**Clients Needs From the Meeting**

1. A dashboard panel created using the XPression software
2. Solution may consist of several parts including: Team setup, goalie matchups, standings/stats, full page sponsor elements, fan birthdays, three stars, sponsor bugs, and crowd prompts.
3. All parts that are chosen to be completed are expected to be high in quality.
4. Increase and encourage fan engagement with new and interesting ideas
5. Set logos, a primary and secondary graphic color for home and away teams
6. Fill the moments in between play with different kinds of media
7. Graphics such as three stars and birthdays should be configurable. Three stars should be able to be changed at the last second.
8. Dashboard panels are well organized and easy to use.
9. Present visuals with live video of both teams’ goalies, as well as their names, goals against average, and save percentage.
10. Every game stores 6-8 sponsors and puts it on the screen in 16:9 graphics.
11. Have 15 to an unlimited amount of crowd prompt animations.

**Grouping Needs**

**Type of Media**

* Solution may consist of several parts including: Team setup, goalie matchups, standings/stats, full page sponsor elements, fan birthdays, three stars, sponsor bugs, and crowd prompts.
* All parts that are chosen to be completed are expected to be high in quality.
* Present visuals with live video of both teams’ goalies, as well as their names, goals against average, and save percentage.
* Every game stores 6-8 sponsors and puts it on the screen in 16:9 graphics.

**Dashboard Setup**

* A dashboard panel created using the XPression software
* Set logos, a primary and secondary graphic color for home and away teams
* Graphics such as three stars and birthdays should be configurable. Three stars should be able to be changed at the last second.
* Dashboard panels are well organized, functional and easy to use.
* Every game stores 6-8 sponsors and puts it on the screen in 16:9 graphics.

**Crowd Engagement**

* Increase and encourage fan engagement with new and interesting ideas
* Fill the moments in between play with different kinds of media
* Have 15 to an unlimited amount of crowd prompt animations.

**Level of Importance**

1. Crowd Engagement is most important because the overall goal for this project is to create an enjoyable fan experience.
2. Dashboard Setup is the second most important because a functional and easy-to-use dashboard panel is needed in order to effectively control the visual displays in the arena.
3. Type of Media is least important because there are no specific guidelines on the types of media we need to incorporate in our project. We are only required to ensure any type of media we do create is of high quality.

**Problem Statement**

To create a functional and organized dashboard panel that is used to display which provide new, engaging media to the audience at an Ottawa 67’s hockey game.