

# 🌟 Workshop Summary and Main Concept

Date: November 26, 2024  
Facilitator: Ann Maina

## 1. Introduction

Objective:  
The goal of this workshop was to collaboratively generate innovative ideas for a digital sport that can be played by everyone, including athletes, non-athletes, and individuals with disabilities, in time for the next Olympic edition.

## 2. Workshop Overview

- Participants:
  - Ann Maina (Leader)
  - Teddy (Time-Keeper)
  - Sheila (Logistics)
  - Allan
  - Bantu
  - Okwach
  - Doreen
- Duration: 2 hours
- Format: In-person using sticky notes and digital platforms for brainstorming.

## 3. Problem Statement

Problem Statement:  
"How might we create a digital sport anyone could play between now and the next Olympics edition?"

## 4. Ideation Process

- Steps Taken:
1. Define the problem statement.
  2. Individual idea generation.
  3. Group discussion and refinement.
  4. Idea selection through voting.
  5. Development of top ideas.
  6. Final presentations and voting.

## 5. Key Ideas Generated

- Idea 1: Virtual Adaptive Sports Challenge  
A platform where users can participate in various adaptive sports challenges tailored to their abilities, promoting inclusivity and competition.
- Idea 2: Augmented Reality Sports Experience  
An AR app that allows users to engage in sports simulations in their own environment, making sports accessible to everyone regardless of physical ability.
- Idea 3: Online Team Sports League  
A digital league where participants can form teams regardless of their physical location or ability, competing in various sports through video games or simulations.

## 6. Selected Main Concept

Concept Title: Virtual Adaptive Sports Challenge

- Description:
- This concept involves creating a platform where users can engage in adaptive sports challenges tailored to their abilities. The platform will feature:
- Target Audience: Individuals of all abilities, including athletes and those with disabilities.
  - Key Features:
    - Customizable avatars to represent different abilities.
    - A variety of challenges that can be adjusted based on individual skill levels.
    - Community features for social interaction and support.
  - Potential Challenges:
    - Ensuring accessibility across different devices.
    - Engaging a diverse audience to participate actively.
  - Implementation Strategy:
    - Develop a prototype and conduct user testing with diverse groups.
    - Collaborate with organizations focused on adaptive sports for feedback and promotion.

## 7. Next Steps

- Further development of the Virtual Adaptive Sports Challenge concept.
- Create a timeline for prototyping and testing phases.
- Engage with potential partners in the adaptive sports community for collaboration.

## 8. Conclusion

This workshop highlighted the importance of inclusivity in sports and how the proposed digital sport can bridge gaps for diverse participants. By focusing on accessibility and community engagement, we aim to create an environment where everyone can participate in sports, fostering unity and enjoyment across all abilities.