co.uk), which can do the above. The app can be installed and downloaded by the participants and their friends. Through a 'cheer' button they can instantly send vibrations and sounds to the athlete.

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Together we looked into different ways these cheers can be communicated to the athletes. These varied from vibrations or sound effects, to live audio streaming from their friends' devices, among others. By analysing data from social networks and the athletes' performance, we then explored how to improve the design of systems, technologies, and final product. How can we seamlessly interact with **②**



athlete to be aware that the crowd

is following their performance.

was most effective during charity

events. People seem to prefer remote

events. We trial ran our app in a

charity run, a triathlon, and a 170-

