SECONDARY RESEARCH DOCUMENT

Group SKATE Game research

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1. Introduction

1.1 Document Purpose

This is a Secondary Research document describing the further research that has been conducted in order to improve the user experience while using the Skatrixx App. The initial concepting was based on the research that was carried out by the groups who had done the project in previous years, but in order to make the product our own we had to thing of new and innovative ideas to implement.

The initial sprint of the project was used as a research/validation phase that would allow us to settle all the details and decide on the best way to implement all the ideas we had, based on discussions held with a bunch of people from the industry(skaters). They ultimately gave us some pointers regarding skate culture and what people who skate want in an app to help them learn more efficiently.

1.2 Document Overview

The second chapter will dive into skate culture in general and describe briefly what our inspirations were behind the entire design of the application and who were out influences that gave us the initial ides.

The third chapter will describe the multiplayer game that we decided to implement and describe why we decided to go with that game in particular.

2. Skate Culture

"Typically, skaters are individuals who value individuality, creativity and freedom. They are also known for an unrelenting dedication to progressing the sport as a whole. Instead of trying to one-up each other, they often encourage fellow skaters and embrace individuality. Skater's laid-back counterculture attitude and grit may be what makes them so "cool" in modern day society. They are entirely consumed by their sport, unbothered by the opinions of others and the marketing efforts of brands trying to entice them ." – Divert Sessions.[1]

Skate culture is something that was very unfamiliar to all of the group members so we had to do extensive research on the topic and speak with many skaters in order to understand the mindset of our target audience. We had the benefit of working with a client who is a lifelong member of the skater community, meaning that he was able to give us constant feedback on how to make the product better and more user-friendly.

We tried to capture the essence of skate culture with our design by going for a street-grungy vibe with the black and red colors and the graphic background.
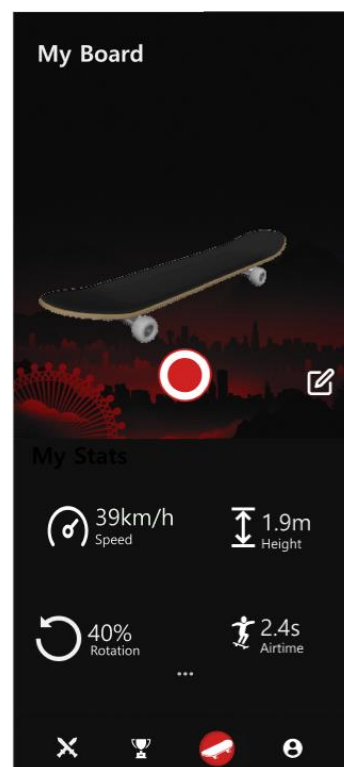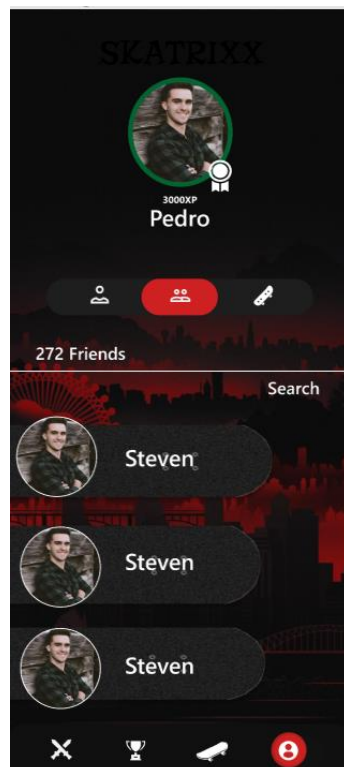
3. Game of S.K.A.T.E.

SKATE, also known as the Game of Skate, is a skateboarding game where skaters attempt to perform each other's tricks in succession until all but one player is eliminated. It uses rules based upon the H.O.R.S.E. game played by basketball players. SKATE was first played in the 1970s by vertical skateboarders Lance Mountain, Neil Blender and John Lucero, and was then adopted by street skaters in the 1980s. In January, 2003 Eric Koston's éS Game of SKATE a professional invitational event, was held, and was the first tournament-style, head-to-head format event of its kind. Not long after, K5 Boardshop was the first organized amateur tournament for SKATE. The éS Game of SKATE tournament expanded globally in 2004 and has both professional and amateur divisions.[2]

Since the game of SKATE is such a big part of skate culture we wanted to capture that energy and use it in our application. From all the interviews that we conducted with experienced skaters, they told us that this was the feature that they were most excited about, because it would allow them to compete with their friends even when they were not in the same place together. Our application allows people from all over the world to join a single lobby and compete with each other which makes the app more sociable which in turn preserves the sense of community that skate culture is known for.

4. References

[1] HISTORY OF SKATEBOARDING. Divert Sessions Apr 03, 2021.

[2] "About « es Game of SKATE". Archived from the original on 2008-07-24. Retrieved 2008-08-07.