The inspiration for this application stems from a conversation I had with a student who regularly registers for endurance races. He mentioned the state of most race-hosting platforms, how much of a pain it is to register for most athletic events, as most web platforms have a basic, unintuitive UI.

The application is an attempt to understand how we can better human-computer interaction for atheletes and then general users because registration is something everyone goes through, and we all can remember the sigh of frustration when we have to go through the tedious registeration process in a platform with an unimaginative UI. The application prototype tries to imagine user registeration for races similar to what a user experiences while buying things on amazon.

Most existing platforms have a boring UI where registering for an event becomes a tedious task involving filling forms, navigating an unintuitive platform, spending a good chunk of time and effort to fill redundant information, which would get lost if, by accident, you refresh or cancel the form you are filling. Despite going through all that and making an account, users still have to fill in the details for events again for each new event registration.

The prototype application aims to create a unified and intuitive UI so that users can register for events without filling long form multiple times and don't have any trouble navigating through the platform. It provides users with the ability to add multiple race events to the cart, similar to how you would add items when buying things from amazon, and then register for them at the same time, as it provides a unified form for event registration. It also saves user data if you're logged in, allowing a user to save their progress if they choose to exit the form or refresh a page while working on completing their registration. The UI is intuitive and easy to navigate while maintaining consistency and unity in user experience which helps users judge the events and get all the relevant information easily whereas they would have had to figure out how to navigate different platforms' UIs.