Developing the image-based website for global football supporters

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Growing industry

According to the report by Sportingintelligence, English Premier League(EPL) will earn £2.23 billion from the sales of all their overseas rights to live games for the three-year period, 2013 to 2016, with Asia contributing the biggest single chunk.[1] It is interesting that many Asian football fans watch live games held in England despite of the big time difference. The first match of EPL on weekend starts at 12:45pm on Saturday in England, which is a little earlier for British supporters but for Asian fans, it is the best time to enjoy the football match. Comparing to Spanish La Liga whose matches mostly start in the late afternoon or at night, this can be concluded that foreign supports are seriously considered by the management of EPL.

The ball is round

Even some Asian countries use English as their second languages, getting information or data about football written in English is difficult for most supporters whose primary language is not English. Those who cannot understand English have to wait until someone translate information into their languages. For this project, I am going to develop the website about football matches using as less text as possible. I hope every supporter in the world can access the site and get the information they want to know. And this is the motto of football. The ball is round for everyone.

Precedent study

As a supporter, I've made seasonal reports for Chelsea Football Club to record important moments of the club. Based on these previous projects, I will start to design information graphics about topics.

Design concerns

Here are a few thoughts and concerns I will keep in mind during the implementation.
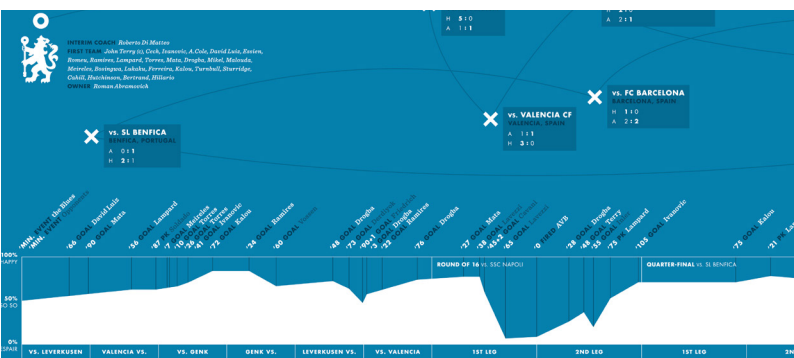- The website should be responsive so users can check information properly on their devices which have different screen sizes. For this feature, I am considering using Twitter Bootstrap.
- The website has as less texts as possible. The objective of this project is to develop the website which can be used all around the world without any globalization or internalization process.
- The website should be understandable for everyone. Because it is based on images or graphics, I need to inspect my design from various points of view.
- Most of all, there are already nice websites providing accurate and reliable information about football. There needs a thorough research about these good examples.

Technical Challenges

- I have been looking for the proper database API that provides statistics about each match but it is either too expensive or inaccurate. I found one API, called StatsFC, providing the results and fixtures about the league, which is still not enough but there seems no more choice for database unless I develop a new one.
- I have never used JSON for the web project, I need to figure out how to use it as soon as possible. Also, I expect that there must be some functions that make web pages automatically based on database.
- About the responsive website, I may change my plan of using Twitter Bootstrap. Sometimes it is much easier to make both a general site and a mobile site.

References

- Road to Munich (precedent study)
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- FourFourTwo Stat Zone
http://www.fourfourtwo.com/statszone/
- WhoScored
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- Football Manager 2014
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- Nicholas Feltron
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1   Nick Harris, "REVEALED: Asia driving boom as Premier League foreign TV cash hits £2.23bn", Sportingintelligence, 9 September 2013.