

The background is a solid olive green. Two black silhouettes of people are shown in dynamic poses. The person on the left is in a low, athletic stance, leaning forward with one arm extended. The person on the right is in a more dramatic pose, appearing to be jumping or falling with one arm raised high. A small, dark, oval shape, likely a frisbee, is visible in the air to the left of the first person. Overlaid on this scene is the text 'HI-FI PROTOTYPE' in large, white, bold, sans-serif capital letters. Below it, the text 'DEMO VIDEO' is also in white, bold, sans-serif capital letters, but slightly smaller and with a slight transparency, allowing the silhouettes to be seen through it.

HI-FI PROTOTYPE

DEMO VIDEO

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

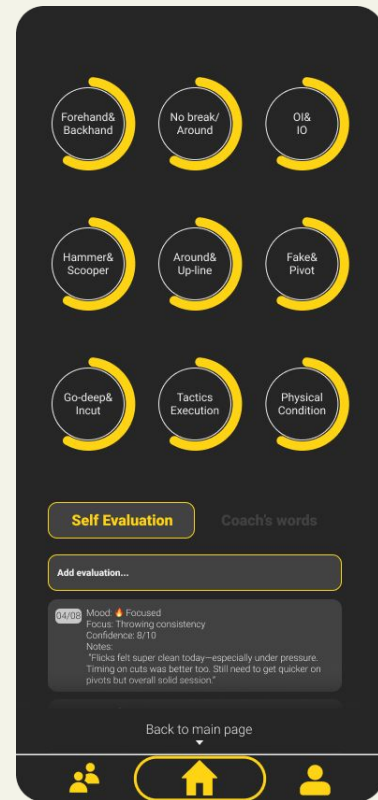
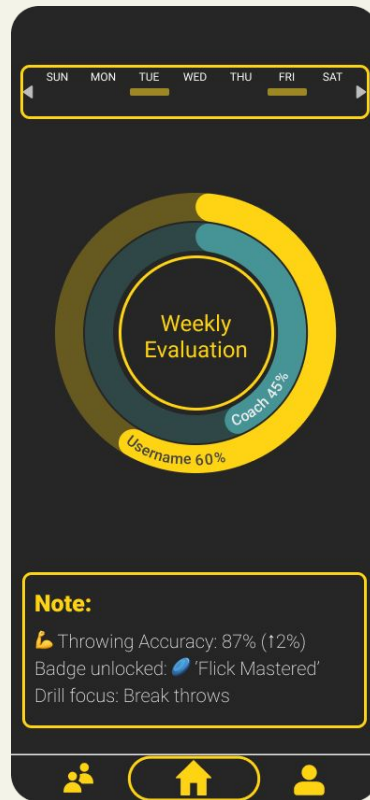
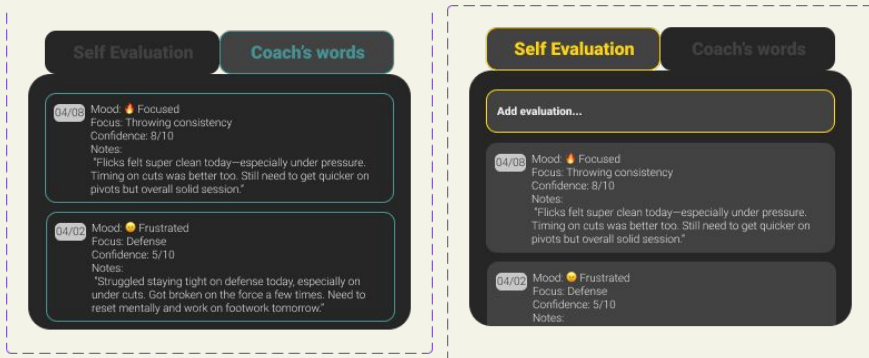
A dual-interface app that helps coaches manage real-time lineups and helps players track their growth and performance.



OVERVIEW OF REVISED PROTOTYPE

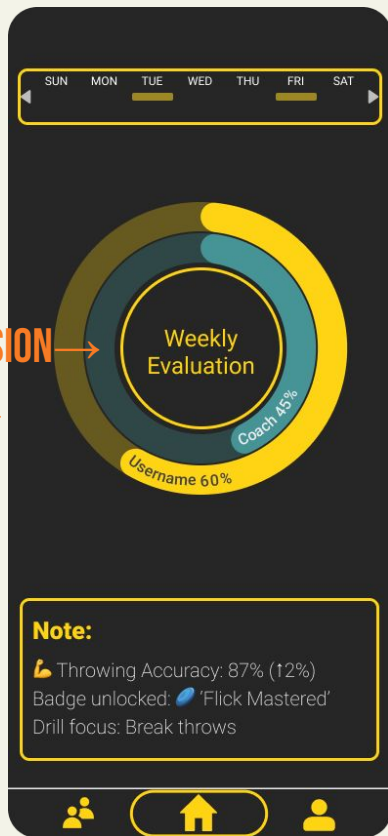
UI REVISE: PLAYER UI

- Revise font, color pattern and layout to meet minimalist design.
- Remove “coach evaluations” for each skills.
- Move “Coach’s word” a subpage next to selfevaluation.



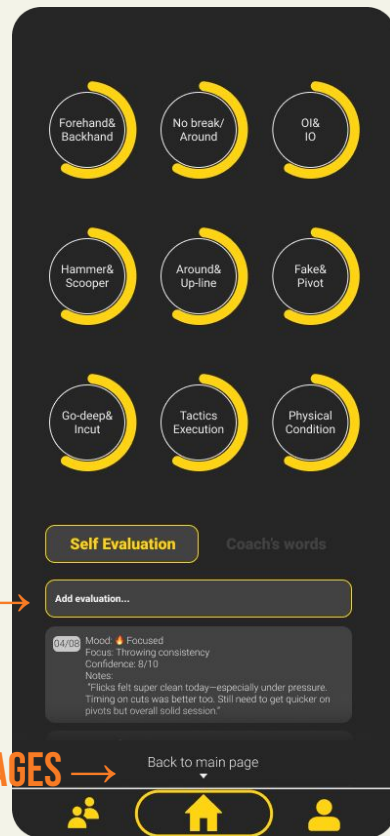
UI REVISE BASED ON LVL 3&4: PLAYER UI

“PROGRESS” WORDING CONFUSION
MAIN PAGE CIRCLE CHART →



KEYBOARD COVER TEXT INPUT
Solved by debug

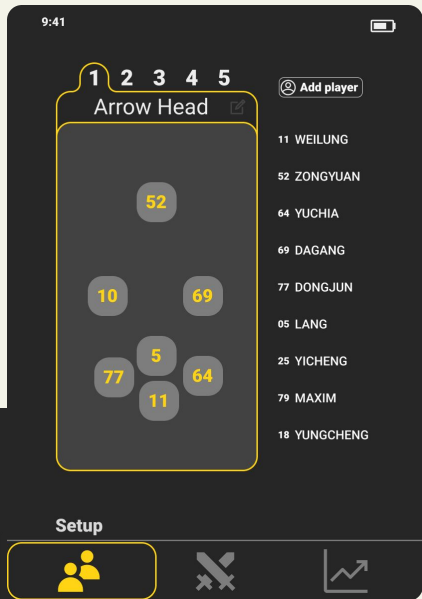
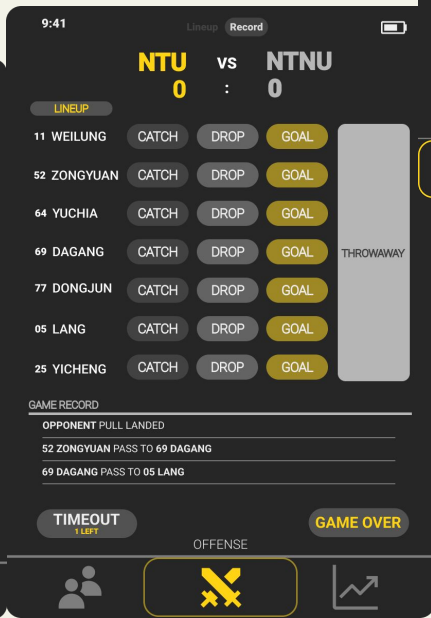
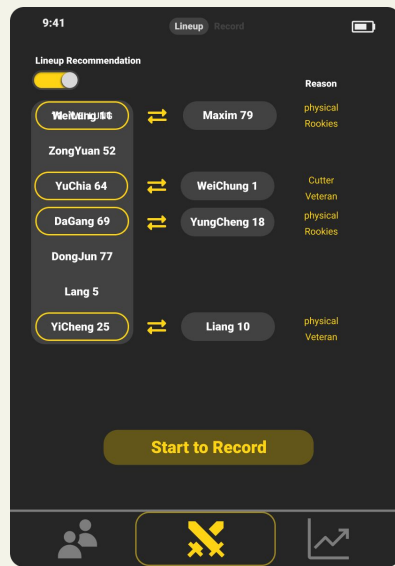
NOT SURE HOW TO EXIT PROGRESS PAGES →



UI REVISE: MANAGER UI

- Revise font, color pattern and layout to meet minimalist design.
- Implement drag and drop interaction.
- Move “Coach’s word” a subpage next to self evaluation.
- Record system is still on progress

(hard to store the data).



UI REVISE BASED ON LVL 3&4: MANAGER UI

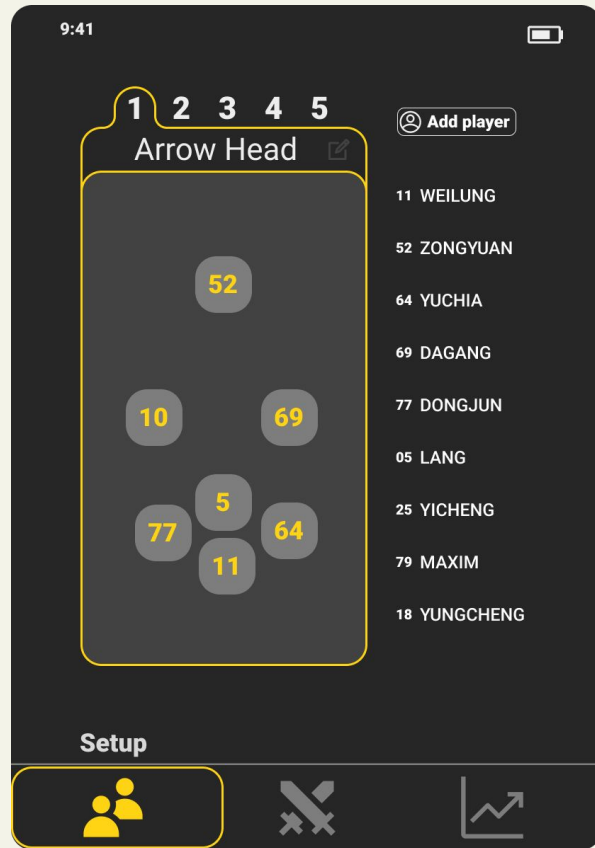
UNEXPECTED FLOW →

Combine original “setup” page and “court view” page into one page.

UNCLEAR COLOR CONTRAST →

DROP DOWN BLOCKING AND CONFUSION ISSUE →

The prototype is still in the old version, next step is convert new UI.



UI REVISE BASED ON LVL 3&4: MANAGER UI

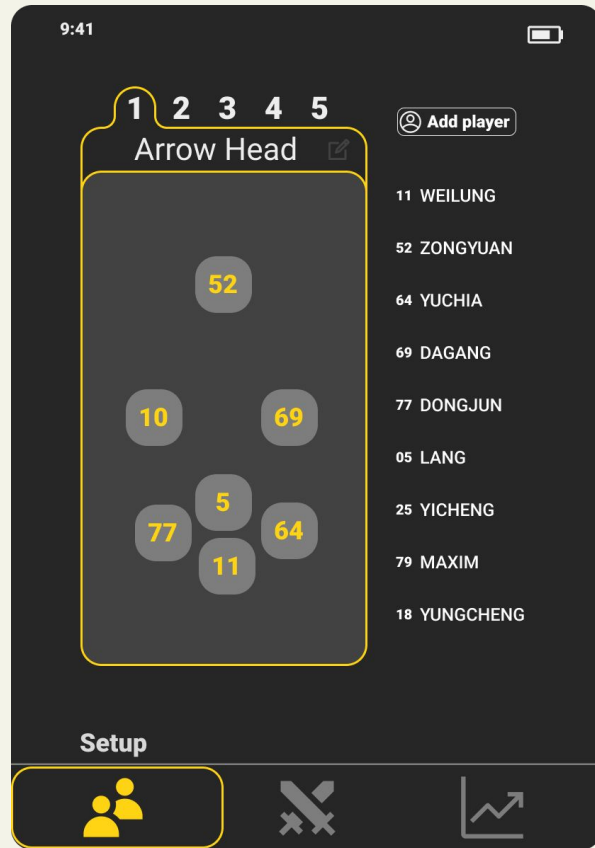
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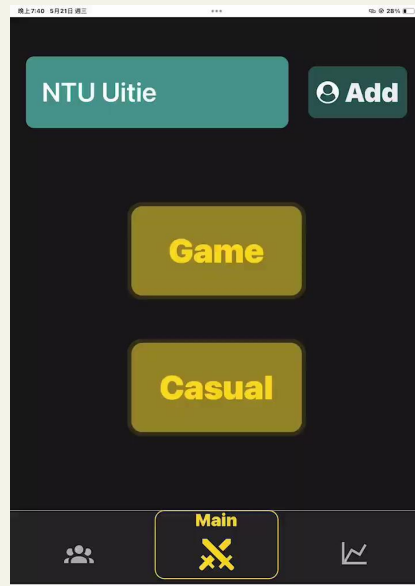
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BIG PROBLEM WE FACE

Too many new arrangements need to fix for new UI, which leads to unfinished prototype. Now our prototype can't change into new UI totally, which require huge amount of time.

We may choose to refine old version UI rather than redo all of our UI in 3 tasks(especially in task 2,"player setup").



DEMO VIDEO



THANK YOU!

The background is a solid olive green. Two black silhouettes of people are shown in dynamic poses. On the left, a person is in a low, athletic stance, reaching forward with their right arm extended. On the right, a person is in a high, jumping pose, with their right arm reaching up and their left leg bent. A small, dark, oval shape, representing a frisbee, is positioned to the left of the first person. The text 'HI-FI PROTOTYPE' is written in large, white, bold, sans-serif capital letters across the upper middle. Below it, the text 'DEMO VIDEO' is written in the same style, though the first few letters are partially obscured by the silhouettes.

HI-FI PROTOTYPE DEMO VIDEO

Yu Chia Kuo, Sophia Chiu, I-Ming Kao

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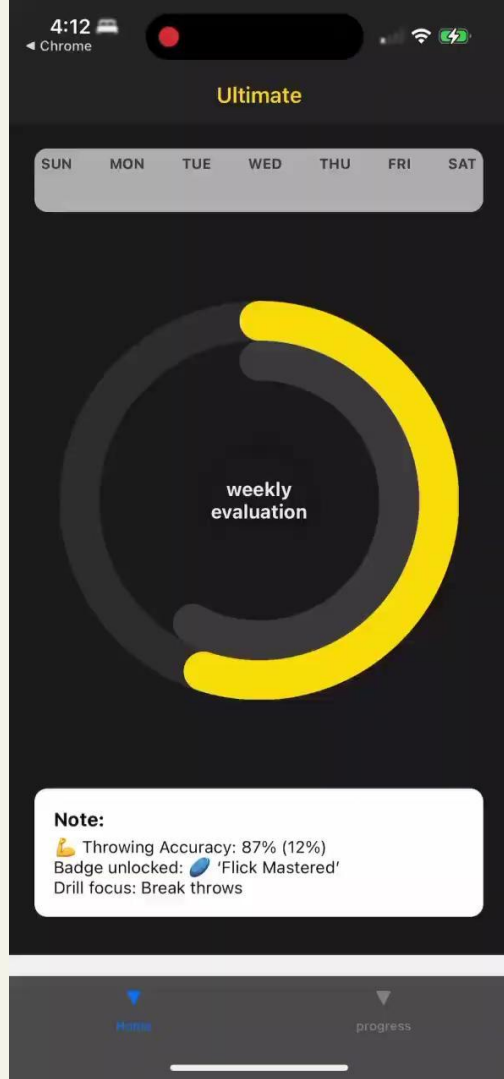
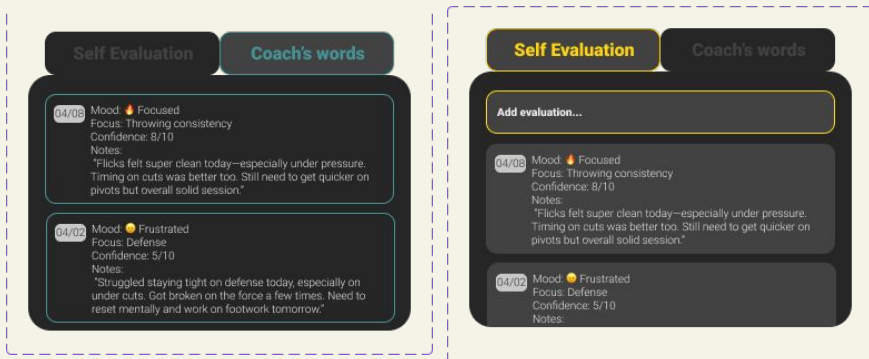
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OVERVIEW OF REVISED PROTOTYPE

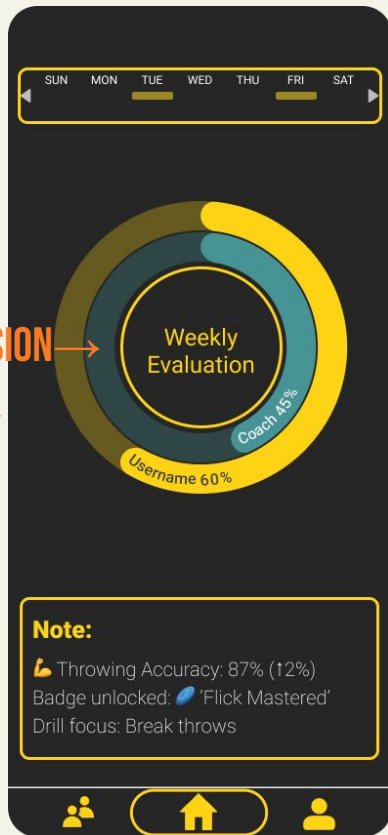
PROTOTYPE REVISE: PLAYER UI

- Revise font, color pattern and layout to meet minimalist design.
- Remove “coach evaluations” for each skills.
- Move “Coach’s word” a subpage next to self evaluation.
- Choose date using calendar rather than typing.



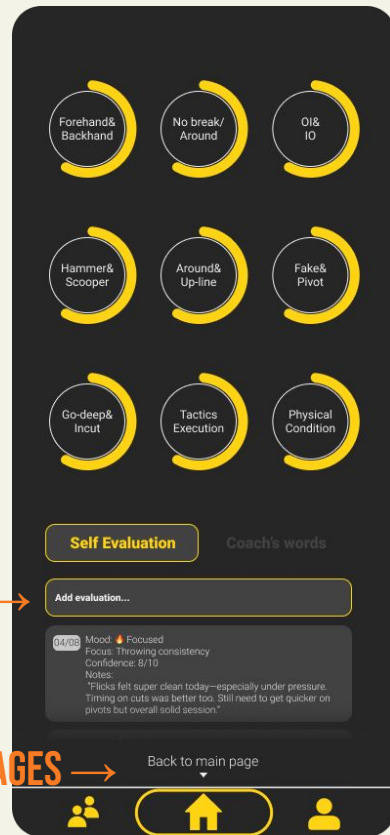
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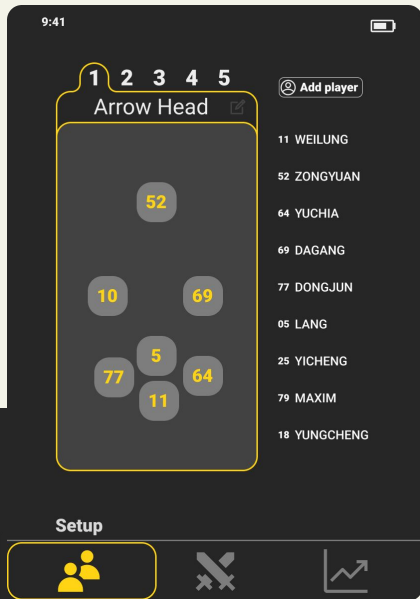
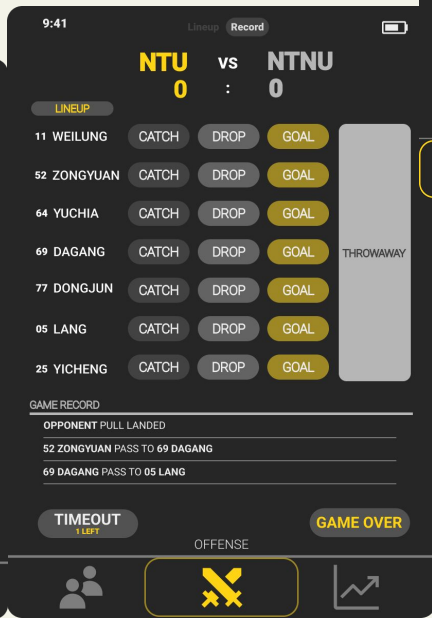
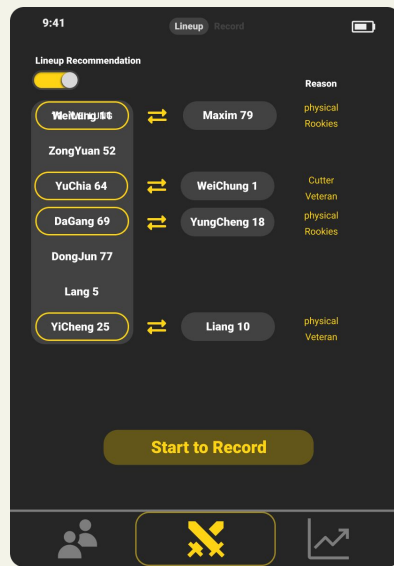
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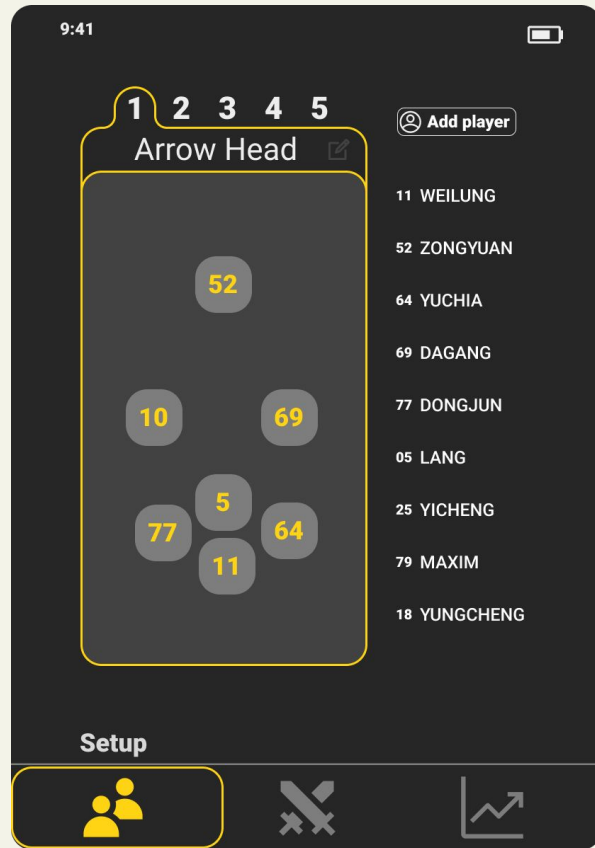
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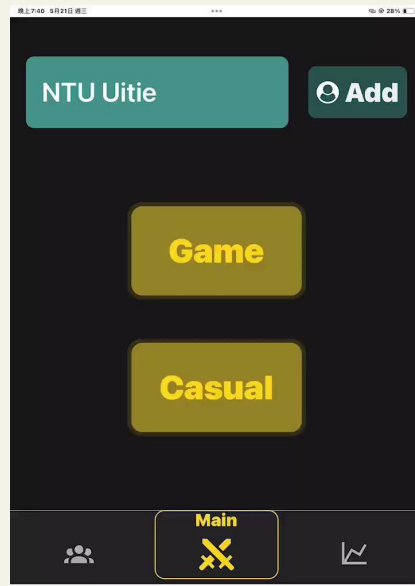
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