

Week 2

Location: Cyber Lab/Internet Café at engineering building

Meeting Time: Friday, 12PM

Future meeting times rescheduled to Wednesdays at 12PM

Facilitator: Blake Lawton

Next week: Ruben Rincon

Note taker: Ruben Rincon

Next week: Jennie Ryckman

It was suggested that our product be developed as a website first, then ported to desktop and/or mobile as an app later as needed. We also discussed the developing interest in e-sports and legitimizing its seriousness as a professional activity.

Suggested product features:

- Chat lobby (for use by managers, talent seekers, young players, etc)
- Displays of a player's rank, per game
- Look-ups for colleges that participate in or promote e-sports (Linked-In for e-sports?)

As well as advertising our product to young talent (with main targets being highschool, college, and e-sports players).

Suggested interview questions, apart from individual ones:

- Do you know what e-sports are?
- Have you ever had trouble finding groups to play your game at a high level?

See deliverable 1 for initial value proposition