

# User interfaces

## Onboarding

When the user opens the link from the race manager, he/she will get directed to the onboarding page on the app. The timekeeper will get welcomed by the app, and get reminded of his/her role in this race.

Tap *Continue* to get to the page with detailed race information.

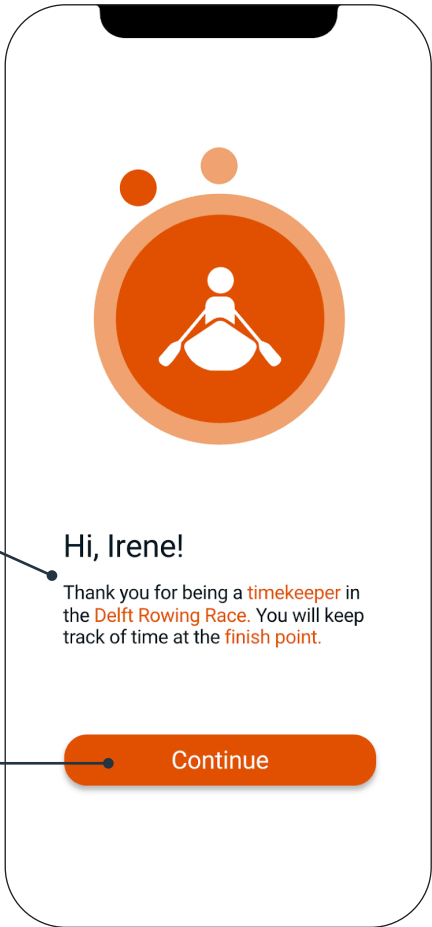


Figure 15 Welcome page

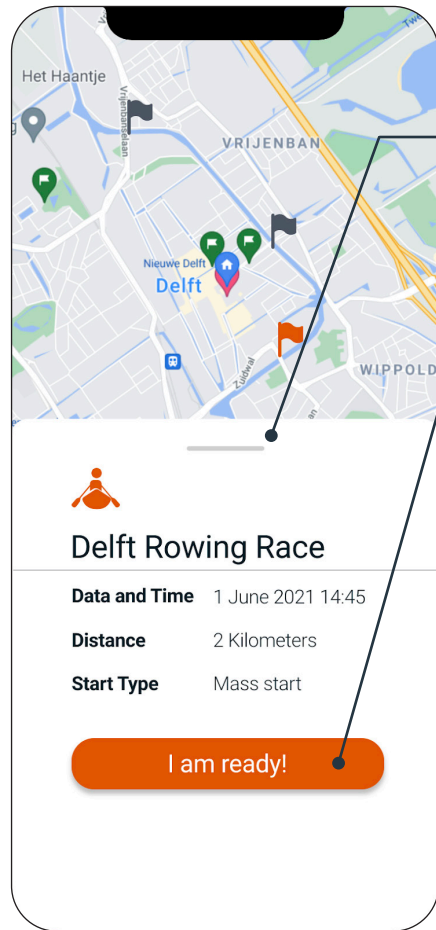


Figure 16 Race details and map

Unfold the information box to see the full map and follow the route to the right place where the timekeeper needs to be (Figure 16).

After checking all the information, tap here to get to the next step *Selecting the timing mode* (Figure 17).

Tap *Back* to go back to the race details.

Based on the number of racers the system will recommend the best timing mode to use (iteration 2).

An animation of using the selected timing mode will be shown here as an instruction for the new user.

The recommended timing mode will be listed as the first one. The user is also able to choose another timing mode which he/she prefers.

Tap *Okay!* to get navigated to the Timer dashboard (Figure 18).

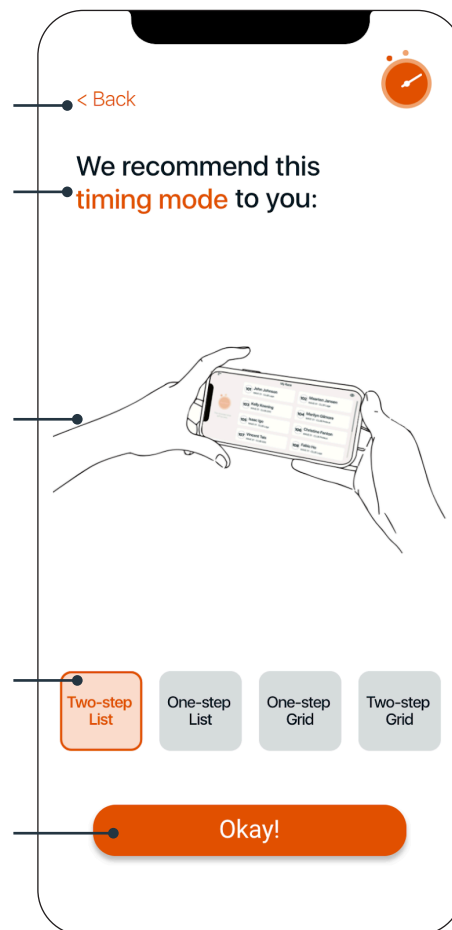


Figure 17 Timing mode selection

## Timer dashboard

The current time is shown on the left side. There is also a hint for the user that this area is used for registering the time.

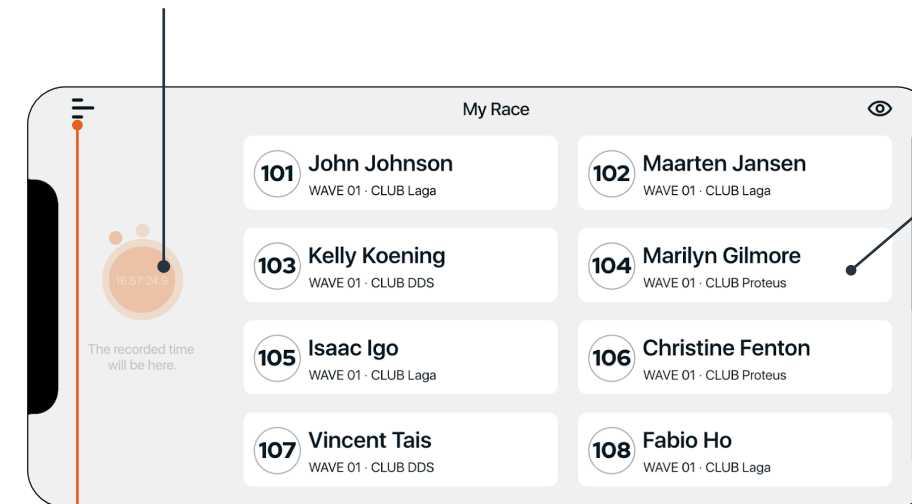


Figure 18 Timerdashboard

A list of racers is shown on the right side of the screen. In order to help the user find racers efficiently and easily, it is desirable to have more racers fitting on the screen. Therefore, the racers are divided into two columns.

The menu icon enables users to view the race information and switch between Grid mode and List mode (Figure 19). The interfaces showing grid modes can be found in appendix 2.

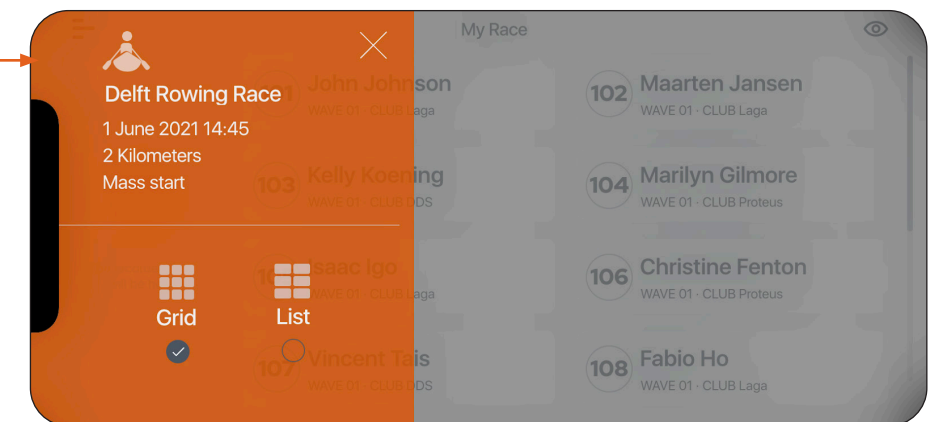


Figure 19 Side menu

Press the volume button at the moment that the racer(s) is/are passing by. There is vibration feedback when pressing the volume button.

At the same time, the registered time box slides in from the top side of the screend (Figure 20).

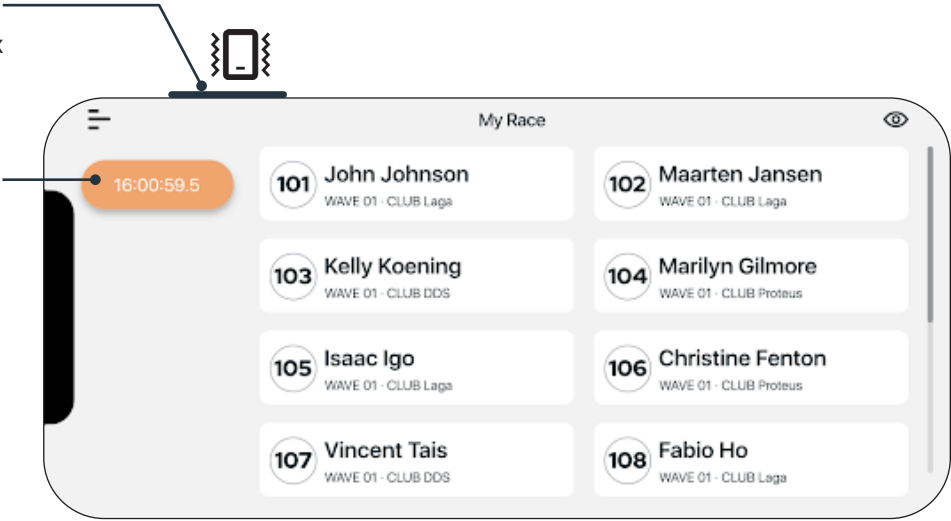
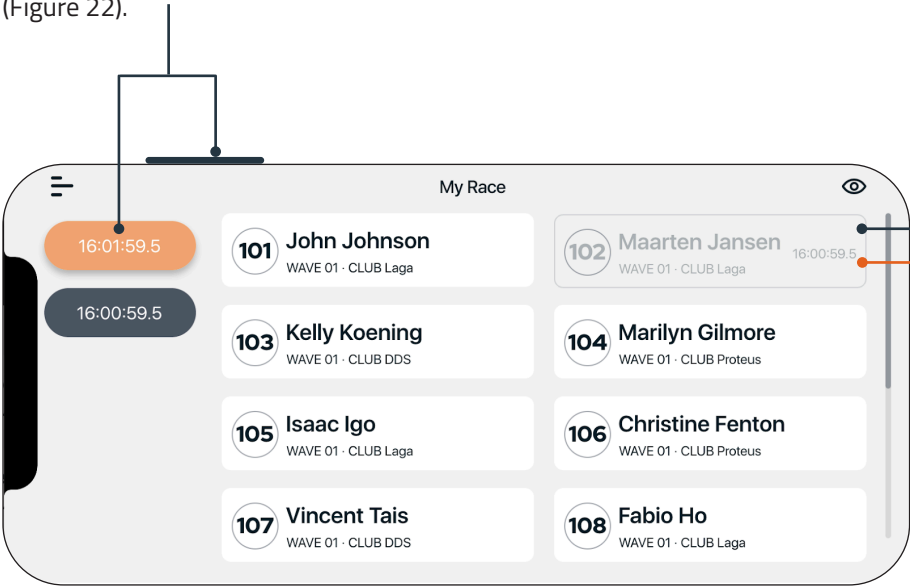


Figure 20 Volume button pressed

If the volume button is pressed again, the new registered time will slide in and turn into the 'selected' state automatically. In this way, the user can start with selecting the racer(s) directly (Figure 22).



The already assigned racers for other times will be grayed out.

Figure 22 Volume button pressed and participant greyed out

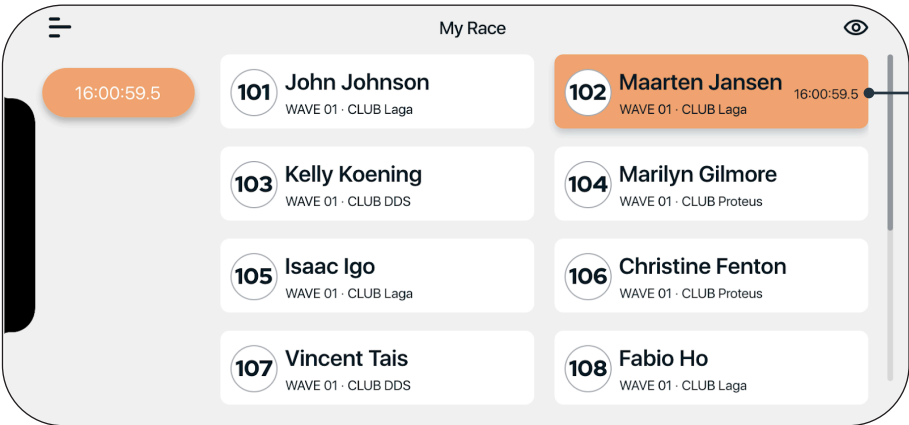
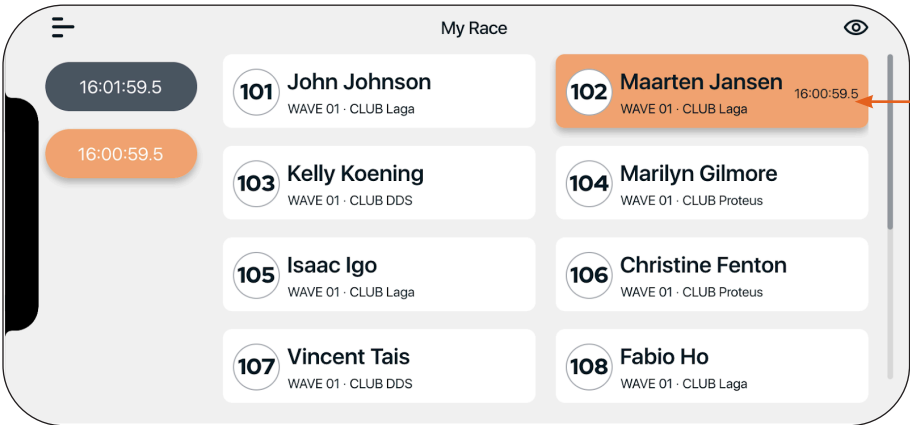


Figure 21 Participant selection

Tap the right racer to assign that time to him/her (Figure 21). The selected racer is highlighted with the same orange color as the time box, and the same time will appear next to the name of the racer.

The user can just simply deselect the racer to **undo** the wrongly assigned racer(s).



Click on the gray racers to jump to the linked time. It can also be the other way around, click on the time box to jump to the assigned racer(s) for that time. The user can easily select and unselect the racers for the time in the highlighted state (Figure 23).

Figure 23 Second participant assigned

The time part and the racers part can be scrolled separately.

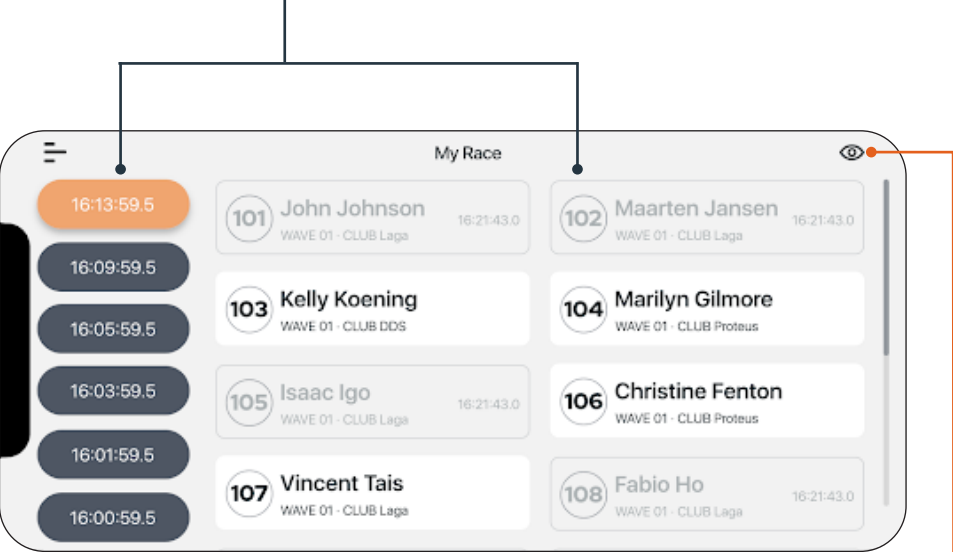


Figure 24 Scrolling two sides

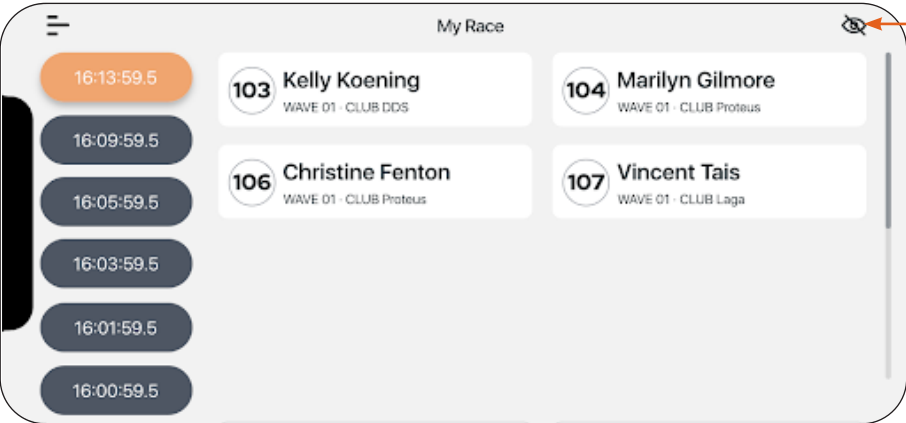


Figure 25 Hiding passed participants

In order to make searching more easily, tap on the eye icon to hide the already assigned racers.

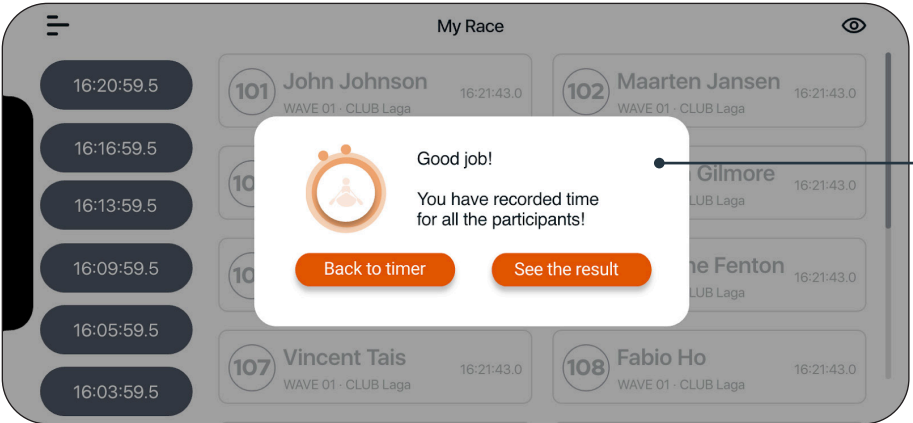


Figure 26 Results pop-up

After assigning all the racers, there will be a pop up window to confirm the completion and invite the user to the result page.