

CSCI 3002-200

Group 3 - Design Research

Members :

- Orgil.S
- Christian.H
- Nestor.V

Our team have conducted 3 types of research method.

- Observation / Orgil.S /
- Interview / Christian.H , Nestor.V /

Group contribution report :

- Orgil.S 10/10
- Christian.H 10/10
- Nestor.V 10/10

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

Group reflection :

- **Orgil.S's comment during group meeting :**

For observation, I needed to observe them without compromising the observation. People usually act differently when others seeing them. Maybe they're nervous. I proved this kind of behaviour by going to practice session 2 times.

-For the first one, I dressed up as an athlete and ran around the field next to theirs. It was hard but worth it. By doing that, I observed the most of the usual behaviour.

-For the next time I informed the faculty that I'm coming to do some observation. The players acted more differently because they were aware of my presence.

I believe by doing this kind of research method will help our design in a very crucial way. We can see the reality of the practice session. Even during friendly practice games, coaches were harsh for players who were panicking. The real game would be harder for them. Also, coaches were screaming so badly, some of them said "Sometimes my throat hurts the day after good practice or seasonal game."

- **Nestor.V's comment during group meeting :**

Our first inquiries about the usefulness of these tracking devices served as good hypothesis of the findings we got after conducting the research methods. I focused on coaches, they represent another crucial element for this project, as they are the ones that will get to decide if this device can be used to supply or fix certain issues they encounter while working. I was able to get in touch with a former amateur coach thanks to the Intramural office, obtaining first hand data.

My findings agreed on most part with my partner's, we had some different data when we referred to personal experiences and points of view; as being the coach is really different than being the athlete, they tend to have different opinions about training methods and their effectiveness. The data obtained was very useful because it helped us to realize that we are going on the right path and we are giving this project the right purpose and direction; we had the

sense of all these before conducting the research, but actually hearing and observing our target market, helped reinforce insights and ideas.

- **Christian.H's comment during group meeting :**

I conducted a group interview with three Aurora elementary school aged athletes and their parents (of which weren't a part of the coaching team), with athlete was playing as a part of the Aurora school parks and recreation soccer leagues. My main objective of the interview was to gain an understanding of how useful this type of device would be as well as possible additional functionality as well. My findings were similar to Orgil's as the children thought that the coaches yelling wasn't very helpful in learning different field positions or where to go during the game.

I was also able to gain some information about the roles that were most difficult to learn. It appears that the positions that are harder to learn are the less "fun" ones, meaning less interaction with the ball and other kids which also tended to be more defensive roles.

- **Design research method 1**

Type : Observation method

Member : Conducted by Orgil.S

Logistics : I have conducted this research 2 times for 2 hours each. / 7 AM - 9 AM / Total 4 hrs.
At Kittredge field

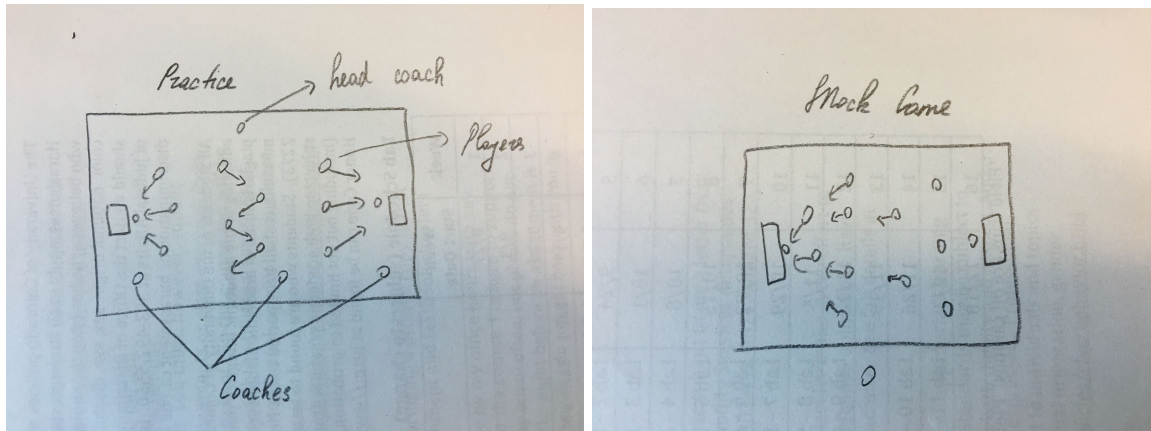
Demographics of the people : Female sports team. I should not mention the type of the sport because that will give away their identity. Most of them were around 20 years old. They looked like very experienced players because of the gears and techniques.

Data : Usually they split into groups because of the positions and practice their own skills. After practicing their skill they play a mock game. The interesting thing I observed was that the diversity of the exercises. They do very different kinds of exercises to improve their abilities. The head coach usually observe the whole picture while the other coaches work in person with the players. Head coach usually drive around in golf cart and gives some comments.

Report :

- Due to the excessive high pitched instructions, coach tend to have a sore throat.
- Players have a hard time hearing coaches during the practice game.
- Pointing out a player, from the team, during the play is hard for coach.
- Giving a mic and a headphone to the team will really solve the problems above.

Sketch of the Field :



They are sketch of the team during the practice session and mock game. As you can see during the game only players are on the field. So, pointing a single player from the crowd is pretty hard. Plus the screaming.

● Design research method 2

Type : Interview method

Member : Conducted by Christian H. & Nestor V.

Logistics : Two different interviews, one oriented to athletes and the other one to coaches. Nestor was in charge of the coach interview, Christian was with the athletes.

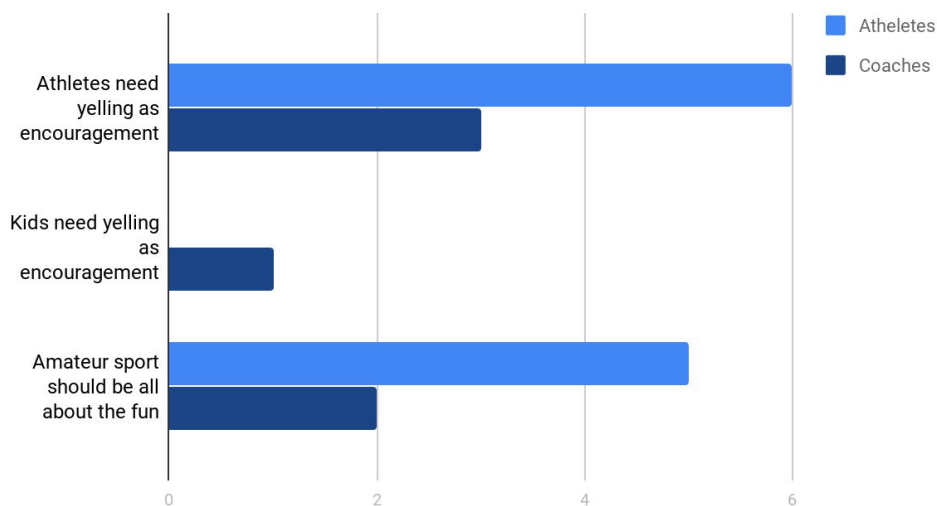
Demographics of the people :

- Coach: Former children coach, ~35 y.o, contacted him through the intramural office in The Rec center. Had experience with young athletes, and developed in more than one sport (both of them were team sports). The interview took place near the IM office in The Rec center.
- Athletes: Elementary aged athletes, found through acquaintances in Aurora CO. The three athletes are all currently enrolled in the same soccer league. Interview was conducted in the Aurora area, all personal information was and is withheld for confidentiality.

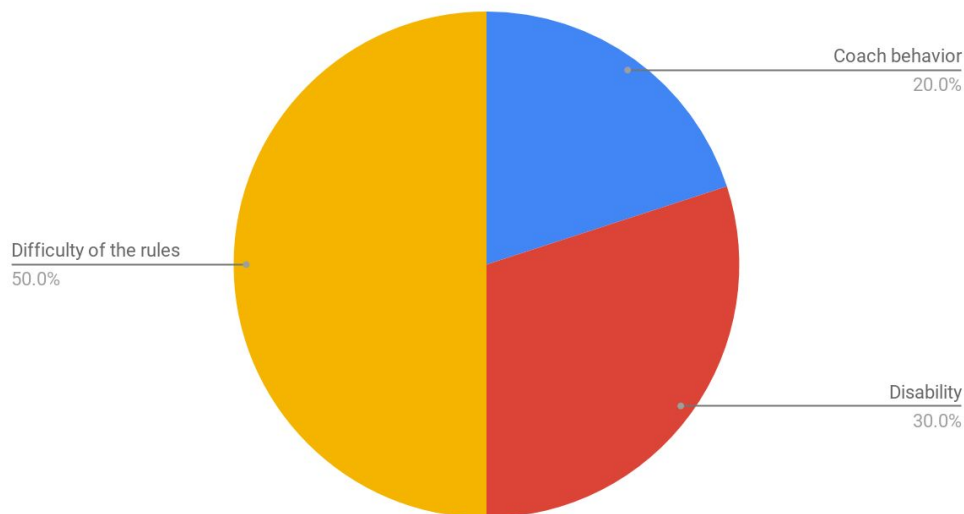
Data :

- Athletes: During the interview it has become clear that the lack of retention in the the children is due to a combination of high stress environments (aggressive/stern coaches), as well as the amount of interactivity the kid has with the position and whether or not they find the position fun and fast paced.
- Coach: The interview gave us important aspects about the coach perspective, as he is the one that is actually going to manage the devices and analyze their support during trainings. There was a correlation between yelling and the athletes performance. Usually this strategy, this encouragement or pressure, is useful for more advanced level athletes, but in the case of kids, the actual repercussions tend to be more on the negative side.

Agreement



Reasons behind bad performance in amateur sports



Report :

- Athletes:
 - While the kids enjoyed playing the sports, they need a support device to bridge the gap between the dull parts and the fun parts.
 - Additional functionality built into the device will be helpful to bridge the communication gap between the players and the coaches, and hopefully get rid of some of the dysfunctionality associated with team sport communication.

- The device should also have some additional commands that allow the coach to express praise to the player(s), as some players got confused during play distinguishing between commands and praise.
- There was also some worry over the weight of the device. There should be additional research done by us to see how heavy our device can be.
- Coach:
 - Learning positions in the field is a big struggle for kids.
 - Yelling may be misunderstood, as it is an encouragement for athletes rather than just an 'insulting' scream.
 - Talking about kids, this may not be the best method because coaches can take the fun part out of the trainings and start a suppressive uncomfortable environment.
 - Coach thinks that kids that have a disability can enjoy and play the game with the team making use of the tracking device. It does not have to be a problem.
 - This situations are more common that we thought.
 - Establishing communication coach-player is really important to begin a sport career.
 - This gave us another insight, from a different matter, about the tools we can give to our device.

Appendices:

A1. Interview Questions:

For athletes:

1. At which age did you start practicing this sport?
2. Did you have any trouble following your coach instructions?
3. Which was the most difficult part to learn from the basic game functionality?
4. Did you find your coach's yelling intimidating, creating a non-enjoyable environment?
5. Do you believe that the struggle in quick learning the basics can push kids to just quit?
6. Have you had any teammates suffering from any disability or anxiety problem?
7. Do you think that having injuries playing as a kid can affect a future sport career?
8. What kind of tool do you use to communicate with your coach? / off-field /
9. How close are you with your coach?
10. Have you ever told the difficulties to your coach?
11. Which one is hard to receive? / Pressure from coach or losing a game /

For coaches:

1. Do kids that just start practicing this sport have issues with learning the basics
2. What's the part they struggle the most with? Talking about the game rules.
3. What do you usually do to teach them the basics positioning on the field?
4. Do you put pressure on players by yelling at them during training?
5. Do you think it can stimulate the real-game pressure?
6. Do you usually yell at the trainings?
7. Have you worked with kids that suffer from anxiety or any kind of disability?
8. If so, how did you handle this to make the game equally accessible for them?
9. Do you think a tracking device could help with amateur trainers' issues?
10. What kind of tool do you use to communicate with your players? / off-field /