



GUJARAT TECHNOLOGICAL UNIVERSITY

Centre for Industrial Design (Open Design School)

DESIGN ENGINEERING

CONTINUOUS ASSESSMENT CARD

COLLEGE NAME: VISHWAKARMA GOVERNMENT COLLEGE

COLLEGE CODE: 017

SUBJECT NAME: DESIGN ENGINEERING

SUBJECT CODE: 3160001

SEMESTER: 6

BRANCH: COMPUTER ENGINEERING

ACADEMIC YEAR: 2021-2022

TEAM ID: 358383

PROJECT TITLE/DOMAIN: Building E-sports community

SR. NO.	TEAM MEMBER'S NAME	ENROLLMENT NO.
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INTERNAL GUIDE NAME: PROF. NAKUL R. DAVE

INTERNAL GUIDE SIGN:

Head of Department

College Seal

MONTHLY ASSESSMENT - I (Observation, Empathy and Define Phase)

1. Why students/team have taken above mentioned domain? (Please specify the reason)

(Note: For more content or information, one may attach additional pages to this card.)

After the 2020 people want to play indoor games rather than outer and so that is why they are more focus on the battle Royal games but they didn't have any idea about it. As compare to other country in India there is a less attraction with it and not have any training school for that. That is why we decide to build E-sports community so that interested player communicate and take more knowledge about it.

2. How frequently student team has gone for observation on field, mention with date, place, time etc.? Which are the key observations that they have noticed?

We can't go for observation but we can talk with other people who is able to play that respective games and take the knowledge and what types of difficulty those are facing and major difficulty is that for becoming the E-sports player for finding the team and knowledge and how to connect with E-sports players.

3. A - How many interactions/interviews team members have done?

Our team had done some Interview with some experience E-sports players, some of manager who handle this kind layer and specially with the fresh ones who wants to join E-sports.

B - Who are the user and various stakeholders on domain? Describe their persona (Name, age, occupation/education, roles and responsibility etc.)

Mainly the nave user of our domains are E-sports player, Content creator, Manager, castors, video Editors, etc. And the Stack holders are Organization who organize different tournaments or any public events, sponsors who sponsor the content creator or E-sports player for their product, casters who cast the event they provide an extremely live environment to viewer, etc.

C - List out the questions asked by team while having observation and interview?

1. Which are the difficulty they face while playing E-sports? (To the E-sports play)
2. How they Entertain their viewer on Stream?(To Content Creator)
3. How many difficulty managers faced while building a team and managing it very well?

4. What is something special/random/unusual (i.e. activity, environment, interaction, object or user) team have observed at the domain? Please elaborate the conditions with photographs if available.

We have observe that in our country first all the team fight with each other and from that over all standing a fix number of team are qualify for the global level. And these team are represent India at global level which is a very proud moment for every E-sports viewer to see our favorite team compete with international teams and this opportunity will make our E-sports very strong.

5. Enlist any five major problems observed by your team in the respective domain. Mention any one for which you have empathize user the most and which might become your problem statement. Give reasons of selection of particular problem/issue based on empathy.

1 Players or Editors can't showcase their skills

2 Players are not able to reach to the specific E-sports Server.

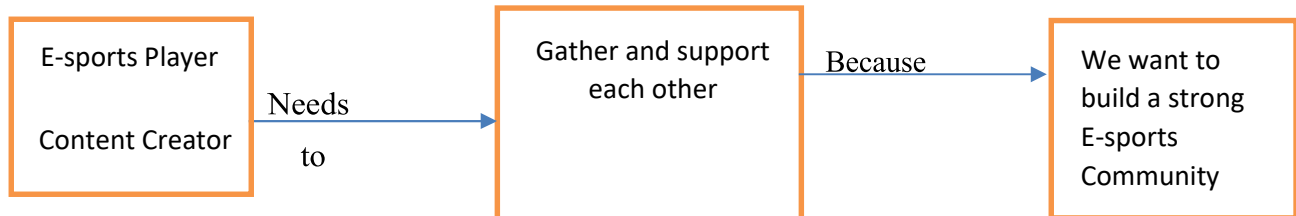
3 Players don't know how to start their journey

4 There's no extra curriculum activity in school or college

5 if they know about the E-sports but what is after it and in the other words what is the road map of it.

=>For deciding this problem statement one of the reason is that some enthusiastic player might be face problems. So we decided to put in one frame.

6. Define your “PROBLEM DEFINITION” for the project as per below format. Which might be refine till end of Ideation phase if you wish.



SUGESTIONS BY INTERNAL GUIDE:

AEIOU CANVAS SUGGESTIONS:

EMPATHY CANVAS SUGGESTIONS:

MIND MAPPING SUGGESTIONS:

GENERAL SUGESTIONS:

Overall Mark (Out of 05):

GUIDE SIGNATURE:

Date: