

MEDIUM-FI PROTOTYPE VERSION 2

The background features two dark silhouettes of human figures in dynamic, athletic poses. On the left, a figure is captured in a running or lunging motion, with one arm extended forward and the other back. On the right, a figure is shown in a jumping or leaping pose, with arms and legs spread wide. A small, dark, oval-shaped object, resembling a discus, is positioned in the air to the left of the running figure. The entire scene is set against a solid dark blue background.

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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. Recommended buttons/sliders/toggles for suitable scenarios.



THE RESULTS & REVISED DESIGN

TRACK PLAYER'S PROGRESS & SELF-EVALUATION

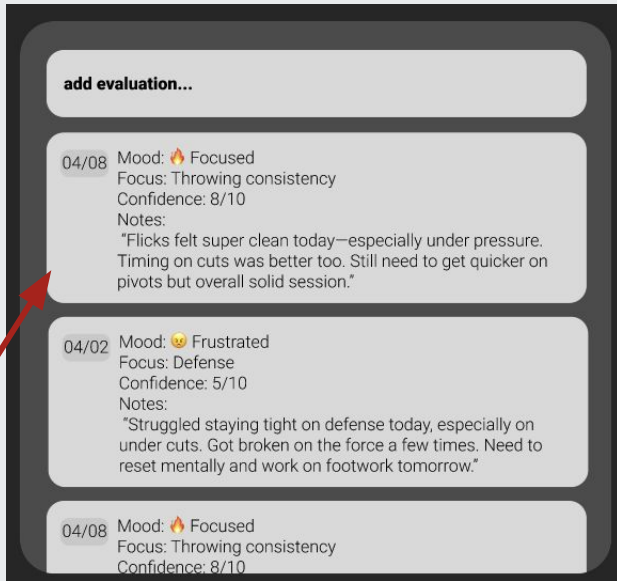
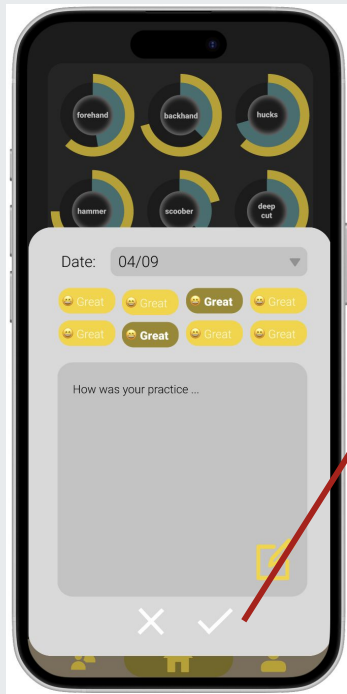
TRACK PLAYER'S PROGRESS & SELF-EVALUATION

H1 VISIBILITY OF SYSTEM STATUS / SEVERITY 4

No save button – Users aren't sure if self-evaluation entries are saved, and may worry about losing data when leaving the screen.

DID NOT FIX

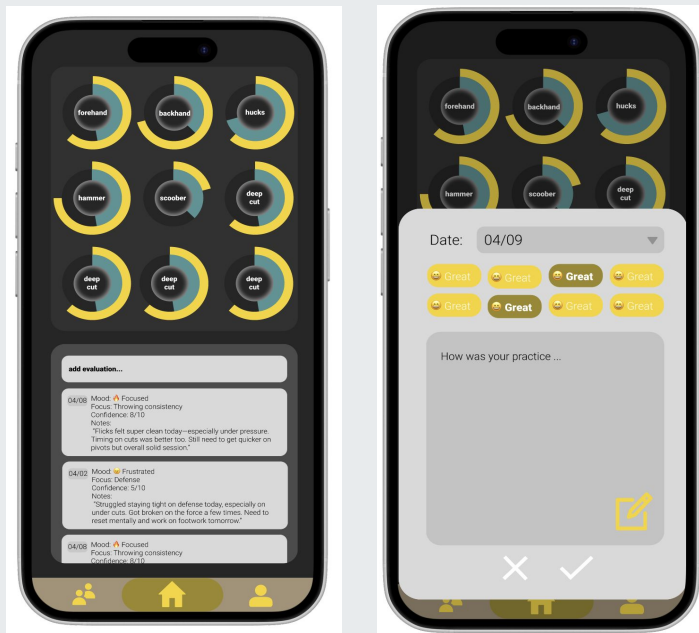
Evaluation entries are saved and updated in the scrollable evaluation log (max 10 logs) and the calendar. However, it is not implemented due to Figma's limitations.



TRACK PLAYER'S PROGRESS & SELF-EVALUATION

H4 CONSISTENCY AND STANDARDS/ SEVERITY 3

Missing categories – “Focus” and “Confidence” appear in examples but aren’t available when adding a new self-evaluation, causing confusion.



DID NOT FIX

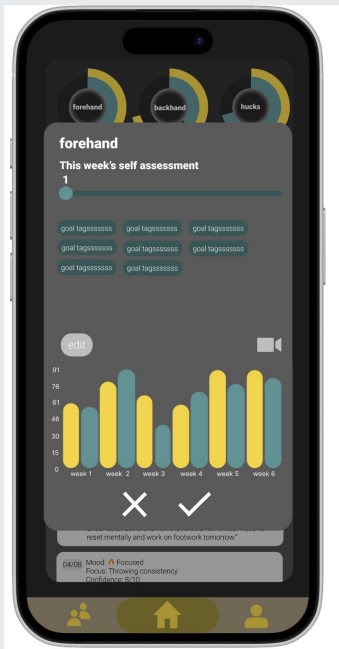
The self evaluation notepad is meant for users to document whatever they want.

“Focus” or “confidence” are just examples of what an evaluation would look like. Only the emotions have tags for the user to quickly record their practice.

TRACK PLAYER'S PROGRESS & SELF-EVALUATION

H5 ERROR PREVENTION / SEVERITY 3

No feedback after submitting progress log — users may feel unsure if it worked or click multiple times due to lack of confirmation.



Coach's Note

"Remember to review the playbook between practices—some hesitation in game flow."

Progress Saved!

"Remember to review the playbook between practices—some hesitation in game flow."

- Coach

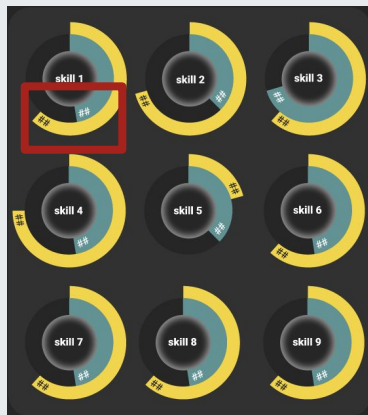
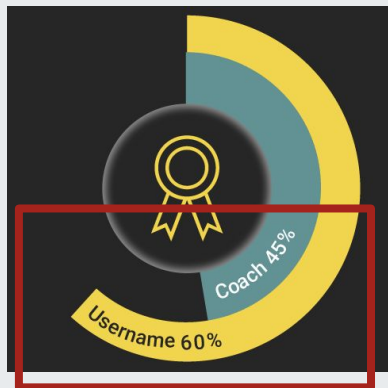
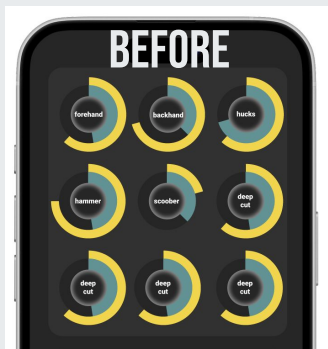
CHANGED "COACH'S NOTE" TO "PROGRESS SAVED"

Showing "progress saved" would be more intuitive than coach's note. However, coach's note is still included to motivate users to record their progresses.

TRACK PLAYER'S PROGRESS & SELF-EVALUATION

H6 RECOGNITION RATHER THAN RECALL / SEVERITY 3

Unsure what the dark green and yellow circles mean. The lack of a legend or description forces users to remember or guess the meanings.



ADDED LEGEND

Specified what the circles represent in the main interface.

Only included the numbers for each skill for a minimal aesthetic.

TRACK PLAYER'S PROGRESS & SELF-EVALUATION

H7 FLEXIBILITY AND EFFICIENCY OF USE / SEVERITY 3

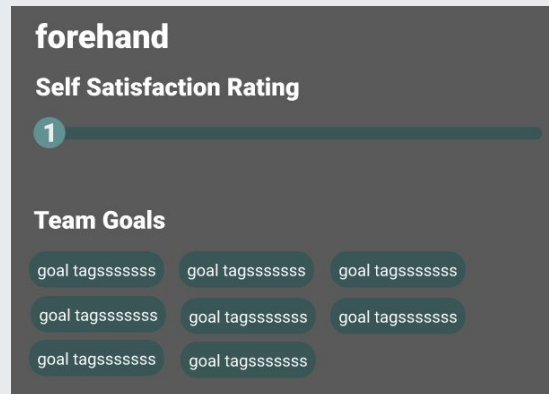
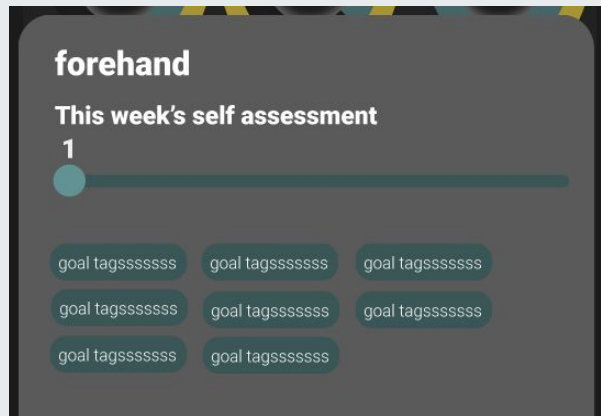
In the Player Progress - skill, the rating system only allows users to choose from fixed values (1, 5, 10). This restricts flexibility and does not accommodate more nuanced evaluations.

H8 AESTHETIC & MINIMALIST DESIGN / SEVERITY 3

In the player progress check-in screen (Task 1), small font size combined with low contrast background colors makes text difficult to read, hindering usability for players.

ADDED TITLES AND CHANGED THE FONT

Added title for the slider bar and goal tags to emphasize their purposes. Bolded the text to make it easier to read. Did not fix the slider bar's value due to Figma's limitation.

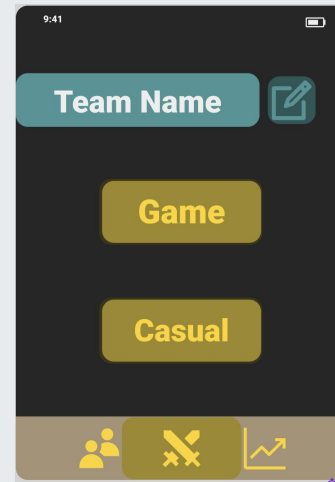


TEAM & PLAYER SETUP

TEAM & PLAYER SETUP

H4 CONSISTENCY AND STANDARDS / SEVERITY 3

The button for "Add Player" is represented with a "edit" icon, which was perceived as a "rename team" function.

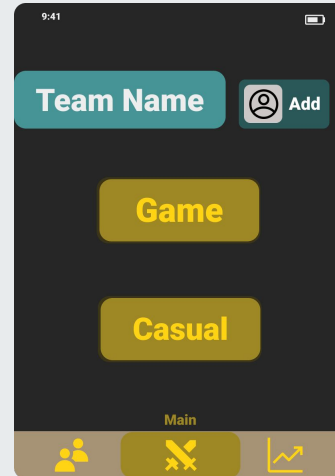


↓ Used edit icon

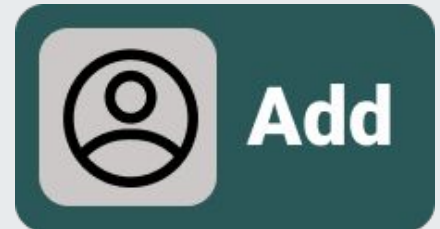


CHANGE THE ICON FOR ADDING NEW PLAYERS

Change the edit icon to the combination of profile icon and "Add" text to make it clearer that the function is for "Adding new players".



↓ Revised icon



TEAM & PLAYER SETUP

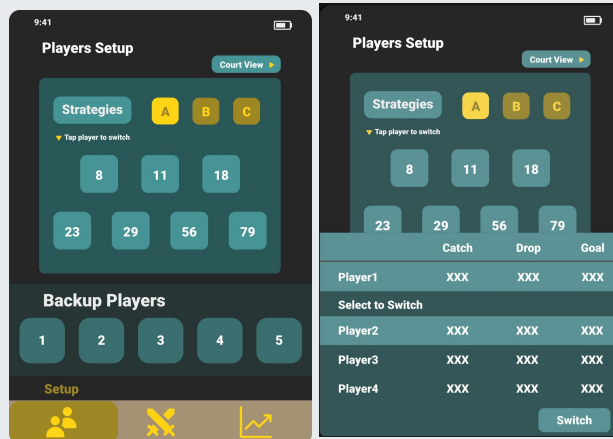
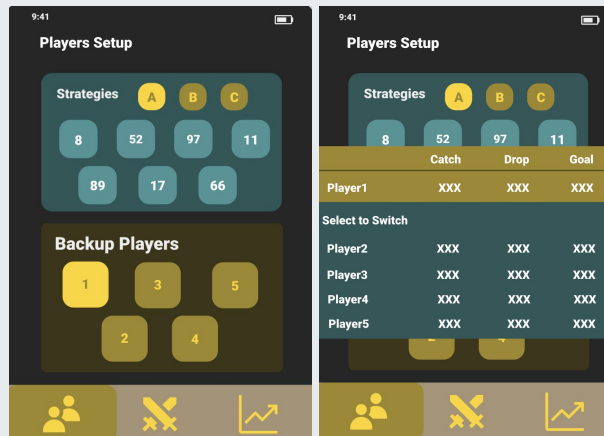
H5 ERROR PREVENTION / SEVERITY 3

When trying to switch players, the users have to click on the “player” buttons, which is not intuitive, and users have to explore the interface to figure it out.

ADDED PROMPT & ADJUST THE LAYOUT

Added “Tap player to switch” prompt to make the flow of switching players clearer.

Adjust the layout to make it less compacted and the section for “selected players” and “Backup Players” visually distinguishable.



GAME RECORD & REAL-TIME PLAYER ALLOCATION

BUTTON NAVIGATION: BEFORE

H1 VISIBILITY OF SYSTEM STATUS / SEVERITY 4

After selecting actions, users are not given feedback on what happened or what they should do next. (NOT SURE WHAT "D" means.)



H1 VISIBILITY OF SYSTEM STATUS / SEVERITY 3

Coaches can get lost navigating through “Line” and stat buttons (e.g., “Pull,” “Catch”), with no clear indicator of their position in the gameplay tracking process.

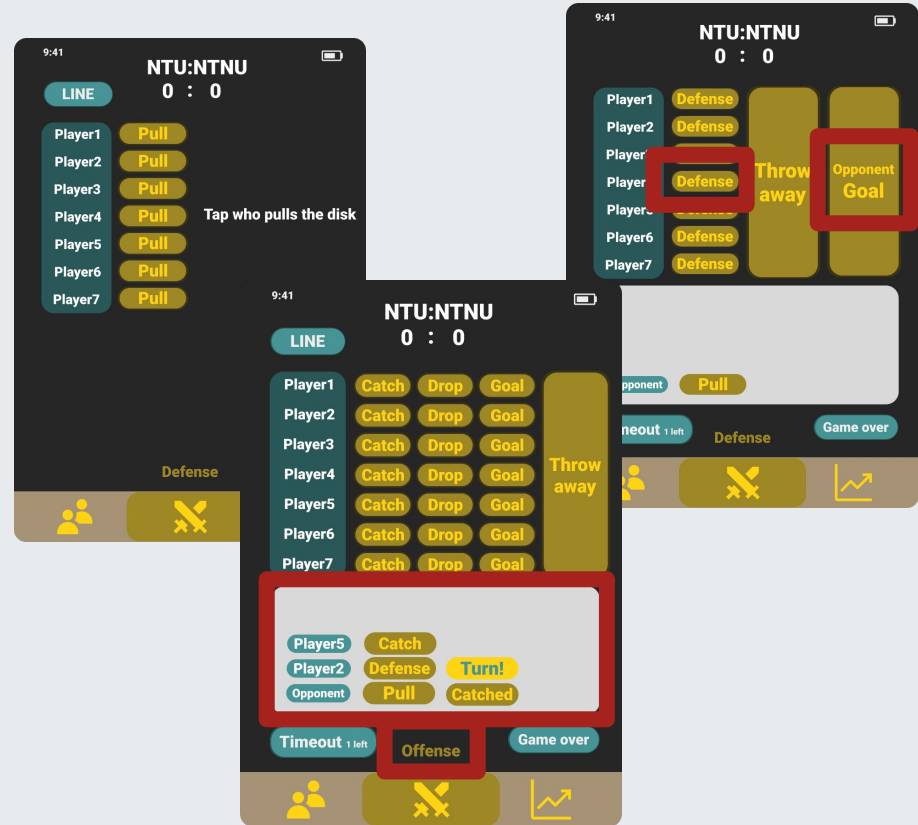
H2 MATCH BETWEEN SYSTEM AND THE REAL WORLD / SEVERITY 3

Labels like “Catch,” “Drop,” and “Goal” are not explained anywhere. This confuses new users as me unfamiliar with the tracking system.

BUTTON NAVIGATION: AFTER

NEW WINDOWS & ARRANGEMENTS

- Add a display windows below showing earlier actions (ex: player2 catch ...) BUT only “Pull” buttons and “Landed”, “Caught”, “Throwaway” can work now.
- Add small text below showing different status(defense, offense)
- Minor text differences:
They goal → Opponent goal
“D” buttons → “Defense”
- Add variables for scores above and team names, which can increase during operations(someone goals)

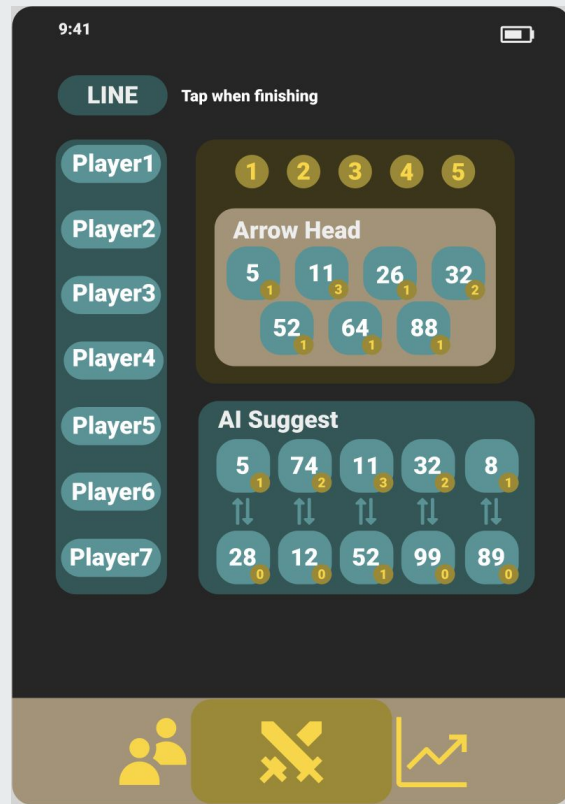


REAL-TIME LINE ALLOCATION:BEFORE

H1 VISIBILITY OF SYSTEM STATUS / SEVERITY 3

After pressing the "Arrow Head" part, its background color changes, but there's no indication of what this change means.

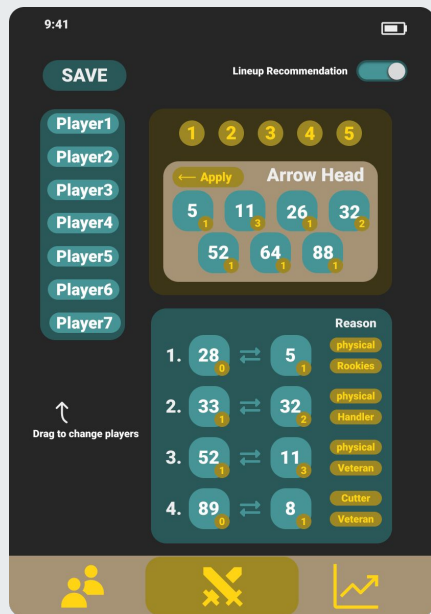
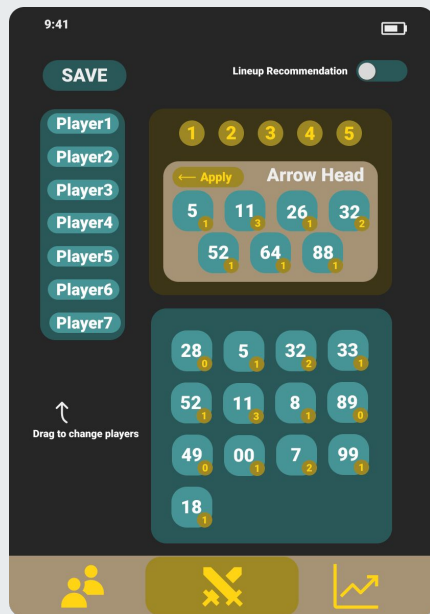
Users are left guessing, which can lead to uncertainty and errors.



REAL-TIME LINE ALLOCATION:AFTER

NEW BUTTONS & ARRANGEMENTS

- Add Button “Apply” to apply presets of the coach to the line.
- Use a toggle to on/off AI lineup recommendation, and add some tags to show “reasons” for the change.
- Put offcourt players below rather than AI suggest widget.
- Change “LINE” button into “SAVE” and add the guidance.



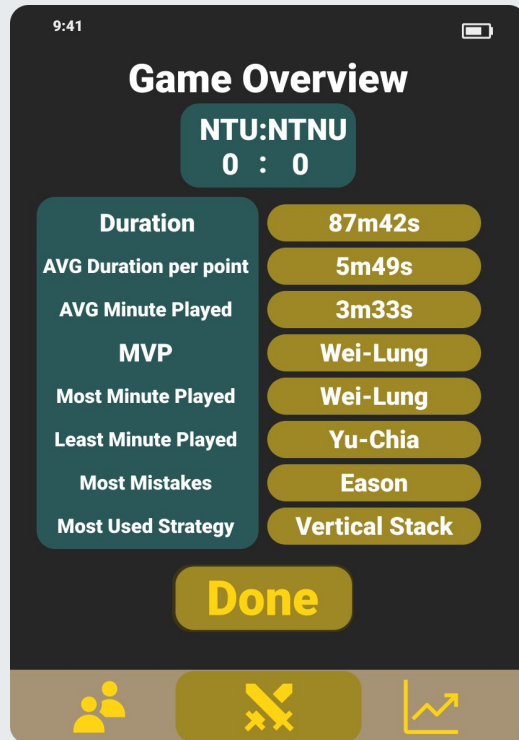
BEFORE: NO SUMMARY PAGES AFTER GAMES

H1 VISIBILITY OF SYSTEM STATUS / SEVERITY 3

After a game ends, there is no clear way to access the game record or summary, which leaves users unsure if data was saved.

AFTER: WE ADD IT.

- A page show up when tap “Game Over”, presenting overview of the game. It helps coaches doing quick review after the game. (Full analysis will show in “Analysis” in the future.)



OTHER CHANGES

- “Target” changes into “Lineup Ratio” and change the slider into 3 phases toggle.
- Slightly change text size and bottom bar size to fit ipad-scale usage.
- Enhance flow debug(decrease the problem like the evaluation below mention?)

H2 MATCH BETWEEN SYSTEM AND THE REAL WORLD / SEVERITY 3

After selecting “Landed,” options like “Catch” are still available, which doesn’t make sense contextually since nobody catches a disc that landed.

9:41

Game to 9 11 13 15 T

Timeout 0 1 2

Location

Opponent

Start at O D

Lineup Ratio Rookies More Average Veterans More

Start Cancel

Timeout 1 left Timeout 0 right

← Apply ✓ Applied

TAP TO TRY PROTOTYPE:

MANAGER UI (IPAD FOR THE BEST PERFORMANCE)

PLAYER UI (IPHONE FOR THE BEST PERFORMANCE)

README

SUMMARY

Based on heuristic evaluation report, we revise the confusions in flows of interface:

- Rearrange the layout of game record and player setup pages.
- Add more details:
 - History actions display windows, legends for circles, etc.
 - Which makes it easier for users to understand the process and flows.
- Revise the hierarchy of each functions(ex: shrink the size of lineup recommendation)

However, many functions and user experience cannot achieve due to Figma limitations.

THANK YOU!