

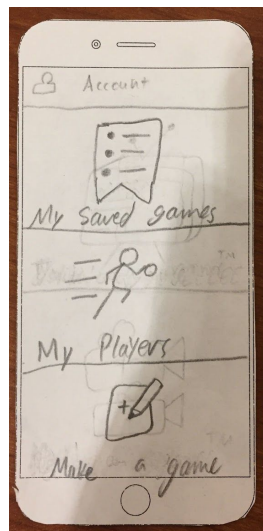
# Sports Recorder Paper Prototype

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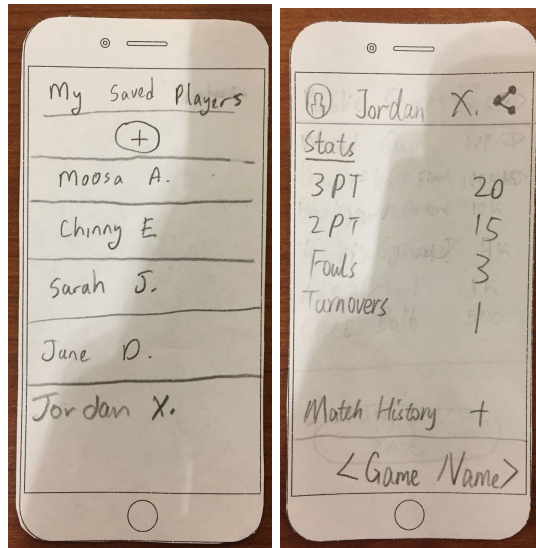
For the Sports Recorder app, we discussed two prototypes:

- 1) A live streaming sports app, where we had a “recorder” and multiple “spectators.” The recorder stores info about teams.
- 2) An individualized sports app; we focus more on the individuals than the actual game itself. App emphasizes capturing information for specific participants in a game.

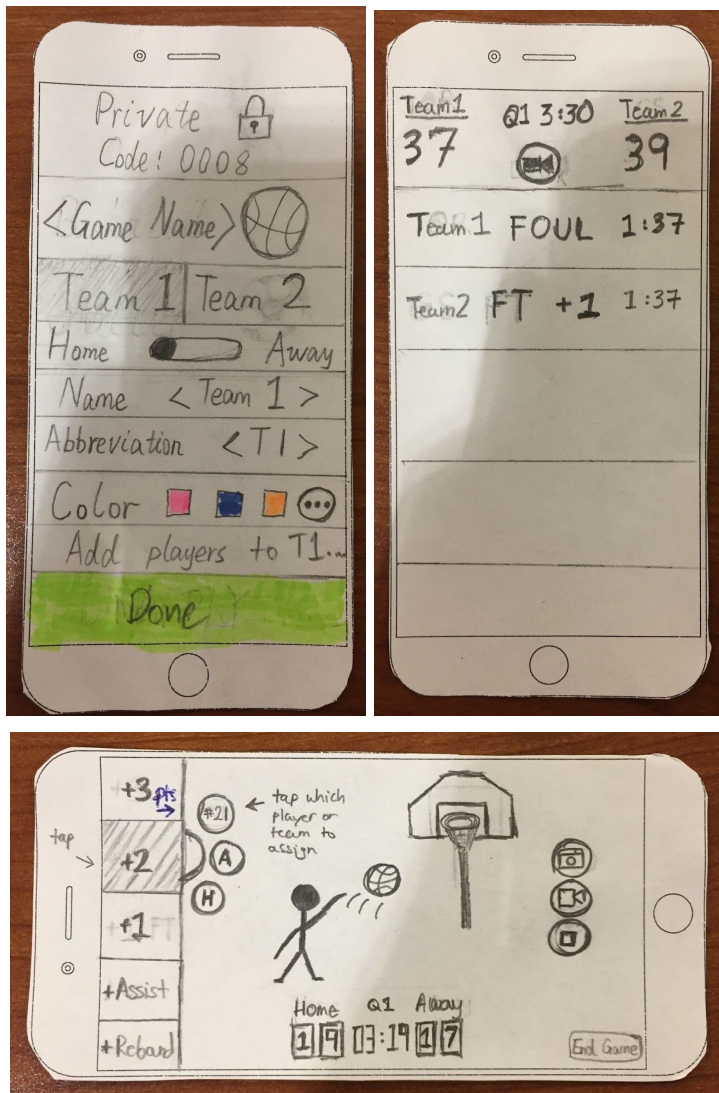
Ultimately, we ended up deciding on an app that would feature the more practical aspects of both possibilities. Based on user archetypes we came up with - namely Fanatical Family, Coach Cameron, Absent Alex, and Little-League Lisa - we established a framework for what we thought would be most important to each of these archetypes. Mainly, we wanted the friends and family to be able to keep track of key players and coaches, and team players to be able to keep track of statistics and game logistics.



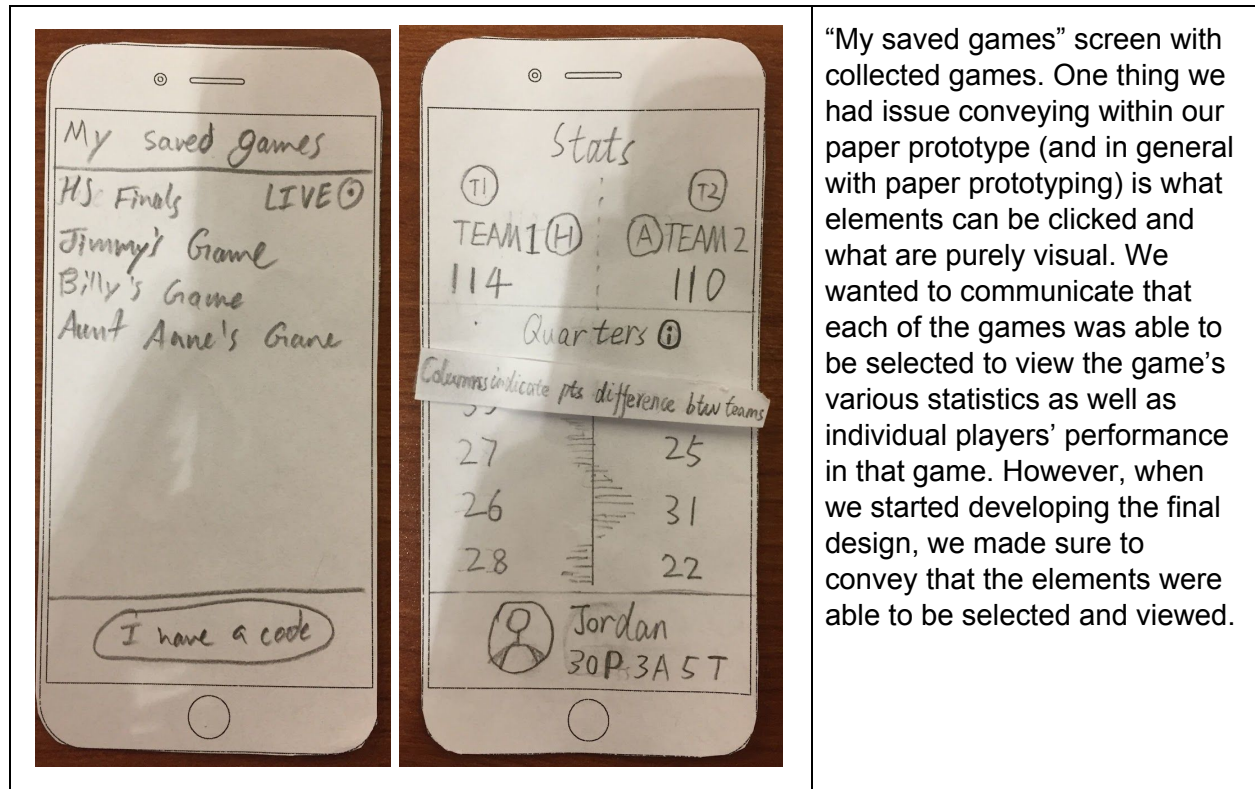
Main landing screen for our sports recorder app. Overall, a relatively straightforward screen without much complexity. While being concise, it offers the user enough context to know what features our app entails through the icons and text. Not much feedback was given from our users on this page and no significant issues were raised during the actual user testing phase.



Our initial design for the collective list of players that the user would prefer ("My Players"). Again, not too much confusion from users trying to add a player into their list of saved players.



Arriving at the “Make a game” screen, there are many different options that can be customized to fit the context of the game. Provided is the private code to share with spectators or other users to receive updates for the game. There are options to change the name of the game, set home and away teams, team names, their abbreviations, team colors, and team players. While these options are valuable in game creation, we received user feedback that the sheer number of selections was overwhelming and somewhat confusing. This makes setting up the game a daunting and arduous process, which is what we are trying to avoid in the design process. In our final design draft, we ended up separating settings into different screens and merged some functionalities together. In addition, displaying too much text on the screen at the same time can contribute to the overwhelming factor. By using icons and other pictorial representations, we were able to drastically cut down on the amount of content on the screen while still communicating the same information.



Overall, most of our initial design seemed to be functionally sufficient, but there were some small improvements that could be made. One reason for this may have been because we revised our paper prototype several times before we even user tested it. Even though this allowed us to filter out smaller mistakes, this could have inhibited us from creating better designs using that revising time. One thing we realized was that if our app was clear enough to users, their body language and facial expressions would be normal. It was only when they encountered hiccups that their confusion was expressed. So we looked for these signs in our users to observe how they reacted to different parts of our app; this helped inform our development plan.