Final Project Presentation

Stadium Fan Experience - Ross Video and OSEG

Group 9 GNGenius

Design Process

Client Meet 1 Takeaways

- New and fresh content → Solution is modern and clean
- Improve fan experience → Engaging, interactive crowd prompts
- Easy to use → Panel is well organized
- Manipulate data during game → Panel allows for quick data input
- Showed sample panels to give ideas

We could see that our solution would need to be modular and organized to allow for quick data input during a game, and that it would need to create a fun experience for fans.

Empathize

"Provide a **slick technical solution** with a really nice, well **organized user interface**"

"High **entertainment value**"

"**Flexibility** of implementation"

"**User experience**...buttons are clearly labeled, well organized ...contribute to overall quality of technical solution"

"Efficient...effective"

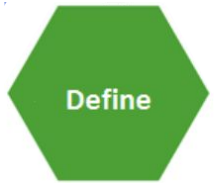
Empathize

Customer Statement	Interpreted Need	Rank of Importance	Design Criteria
New and fresh content	Technical solution is modern and clean design, following new up to date trends	4	Adjustable values and customizable designs (inspect)
Improve the fan experience	Engaging, interactive, crowd prompts	2	Team information Crowd prompts Sponsor Information
Program Runs smoothly without bugs/glitches	A program that is reliable	1	Executable No Glitches or Bugs
Easy to use program	Dashboard panel is well organized	6	Modern/Neat = Aesthetic (inspect)
Manipulate data quickly as the game goes on (Flexibility of Implementation)	Options to display are clear and easy to select/ accessible	5	Intuitive user interface (time-test)
Need to change the names in different game	Easily configurable	3	Shortcuts to (time-test)

Empathize

Define - Problem Statement

“There is a need for a Dashboard panel interface that is fast and simple to set up, flexible in what information, prompts, and stats it can display during a game, and enhances the overall fan experience.”



Research/ Benchmarking

- Experience of going to games and enjoying crowd prompts, “get loud”, interactive, high energy, good entertainment value

- Program we had to use already selected

	Design Specification	Relation	Value	Unit	Verification Method
	Functional Requirements				
1	Executable	=	Truth	N/A	Test
2	No Glitch or Bugs	=	Truth	N/A	Test
3	Adjustable Values	=	Truth	N/A	Inspection
4	Intuitive user interface	=	Truth	N/A	Test
5	Sponsor Information	=	Truth	N/A	Inspection
6	Reliability	=	Truth	N/A	Test
	Constraints				
1	Cost	<	50	$	Analyze
	Non-Functional Requirement				
1	Modern	>	2010	Year	Inspection
2	Neat	=	Truth	N/A	Inspection
3	Aesthetics	=	Truth	N/A	Inspection

How will we achieve this?

Which subsystems stood out to us and why?

- Crowd Prompts
- Sponsor Bugs
- Fan Birthdays
- Standings

Everything in one panel for the final product, easy for the user to change between them

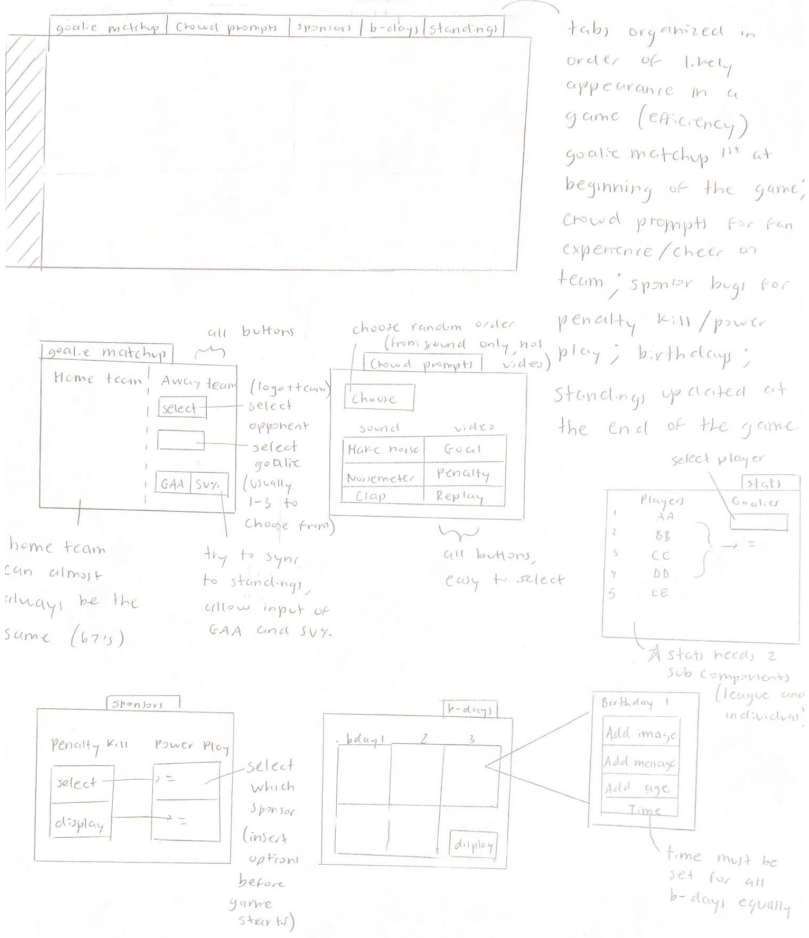
Why did we prioritize these subsections?

Define

Ideate

- Lots of Sketching!
- Communication and choosing ideas + combining ideas to use for prototyping

Initial “Complete” Panel Sketch

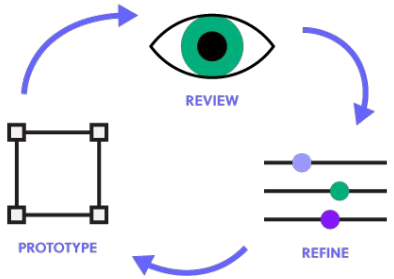


Ideate

Prototype

- Each person was responsible for one subsystem
  - Subsystems include crowd prompts, sponsor bugs, fan birthdays, and standings

- During the process of developing each prototype, team members would assist, identify problems, and give their input of the panel design



Prototype

Test

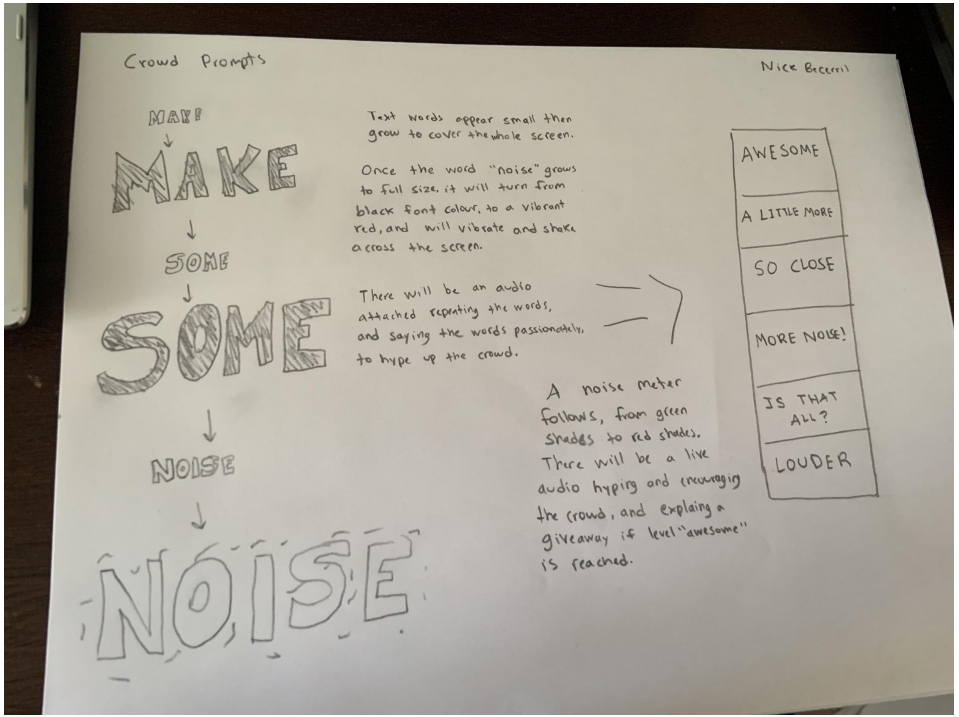
- We each tested the designs ourselves, we had enough experience with dashboard to identify any issues in each others prototypes.
- Each member went through one anothers programs and tested the UI to make sure everything is up to standards.

Purpose of First Prototype Test - Basic **functionality** tested (subsystem)
Purpose of Second Prototype Test - Conducted to test **layout** of panel (subsystem)
Purpose of Third Prototype Test - Full **functionality** and **layout** of panel and **overall appearance** (full, integrated panel)

Subsystems

Crowd Prompts - Concept

Tyler

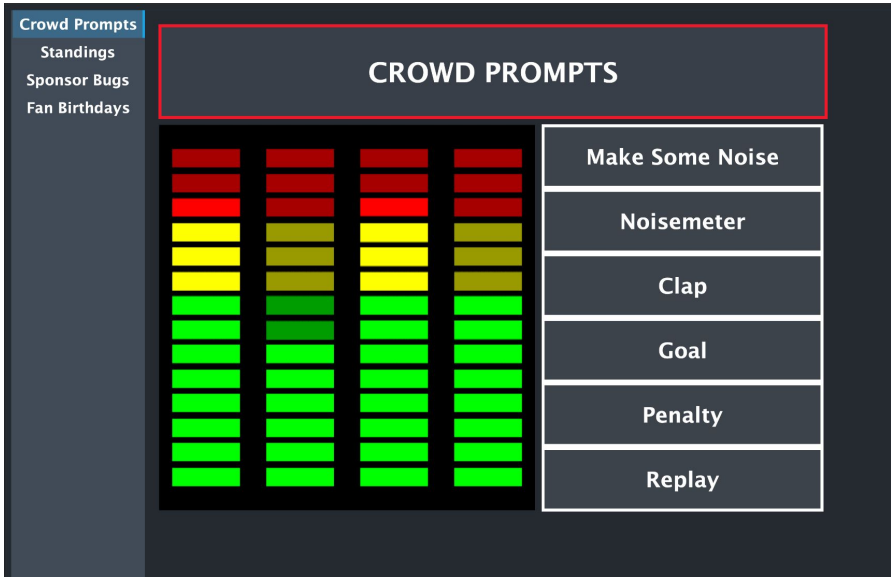


Subsystem Requirements

- Easy to use (as simple as possible)
- User should be able to quickly change between crowd prompts
- Easily add new crowd prompts

Crowd Prompts - Final Result

Tyler



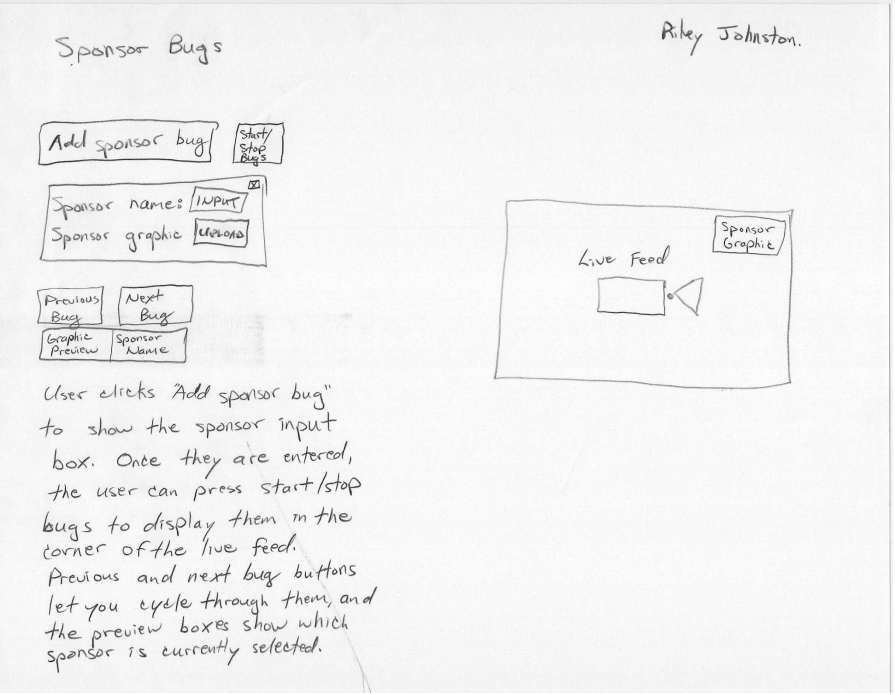
Challenges Encountered

As this subsystem was fairly straightforward, the amount of challenges was very minimal. The largest challenge was identifying image paths for the canvas.

How it differs from concept and why

This prototype followed the concept very closely. This is because the concept for this subsystem was very concise and obtainable. Thus creating a very simple, yet effective final product.

Sponsor Bugs - Concept
Riley



Subsystem Requirements

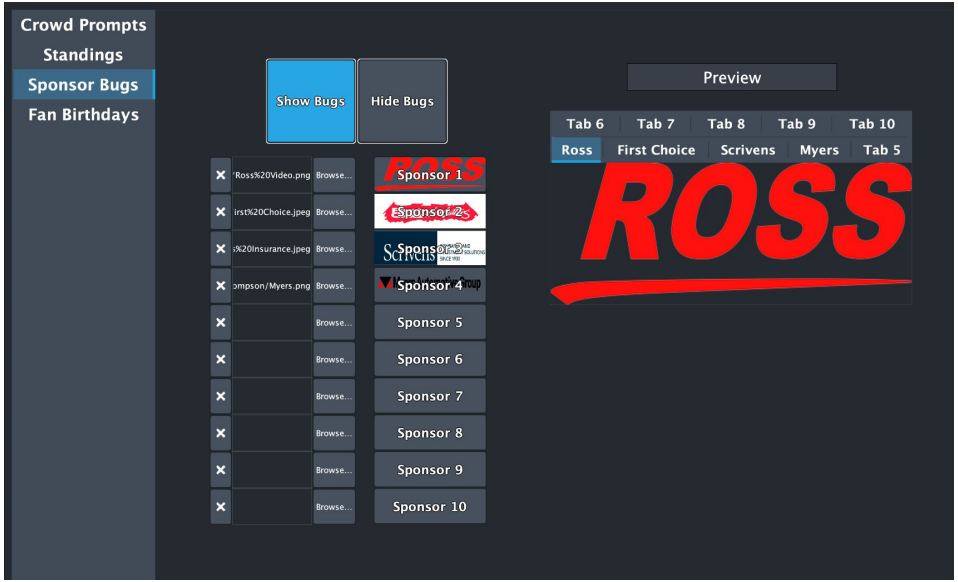
-Needs to be easy to upload sponsor logos

-Must be simple to turn sponsor bugs on and off

-Must be quick to switch between sponsor bugs for different plays

Sponsor Bugs - Final Result

Riley



Challenges Encountered

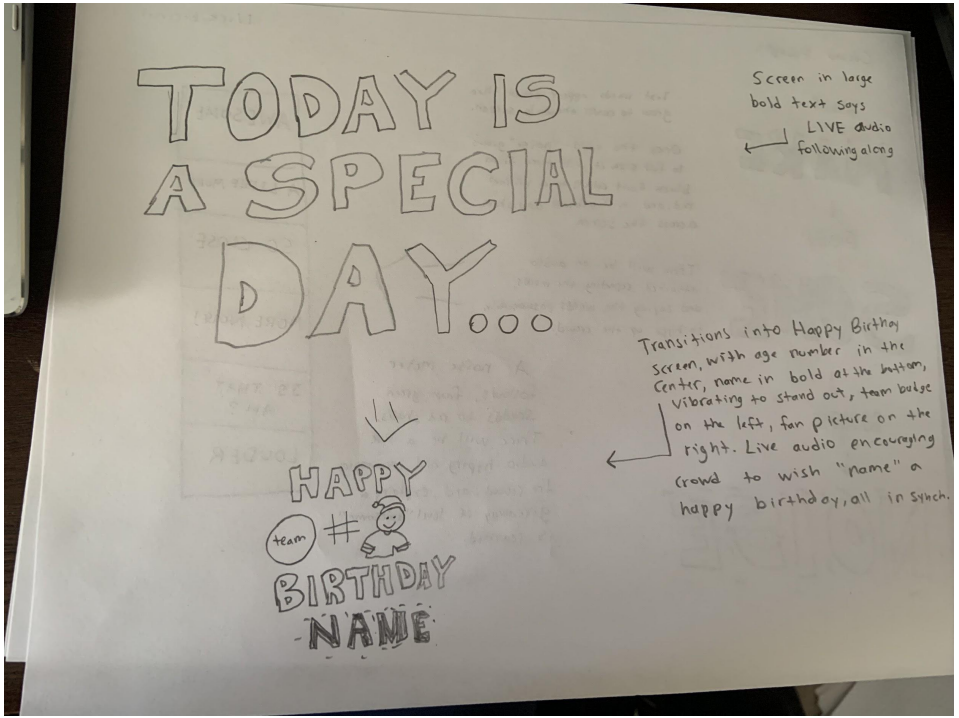
Taking a file location from a file picker and displaying the photo in tabs and as a button background.

How it differs from concept and why

Instead of clicking a button to scroll through a bunch of sponsor bugs, there is a display button for each sponsor bug. The button will display the respective sponsor logo so the user can see what they are going to display before they actually select it.

Fan Birthdays - Concept

Emily

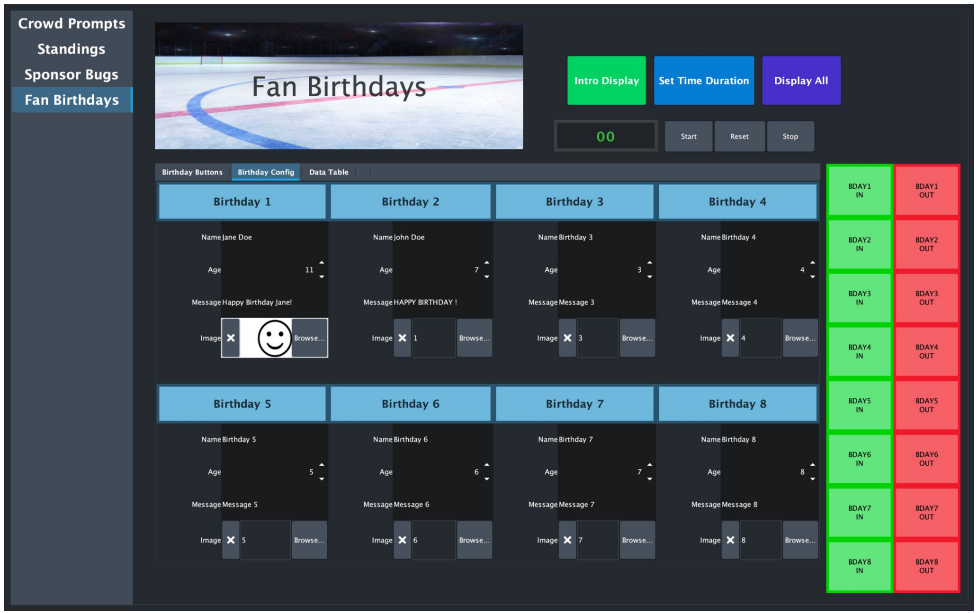


Subsystem Requirements

- Easily change ALL data
- Introduce Birthdays
- Customizable / adjustable configuration
- Upload Birthday information to XPression effectively, all at once
- Automatic changes
- Place for name, age, message, image

Fan Birthdays - Final Result

Emily



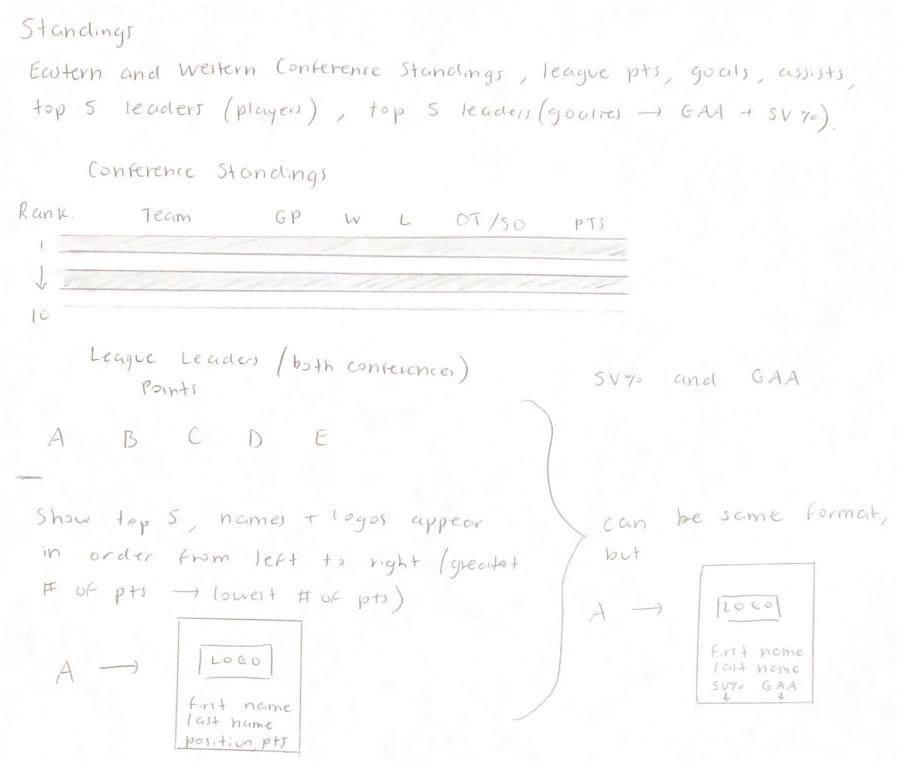
Challenges Encountered

- Manual Entry
- Timers
- Data Table and Images
- Information appearing on button
- Send images to Xpression

How it differs from concept and why

- Buttons Tab vs. Config vs. Data
- Manual “Failsafe”
- Age “Spinner”

Standings - Concept
Nick



Subsystem Requirements

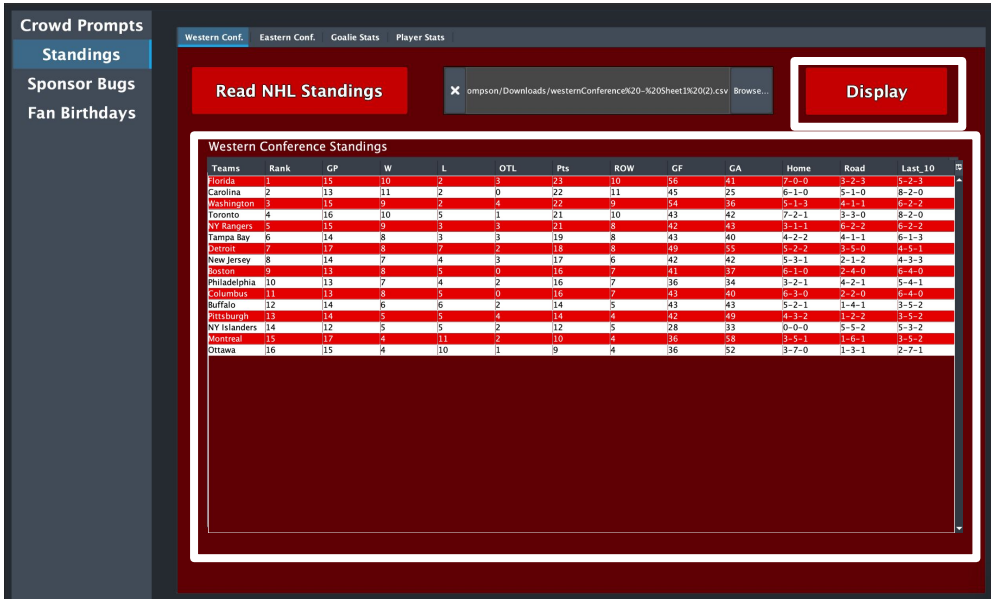
-Display an ordered list in a table form

-Display player stats and standings

-Update new information quickly

Standings - Final Result

Nick



Challenges Encountered

Certain csv files wouldn’t display

How it differs from concept and why

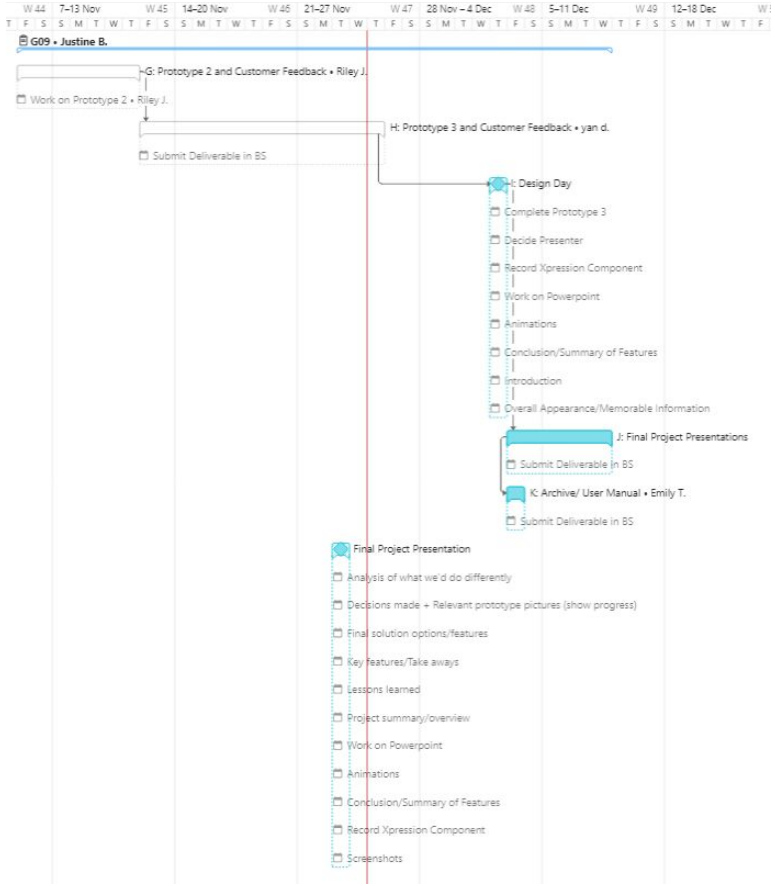
Added browse option to search files to be displayed

Added different tabs in order to switch between each function

Alternating colours to easily see data

Summary and Challenges

Project Plan



- Stay on Task

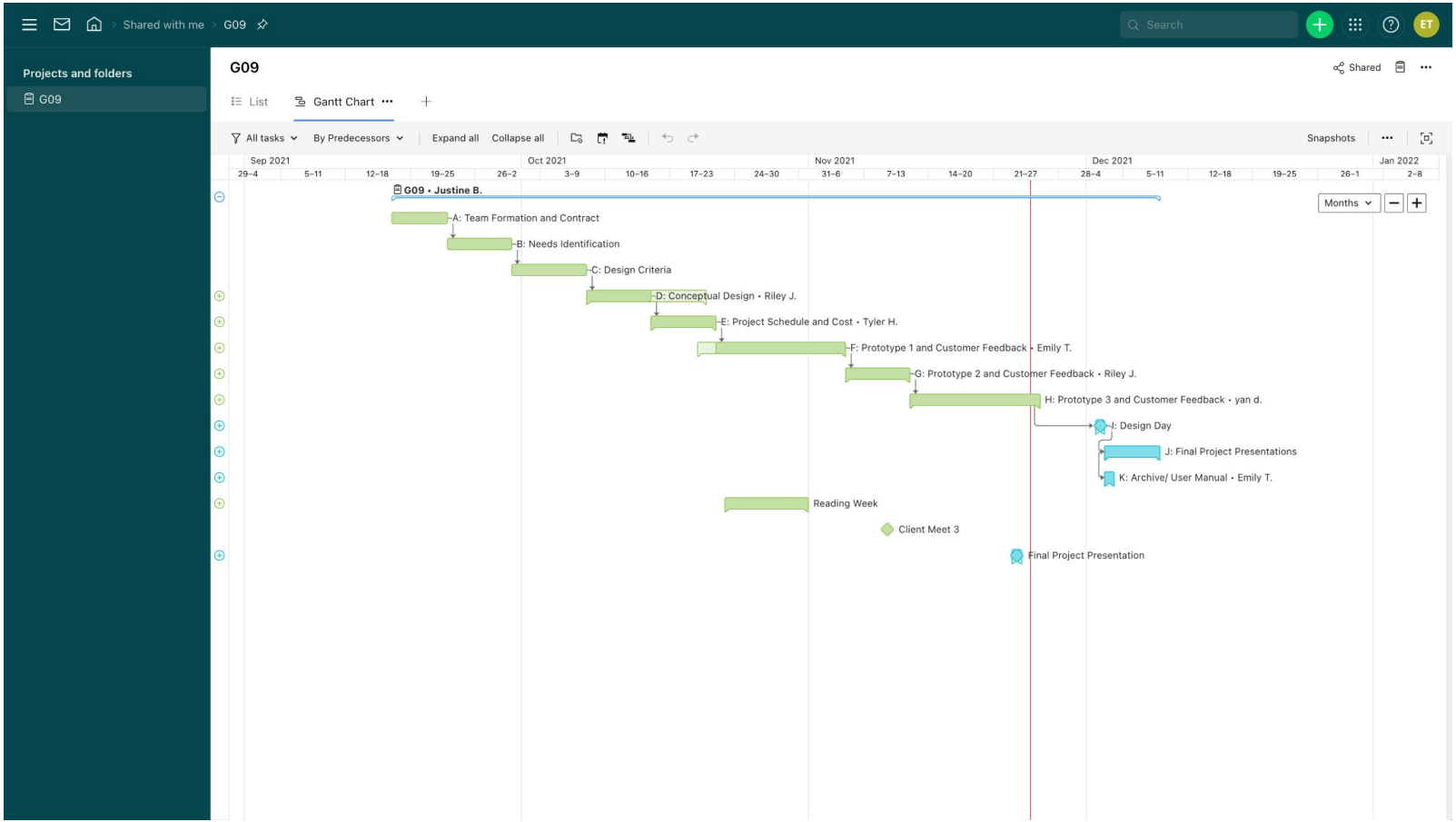
- See future objectives

- See predecessors and successors

Next time:

- Plan group meetings in advance and include them, did not have a set day or time and changed every week due to conflicting schedules

Project Plan



Project Summary + Prioritizing

- Prioritized fan experience based on first contact with clients
- Prioritized a few subsystems and focused on them
- 1 subsystem each, distributed fairly
- Very clean and simplistic designs allow for an easy ar experience

Lessons and Challenges

Lessons Learned

- **Project plan** helps us stay on track (no deadlines missed)
- Collaboration and playing each others strengths
- Why Design Thinking is crucial
- How to apply the Design Thinking Process in “real life”
- “File > Save” is a Lifesaver
- **Plans Change**

Challenges

- **Learning curve with Dashboard**
- Conflicting schedules and time management
- Communication and **receiving feedback** (Client Meet 3)
- **Misinterpreting project requirements** (Client Meet 2)

The future for our Design

Next Steps

- Prepare for Design Day, last minute changes
- Try to get more feedback on panel itself
- Compatible with XPression (get familiar)

Potential Improvements

Go from tab to tab more easily with large buttons

Have more group meetings on zoom with screen sharing capabilities

Connect with Client, dig deeper

Incorporating more feedback into designs

Questions and Feedback