

# **ANZ Championship 2008-2013**

## **Abstract**

The purpose of this guide is to identify the key design decisions in terms of the visual and the interaction with the user.

## **Conclusion**

In conclusion, I was overall trying to make my system as simple as possible and the best way that I believed will make it easy for users is by giving them one window that contain all the different options they can choose from.

## **Introduction**

On this guide, it will divide my design decision into two components, visual and interactive. Will first discuss why I have chosen the way I have in my system, what was my consideration of alternative way of displaying the data, and what was my preference on creating my system (who I was targeting). Then will look into my interactive part on what was my decision, was there any other consideration that I wanted to change in my system, and what was my final decision.

## **Design**

Firstly the visual component of my system, I wanted to have something very simple and clear for the user. The system simply has one window that display variety of different graphs, each graph represents different information about the game. For example, "Won/Lost" button will display column chart of the ten different teams and shows how many times they won or lost in the chosen year. "Team comparison" displays bar chart of the total score for that year, and can also display how well an individual team done during one of the selected seasons in a spline chart. I was considering adding more graphs as in additional option that the user could choose, but decided that it's quicker for people that only want to get the information from my system.

Secondly the interactive component of my system, I also wanted something easy for the user to use rather than having a lot of interactions. Therefore, by having fewer options for the user that will make it simpler to interact with. At first, I was considering adding a lot of different interaction. However, after having some thoughts I thought it will confuse the user in terms of getting the right information quickly and efficiently.