



INTERACTIVE MEDIA-MI PROTOTYPE

Yu Chia Kuo, Sophia Chiu, I-Ming Kao

MEET THE TEAM



YU CHIA KUO



SOPHIA CHIU



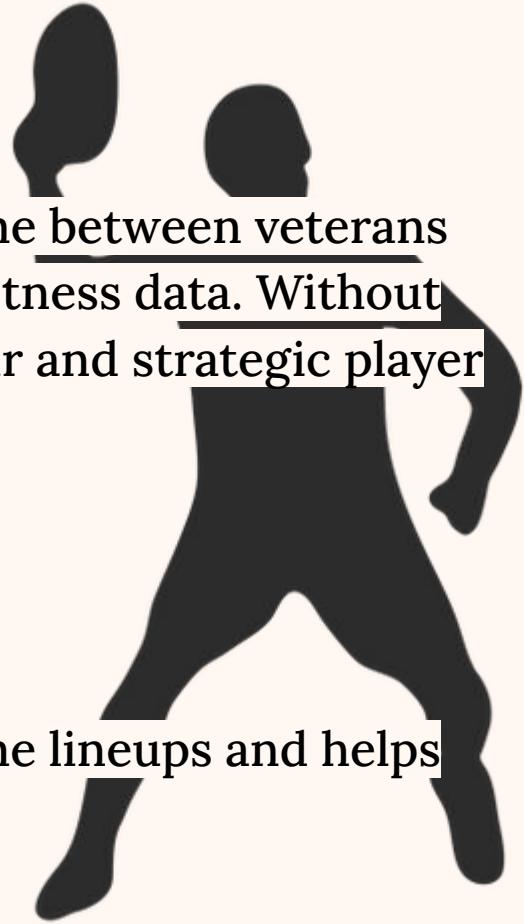
I-MING KAO

PROBLEM

Ultimate frisbee teams struggle with unbalanced playtime between veterans and rookies due to a lack of digitized performance and fitness data. Without clear metrics or tactical support, it's difficult to make fair and strategic player allocation decisions.

SOLUTION

A dual-interface app that helps coaches manage real-time lineups and helps players track their growth and performance.



USE OF AI TOOLS

1. Suggested essential UI tools.
2. Organized user testing feedbacks.
3. Helped generate examples to create the prototypes.

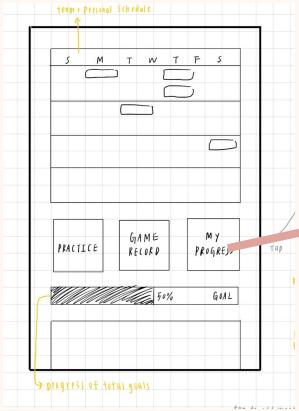


TASKS

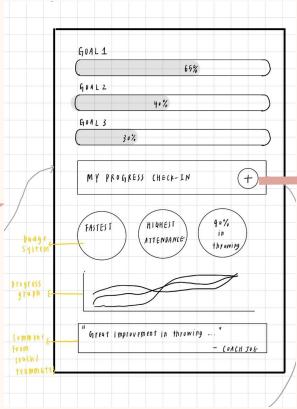
TRACK PLAYER'S PROGRESS & SELF-EVALUATION

Goal:

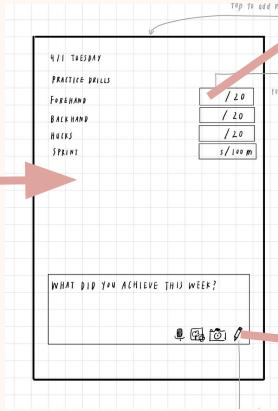
Player wants to check their training progress and complete a self-review.



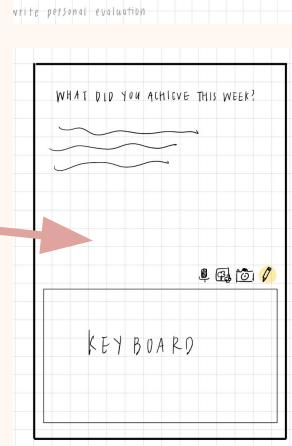
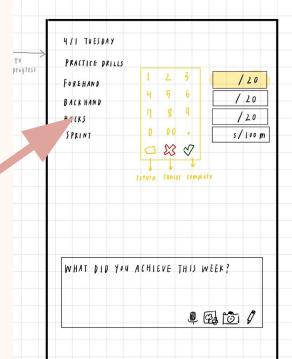
1. TAP 'My Progress' from Home.



2. TAP '+' to add a log for progress check-in.



3. TAP to fill in numbers.



4. TAP icons to add self-evaluation.

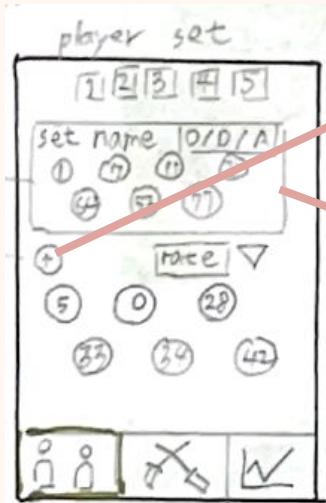
TEAM & PLAYER SETUP

Goal:

Coach wants to enter or update team and player information.

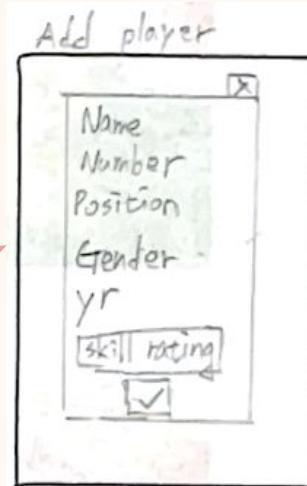


1. TAP player icon from Home.

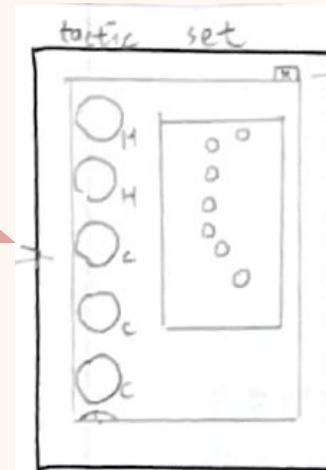


2. TAP add icon for adding new player.

3. TAP player for more detailed player info.



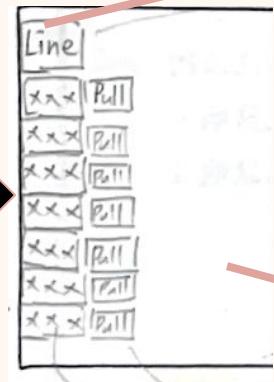
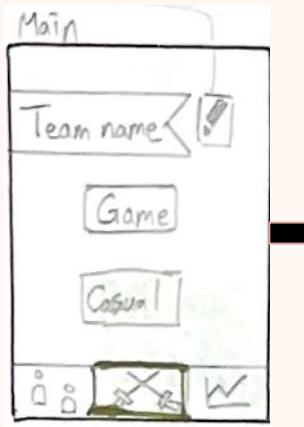
4. TAP top screen to check the players set with court view.



GAME RECORD & REAL-TIME PLAYER ALLOCATION

Goal:

Coach wants to track gameplay and allocate players during a game.



1. TAP 'Game' from Home.

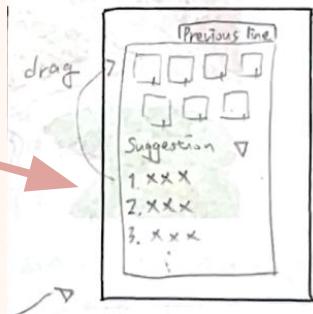
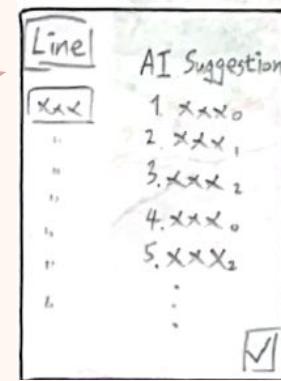
2. Adjust different setting for the game and tap start.

3. Record game stats by tap 'Pull', 'Catch', 'Drop', 'Goal'.

Tap 'Line'

3-1. Change players before the point starts.

when goal



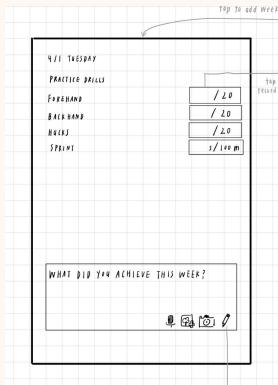
4. Change players before the next point starts.

INTERFACE DESIGN

DESIGN CHANGE -1

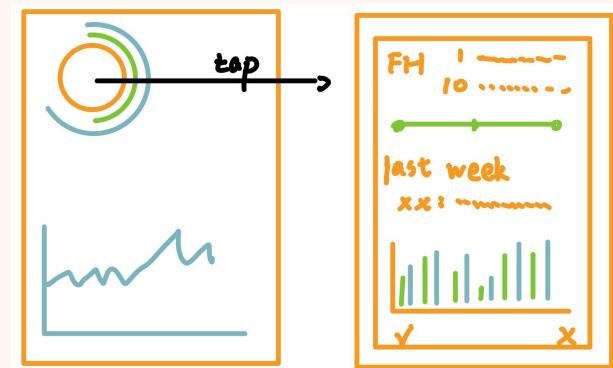
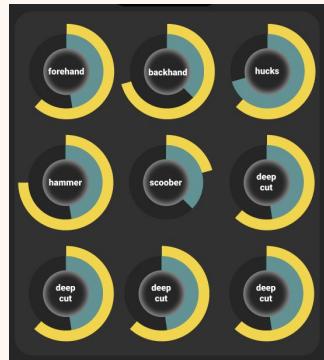
BEFORE

- One log entry per practice/week
- Players filled out a self-evaluation and practice summary
- Actual practice drills often didn't match the given list
 - unable to fully complete logs



AFTER

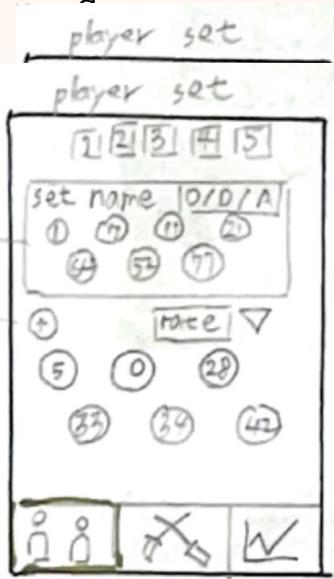
- Players now click on only the drills or skills they actually practiced
- For each skill:
 - Rate satisfaction (1-10)
 - Check off achieved goal tags
 - Optional highlight video per skill



DESIGN CHANGE -2

BEFORE

- Need to tap “+” button the add new players, which can cause confusion in the selecting



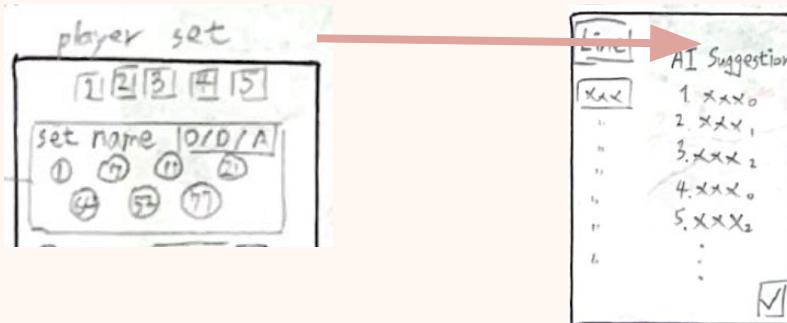
AFTER

- Move the adding new player function to the team setup page.
- Improve the player allocating flow, with presetup strategies and pop up window showing backup players and their stats.



DESIGN CHANGE -3

- Presets by coaches should be placed before AI suggestions.



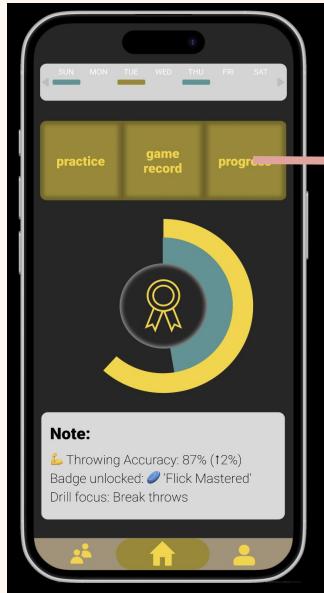
- AI suggestions should include both on/off the court players.



MEDIUM-FI PROTOTYPE TASK FLOWS

TRACK PLAYER'S PROGRESS & SELF-EVALUATION

Player wants to check their training progress and complete a self-review.



1. TAP 'Progress' from Home.

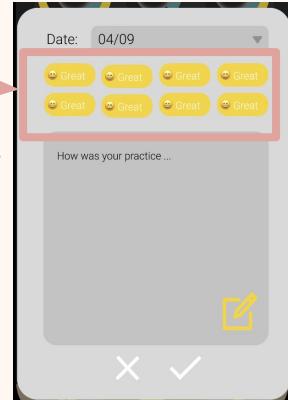


2. TAP on a skill to self-evaluate or add log



DRAG slider to rate

TAP on achieved goals

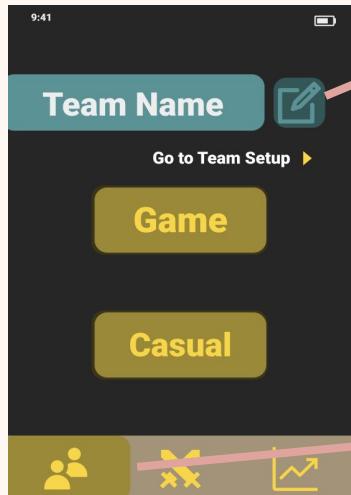


TAP on emotions for faster evaluation

TEAM & PLAYER SETUP

Goal:

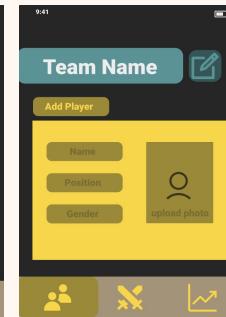
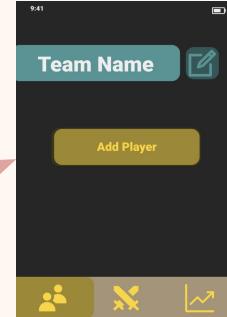
Coach wants to enter or update team and player information.



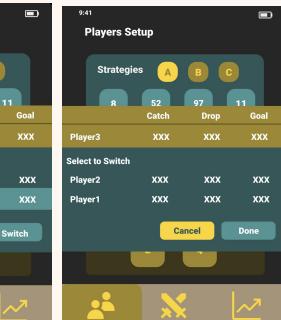
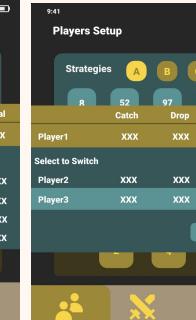
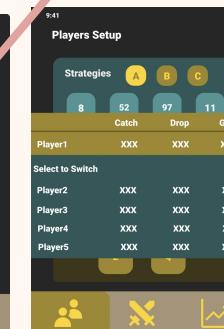
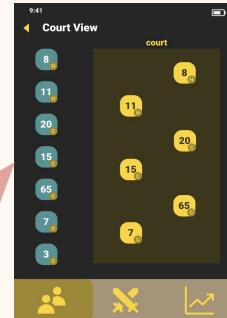
2. TAP to set up players for a game



1. TAP to set up the team name and add new players if needed



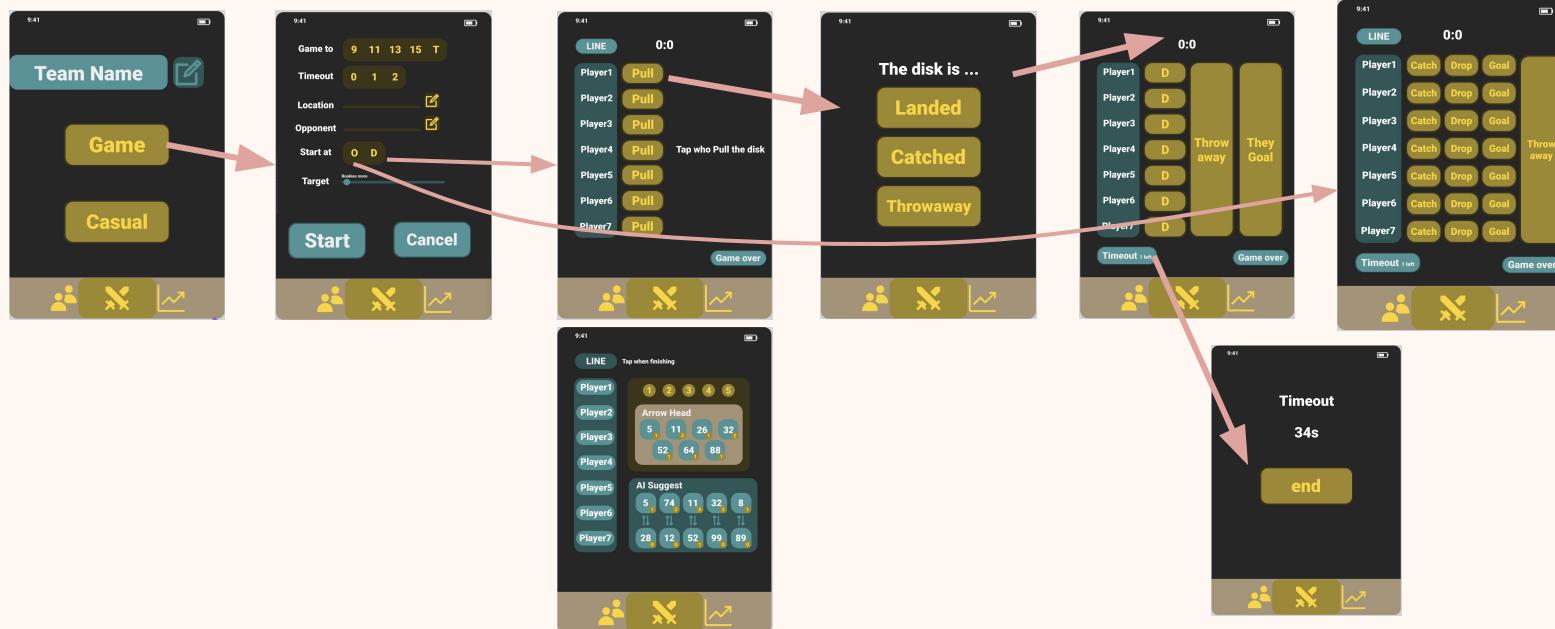
3. TAP to have a court view of the current setup of the players.



GAME RECORD & REAL-TIME PLAYER ALLOCATION

Goal:

Coach wants to track gameplay and allocate players during a game.



OVERVIEW

Manager UI (iPad)

<https://www.figma.com/proto/kDPuHsZC9FIhsD4D0ER7Og/Med-Fi-Ultimate-Frisbee?node-id=5-2&t=ia1ypmixflVpSMW8-1&scaling=scale-down&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=5%3A2&show-proto-sidebar=1>

Player UI (iPhone)

<https://www.figma.com/proto/kDPuHsZC9FIhsD4D0ER7Og/Med-Fi-Ultimate-Frisbee?node-id=203-2448&p=f&t=WxmsSbJLYgXNrKtR-0&scaling=scale-down&content-scaling=fixed&page-id=203%3A2447&starting-point-node-id=203%3A2448>

Made with Figma and icon-icons.com:

✓ Pros

- Fast wireframing & UI consistency
- Smooth testing of button flows & transitions

⚠ Cons

- No support for input fields, graph edits, or real-time data
- Video upload & calendar picker not feasible

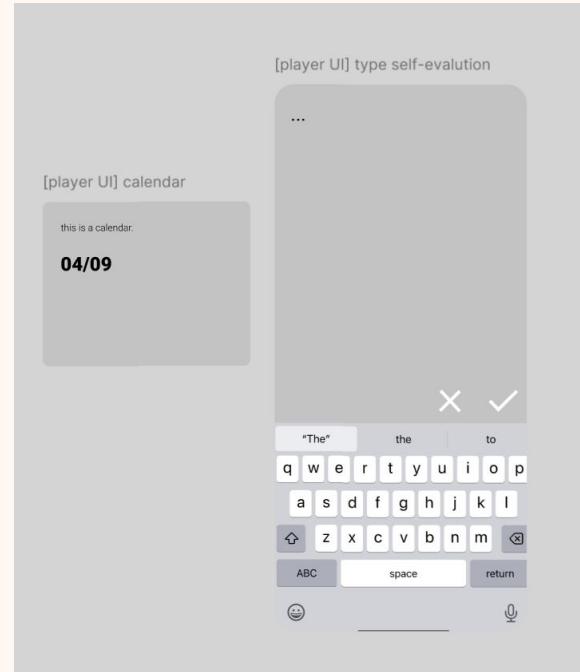
OVERVIEW

LIMITATIONS

- Skipped screens: practice menu, team page, profile
- Game record & offense tracking simplified
- Sliders, toggles, role selectors not fully interactive
- Player name/number display missing

WIZARD OF OZ TECHNIQUES

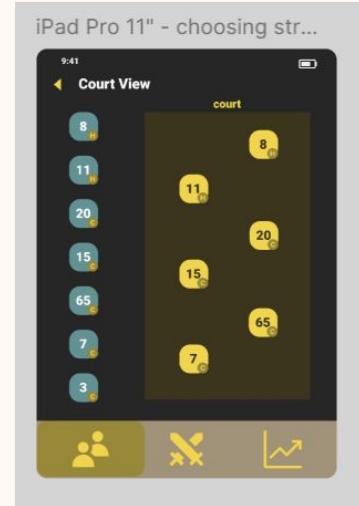
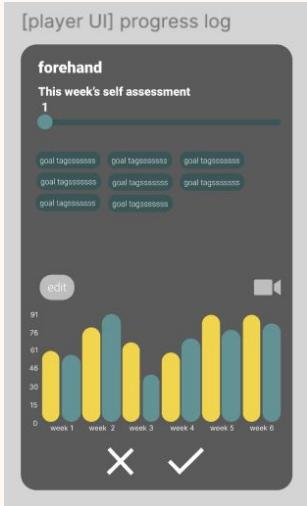
- Graphs, calendar, and video upload are static visuals
- Submit actions & stat analysis are faked
- AI suggestions are mock representations only



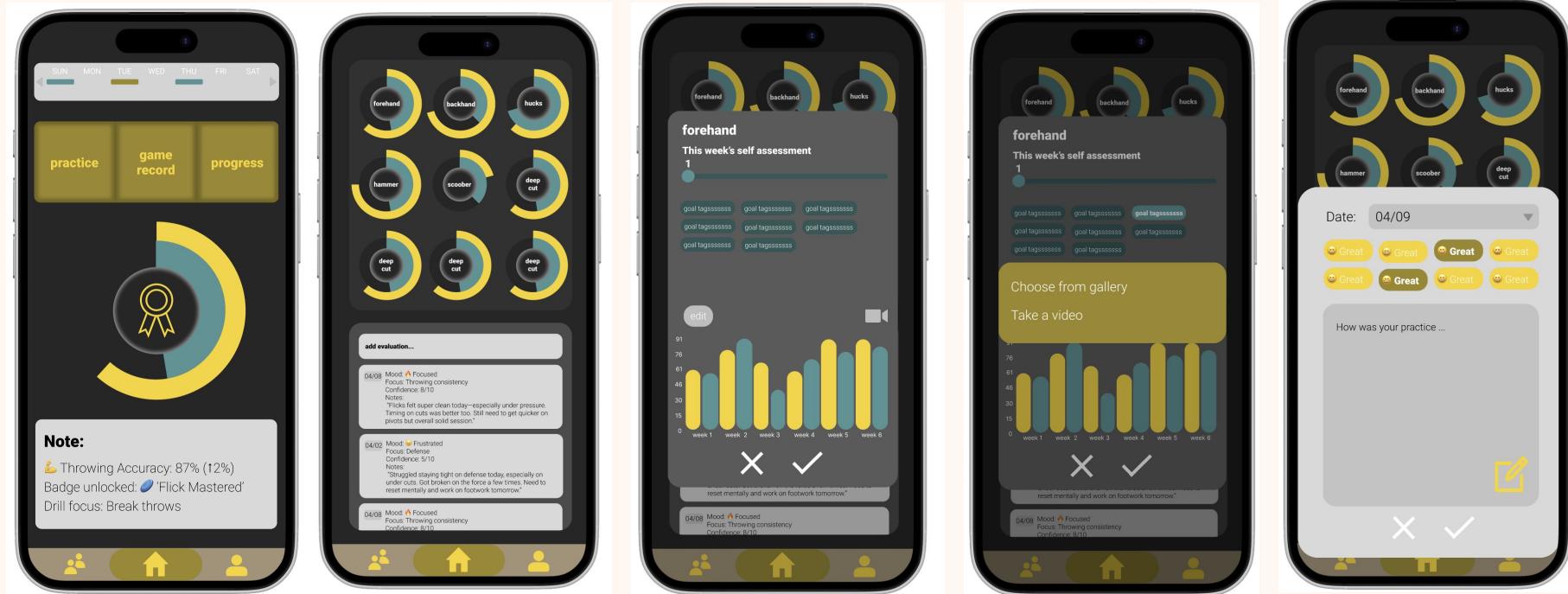
OVERVIEW

HARD-CODED FEATURES

- Self-evaluation responses, skill bars, goal progress
- Coach feedback, skill achievements
- AI lineup suggestions & rookie/veteran tags
- Pre-filled data for skills and practice logs



PLAYER UI



THANK YOU!