Analysis Second Attempt:

Background:

Imagine you are a golfer about to play a match with some friends. Currently you would be using paper score card systems which are very vulnerable to damage. In addition, there are multiple game types (Stroke play, Match Play and Stableford are just some and there are multiple variations of these types) which means you could pick the wrong card and be unable to play. The concept of this new application is a match system which allows one Golfer to input the score for everyone and they can just input the score electronically as they go around the course hole by hole. This application will then calculate the score automatically at the end and show the winner and the scores. The second aim of the system is that once you have finished the match quite often Golfers like to discuss their performance and therefore the application shall be used as a match history system which can be used to produce statistics from recorded game. This shall be much more effective than paper especially at the end for statistics.

Range of Possibilities:

This concept gives birth to many areas to impact on, the following are a list of areas to choose from;

Coaching, this will require a lot of data showing videos of how to take shots and of how the golfer does so that they can notice areas where they might be off. Further data could be added like where the golfers shot lands. This will make the application a lot more personal rather than public.

Utility, the idea of utility means an application that serves one purpose for example a range finder showing how far away the hole is and how far you can hit it. This could help with the coaching side.

School Admin and Tournament Organization, this will be great for school where a lot of matches are played against other schools. Problems with this concept is that there are a lot of rules and regulations with what can be shown on the cards and how the cards need to be collated so you don’t just score for yourself.

PR/ Social media, this could be an interesting area to impact. To create a social media system for golfers to create a sense of community within the golfing public, where you can send photos of you are playing or writing a story about what happened while playing.

Trip Organization, this would mean that the application would act as a blue print for holiday camps at clubs or maybe trips abroad. It wouldn’t have the day to day activities but instead would contain a data base of who is going in the trip have they paid for the trip, how many spaces are left. This would really help teachers out for organizing multiple students. There could also be a list of holiday camps for people to joining.

Existing Applications:

Golf application 1: “Distance Calculator” creator, “Qi Chen”. This comes under utility, it acts as a range finder and for finding the distance from the flag to you. It works by taking a photo of the golf flag you then crop the photo so that it’s the height of the bottom of the flag to the top and uses the size of the flag to calculate the distance till the hole. This application requires a calibration to set up the correct distance and I’m unsure of the accuracy of application.

Golf application 2: “Golf Game Book” creator, “GameBook Oy”. This is much like the system I envisaged It contains a strong social media section where you can post photos videos, golf tips and much more. This is much more advanced than what I thought up of but it might be really interesting to add a few 5 minute golfing videos for people to improve their game. This application also includes an ability to see which friends are on a course practicing or playing a match/tournament. The scoring section of the game is very in depth with thousands of clubs and courses on its database each with various amounts of data. Upon selecting a course, you then have a choice of which type of match play you are playing out of the extensive list you then add your players including members and temporary players who don’t have an account. Finally, you add the scores for each player at each hole and when you finish it shows the winner.

The Chosen Area:

Along with my clients I have chosen impact the game of a casual golfer. For the coaching section the application shall have a match history system as mention above so that you can see all your past data maybe noticing a pattern of play on certain holes. The application must also a have a match creation application allowing you to add other golfers onto a match. This would not be allowed during tournaments where the rules would disable a lot of the features but could certainly be used to create a tournament using the handicap of golfers as system to seed golfers off. The social aspect won’t be as advanced as mentioned before but it would certainly be nice for golfers within the application to be able to have friends or favorites that come to the top of the list for finding people to play with and possibly show if they are active, in game or just not online. The reason that Mr. Hancox and I have chosen to impact this area is because there is not much out there already as shown before and it’s a area that could be impacted really hard especially after the match where you are comparing scores after with you friends.

Specifications:

The Application Must have:

A Scoring system for each of the match types all with automatic match winners and different scoring algorithms.

A list of courses to play on with various amounts of data of course but must have each hole and their par, stroke index and length values.

A match History system which stores all your past matches with all the information about them on.

The Application Should have:

A system where each golfer can have favorites and friends meaning that the favorites/friends come on top of the list and are more accessible to the golfer using the application.

The Application Could have:

A range finder showing how far you are to the hole.

A bird’s eye view of the course.

A scoring system for showing who has won the most matches.