

CGT Capstone Project

Company Name: **Purdue Recreation & Wellness**
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Semester and Year: **Fall 2019**

Each project must have a sponsor and an advisor. The *sponsor* is the person that proposes the project and has the overall project vision and idea. The *advisor* is the person that provides operational support and guidance to the project, as well as potentially technical expertise. Each role could be a CGT faculty member or an industry representative; however, each project must have CGT faculty and industry (external) participation and engagement.

Project Title: **Purdue RecWell Space Fitness Design Project**

Anticipated problem to solve (in general):

Purdue Recreation & Wellness needs help moving our ideas for a new fitness space from concept into virtual reality.

Project Description (500 words or so):

Functional fitness, group training, wearable technology, and high-intensity interval training have been leading in the polls when it comes to the top trends in the fitness industry in recent years. In addition, Purdue students have voiced the desire for a tech inspired fitness space, similar to CrossFit, Orange Theory and F45. To meet this need, Purdue Recreation & Wellness is converting five underutilized racquetball courts totaling 4000 sq. ft. of space (40 x 20 x 20 or 800 sq. ft. each) into a new functional fitness space. This new space will house various features; some of which may include turf, olympic lifting platforms, a fitness rig to allow for pull-ups, barbell squats, etc. and various functional equipment such as sleds, tires, plyometric boxes, kettlebells, medballs, battle ropes, and TRX straps. In addition, technology in the form of wearable tech and projected biofeedback on TVs will also be incorporated into this functional fitness space.

Anticipated obstacles (if any):

- **Unsure**

Anticipated outcomes:

- **At least 3 different virtual reality options for the new fitness space that allows us to walk through the design and move things around in order to test new layouts.**
- **Option to redesign layouts after feedback is given**
- **Final design**

Resources provided by the company (i.e., financial support, software licenses, hardware, etc.):

- **TBD**

Resources expected from student team (i.e., time, software access/availability, transportation, etc.):

- **TBD**