CSCI 3002-200
Group 4 - Paper Prototypes
Members :
- Orgil.S
- Christian.H
- Nestor.V

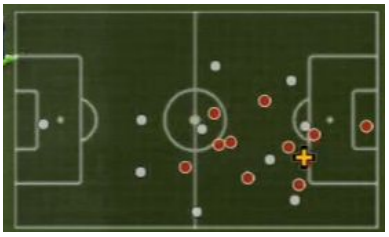
Group contribution report :
- Orgil.S 10/10
- Christian.H 10/10
- Nestor.V 10/10

Meeting: Thursday 4:00 pm - 5:00 pm; Engineering Center; Everyone attended

Group reflection :
● Orgil.S's comment during group meeting : We mostly discussed about the user interface part during this meeting and some cool features for coaches. As you can see we have 2 major users, coaches and players. / Players will only wear the attachable headset. Instead of going into the ear canal, It sticks behind the ears. In that way players can concentrate on the game whereas our tool is just an addition. For coaches, we're thinking about the mic which sticks to throat. It will optimize the quality of the sound. / Enough about the tools, let me talk about the paper prototype of the application for the coaches. The application is for any smart devices and it can easen up the daily difficulties. Coach can record the formation, watch real-time status on the field and (etc..). The most important thing in our side design was, we want to formalize a line between maintaining the real game satisfaction for users and not becoming a game for coach. The beauty of a sport is to take risks and coaches usually does not agree with that. So we might put a button on players headset where they can turn off the device for a while.
● Nestor.V's comment during group meeting :
We have a very good idea of the tasks that our device should fulfill. The las assignment, the research part, was really helpful for the identification of basic characteristics that the tracking device should follow. We are concerned on meeting the requirements for two different subjects: coach and athletes. We discussed on how to come up with a device that would not restrict the athletes for normal movement inside the field, that does not represent significant extra weight and can harm them on any incident. For the coach, the tracking device should be precise, give a live feedback of his team movements and be able to visualize and register movements for any training; the feedback after each training should be clear and easy to analyze, as we are talking of amateur leagues, there shouldn't be any complex analysis on tactics and in-game strategic positioning. We agreed to stick to this just being a learning tool, keeping in mind the scalability of the device, a lot of improvement area for possible future use in intermediate and professional leagues.
● Christian.H's comment during group meeting: This meeting was mostly about the paper prototype assignment, we were mostly curious about how we should tackle this assignment as we are designing a tangible device with minimal interfacing between the user and the device itself. I brought up how any phone connectivity to set up the device should be be minimal and the interactions should be designed to be brief, as well as casual/less focused output about the players or where they should be on the field, as that might only encourage more negative parental participation during games. We've also considered adding a bone conduction headset for communication between players and coaches as more complicated commands cannot be expressed through the belts' limited interface.

Critical areas:

- A common connection between al the tracking devices in every field player, keep track of the distance between each one.
- Field visualization screen on the coaches app screen. In an "aerial" mode see the arrangement of his players inside the field. The image below can be an example:

- 
- As we are working on position learning, a formation customization screen for the coach to create different field formations and tactics for the team.
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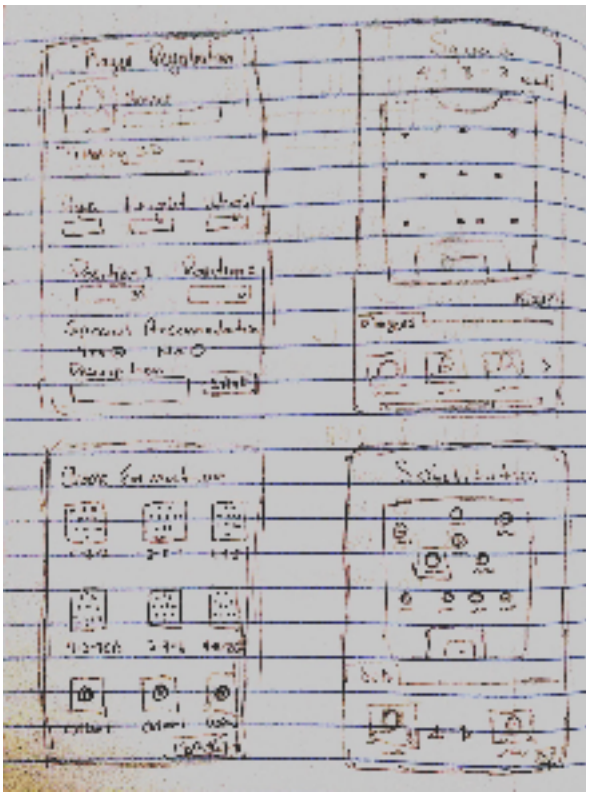
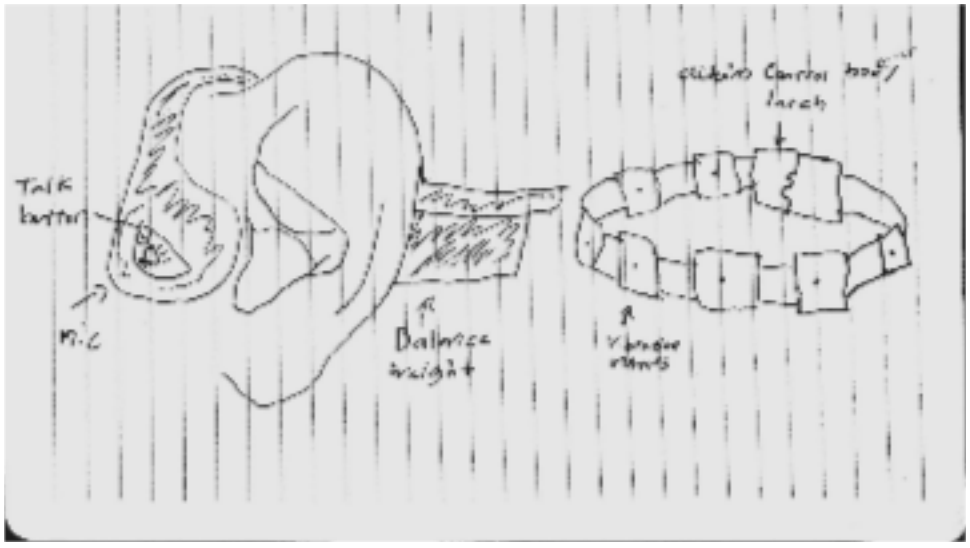
- Feedback screen detailing the information of each player tracking device gathered info in positioning, field coverage, etc. .

Tasks

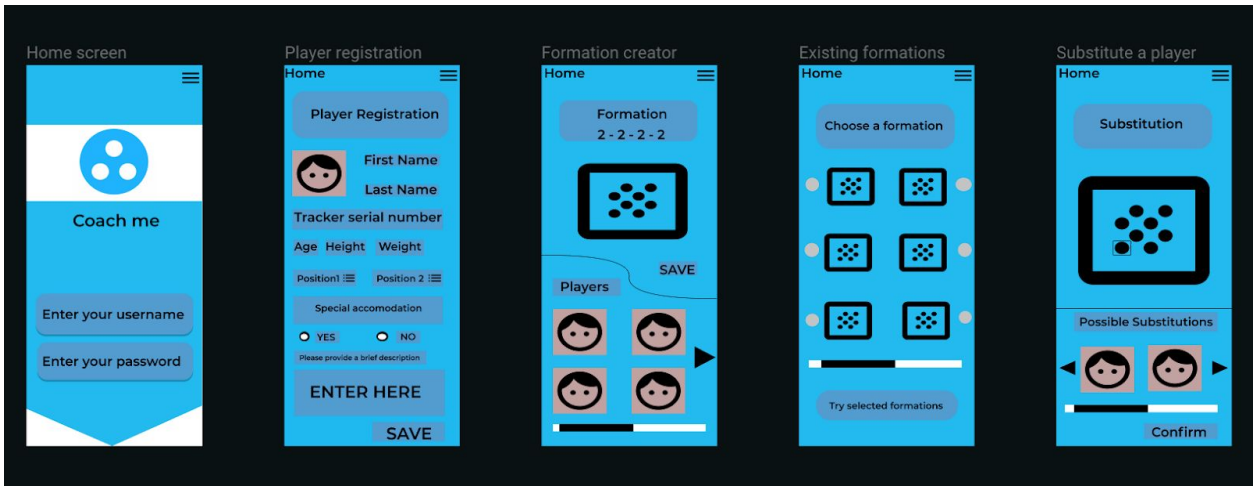
- Player registration and link to tracking device (like an iClicker).
- Screen to customize squad members and formation, we choose from the current roster of registered players, and use a ‘field template’ to show the team how they are gonna be arranged.
- Live radar screen of players positioning, in here we can send a signal to an specific player to let them know if they are not in the correct position. / maybe a little bit of a vibration from headset / yeah that’s better
- Substitution menu, choosing a player to leave the field and introduce a substitute player to a determined position
- A button in real-time screen which coach can use to start recording the formation. / For post-game use. SAVE button /

Paper Prototypes





Prototype on Figma



[Link to Prototype]