

## Amateur Sports Teams Usability Script and Report

### Scenario:

You work from 8:00 AM to 4:00 PM on all weekdays as a financial analyst. You play pick-up football with some friends after work three times a week, and all of you are starting to feel bored only playing with and against each other. You and your seven friends would like to explore new ways to play, and you download the Amateur Sports Teams app.

Task 1: Create a new football team for you and your friends from the home page of the app. Decide on a name, establish how many players you have, and your primary location of play. (prototype extension to be made for the task)

Task 2: Schedule a game for next Wednesday against the first team available to play at 5:00 PM and turn on the reminder for the game.

Task 3: You have gotten used to scheduling games on the app and have played five games this month. Look at your team's overall record from previous games and your current streak. (prototype extension to be made for the task)

### Ben Jones questioned by Joshua Fugate

#### Notes:

What changes should be made?

1. Add a co-ed option under which competitive level the team is playing at.
2. Remove the settings bar from the top-left corner of the home page because the account settings and team settings cover all of the necessary information.
3. Instead of placing the location option in the "Team Information" section, place it in the "Schedule a Game" section so that you can change the location depending on how far you are willing or able to travel on a given day.

What features should remain the same:

1. The page for scheduling the date and time of the game is very user-friendly and self-explanatory.
2. The section at the top of the home page is an interesting and visually pleasing feature where the user can see how their past few games gave gone and see other fun facts.
3. The options for casual or competitive games are great ways to avoid conflict or a lack of enjoyment at these sporting events for the teams involved.