



# Padel.HUB

## Scroll less noise. Play more padel.

A padel-only feed connected to bookings, coaching, and real sessions.

### **Product Design + MVP**

Short content • Community • Booking  
Pitch deck (support)



# Problem

Padel players are spread across too many apps.

- Padel is fragmented: Instagram/TikTok for clips, Strava for activity, separate apps/sites for court booking, coaches, and gear.
- Generic feeds optimize for low-quality engagement, not for sport progression or real-life action.
- Planning a game is messy: switching between DMs, group chats, links, and booking screens.

## Design challenge

Build a focused social web app for short content and interactions, within a constrained MVP scope.

## Target users

People who play padel and want everything in one place.

### Job-to-be-done

*"Help me discover padel content, learn, and quickly turn it into a booked session with my friends."*

#### ● Beginner (0–6 months)

Wants rules, tactics, and simple drills.

Needs nearby courts and beginner-friendly coaching.

Wants to follow padel creators without distractions.

#### ● Social player (weekly)

Books courts with friends.

Uses DMs and group chats to organize games.

Wants a padel-only feed + match highlights.

#### ● Coach / Club

Wants visibility and direct booking requests.

Posts short tips and sessions.

Builds community and retention.

# Concept

A padel-first social layer connected to real-world action.

- Padel-only feed: short posts (text, links, clips) with tags (beginner, strategy, gear, local).
- Booking hub: search and reserve courts + request coaches (MVP starts with a demo flow).
- Activity posts: share sessions like a Strava entry (duration, location, notes).
- Knowledge hub: rules, strategies, drills — quick cards to save and share.
- Social: DMs + groups to plan games; invite friends and coordinate in-app.
- Shop: curated gear catalog linked from content (MVP: browse-only).

**Healthy scrolling: only padel content, with a purpose.**

## UX walkthrough

Key flow from scroll → booking → play → share.

### 1) Onboard

Pick level, city, and interests (strategy, drills, gear).



### 2) Padel feed

Scroll a padel-only timeline. Save posts and follow creators.



### 3) Book

Open a court/coach card and book a time slot (MVP demo).

### 4) Invite

Share booking to a group and confirm players.



### 5) Play

Session reminder + quick rules/strategy cards for warm-up.



### 6) Post

Share a match recap: score, notes, and a clip or link.

## MVP scope

A minimal web-based prototype demonstrating the key loop.

### Included in MVP

- Auth + basic profiles (level, city, interests).
- Feed + post creation (text/link) + likes + comments.
- Explore by tags (strategy, rules, booking, gear).
- Court/coach card + booking demo (mocked availability).
- Groups: create + invite friends + share booking.
- Knowledge cards: rules + simple strategies (save/share).
- Shop: curated catalog view (no checkout).

### Out of scope (for now)

- Payments and real integration with every club.
- Real-time chat, calls, or advanced moderation.
- Full recommendation engine and creator monetization.
- Inventory, shipping, returns (full e-commerce).
- Advanced analytics and wearable data sync.

### **MVP success = one complete loop**

Discover padel content → book a session → invite friends → post a recap (inside Padel.hub).

## Why Padel.hub

Focused attention → better habits → more playing.

- One place for padel: content + learning + coordination + booking.
- More signal, less noise: everything is filtered to padel.
- Turns scrolling into action: posts connect to courts, coaches, and sessions.
- Community-first: groups make it easy to play together and stay consistent.

### Players

Learn faster, play more, stay motivated.

### Coaches

Be discovered and get requests easily.

### Clubs

More bookings through a sport-first funnel.

# Next steps

What we will demo during the final defense.

- Walkthrough of the MVP loop (discover → book → invite → post).
- Clickable prototype screens (feed, booking card, group invite, recap post).
- Design rationale: focus, simplicity, and constrained scope.

**Padel-only. Action-first. Community-driven.**

A healthier alternative to generic social feeds — built for padel.