



# Prototype III

# Stadium Experience

---

By: Elliot, Isabella, Caleb, Archie, and  
Stella





# Introduction

---

## Problem Statement:

*“A need exists for Ross video and Ottawa Sports and Entertainment group to have an extraordinary visual display that is innovative, organized and fast to keep the audience engaged and entertained during the game using an easy to modify, controllable and combinable user interface that displays data in a fraction of a second in order to manage the Ottawa 67s Scoreboard Show.”*

## Guiding Points and Focus:

- Design process
- Testing
- Simplicity

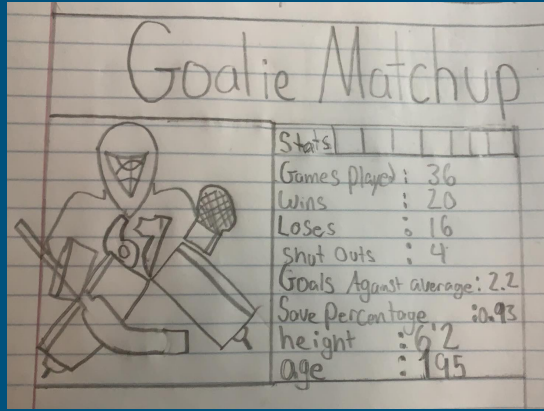


# Design Process

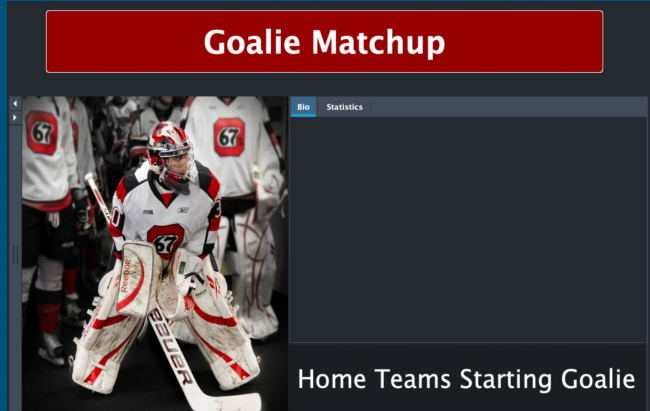
---

- First drawings and ideas
- initial client meeting for feedback
- Created our problem statement using the feedback and needs from the first client meeting
- Began creating and Testing the first prototype to have a rough starting point
- Second client meeting to show our improvements and
- Used the feedback to create our second prototype
- Final tests to refine a final prototype
- After testing we found our improvements worked very well

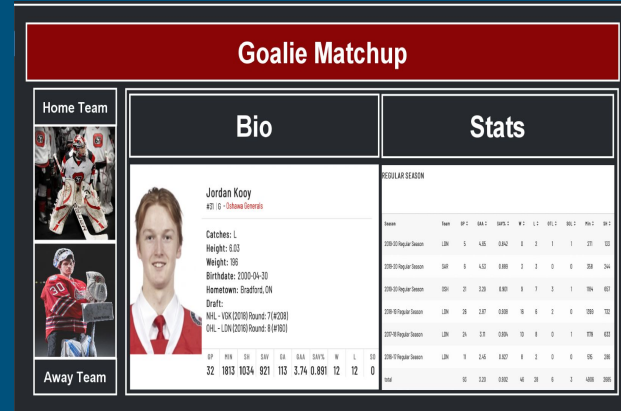
# Goalie Matchup



Original Drawing



Previous Prototype

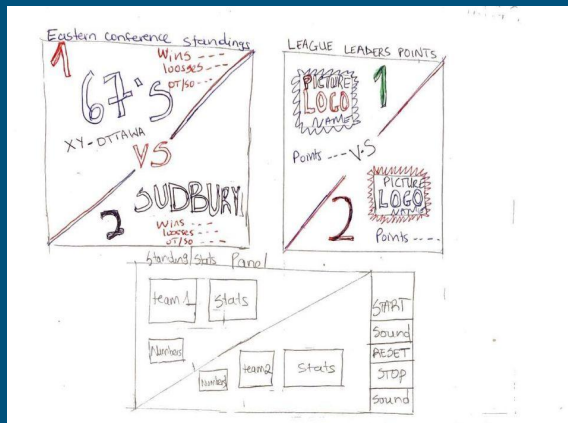


Latest Prototype

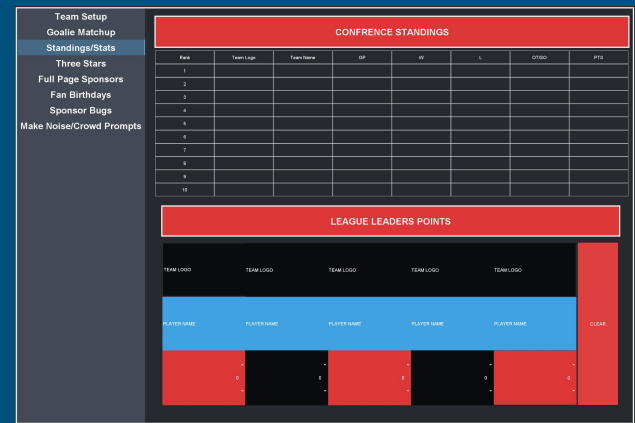
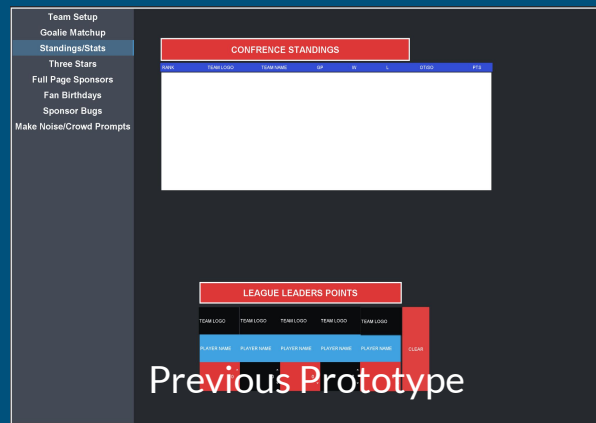
## Testing process

- Improving and changing the slider to a button
- Labelling
- Simplifying

# Standing/Stats



Original Drawing

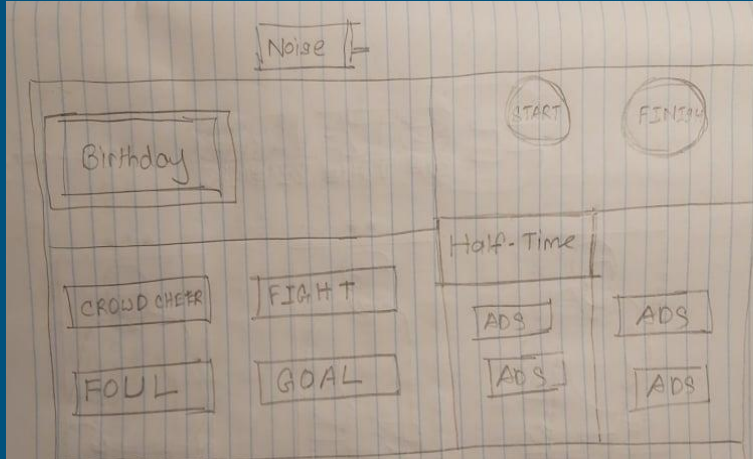


Latest Prototype

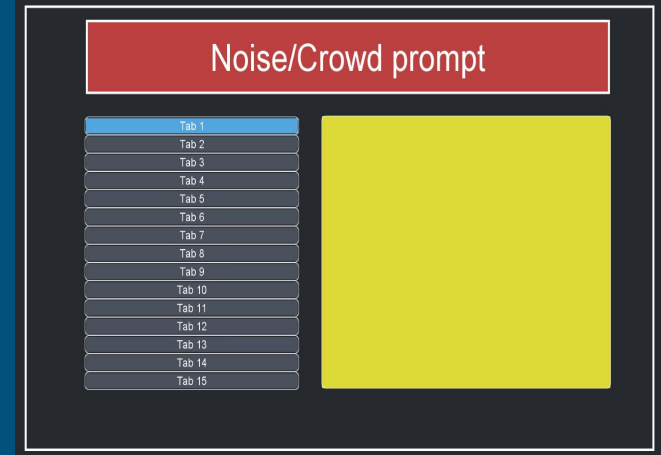
## Testing Process:

- Simplistic and appealing
- Colour-coded buttons

# Noise/Crowd Prompts



Original Drawing

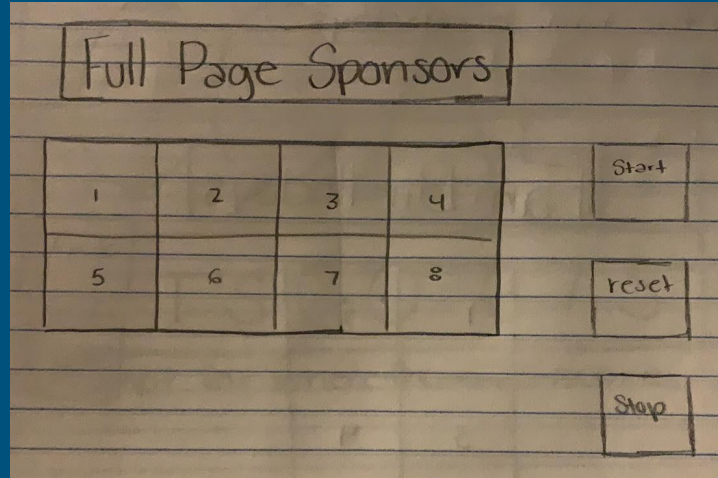


Latest Prototype

Testing process:

- Labelling
- colour coded tabs
- Arrangement of tabs in more simplistic manner

# Full Page Sponsors



Original Drawing



Latest Prototype

## Testing Process:

- General organization of the panel
- Implementing the timer

# Next steps to prepare for design day



- 
- Using the various meetings across the semester, an integrated Xpression panel will be assembled using the designs shown previously
  - Refining our panels in preparation for design day
  - Making an organized presentation plan
  - Create in depth design process for new users



# Conclusion

---

- No inclusion of graphics. We focused more on designing the panel rather than the animations.
- Timers for user needs.
- Multiple test runs to find flaws within panels
- Use the Xpression software display setup to find any final bugs
- Growth and adaptation as a team to provide best work for our Client