



# Conceptual Redesign of Bracketor for Challonge Mobile App

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# Use Scenario 1: Creating a Tournament



A lot of tennis players are hanging out at the local courts



Players check the bracket



Someone decides they want to start a tournament and creates a bracket



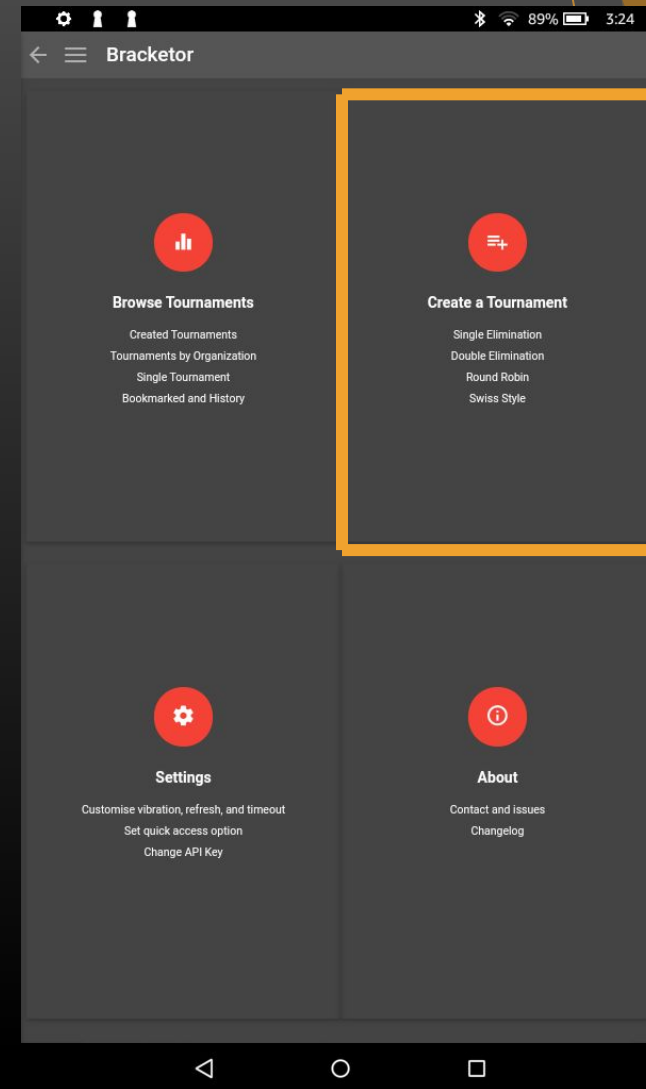
Players play their matches



# Use Scenario 1: Creating a Tournament



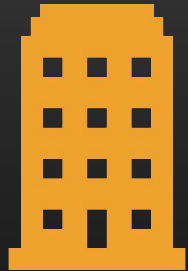
- ▶ **Creating a Tournament**
  - ▶ Fill out initial tournament creation form
- ▶ **Manage Tournament**
  - ▶ Make tournament editable
  - ▶ Add/Delete Participants
  - ▶ Start tournament
  - ▶ Report Scores
  - ▶ Finalize results
- ▶ **Rationale:**
  - ▶ Being able to create a bracket is a necessary task for anyone using the app as it is the primary function of the app and realistically the only reason anyone would download it.



# Use Scenario 2: Viewing a Tournament



Someone hears about the tournament from Use Scenario 1 but are stuck at work



They see how the bracket is progressing



During a break in a meeting they look up the bracket on their mobile android device



They daydream about how the matches would go

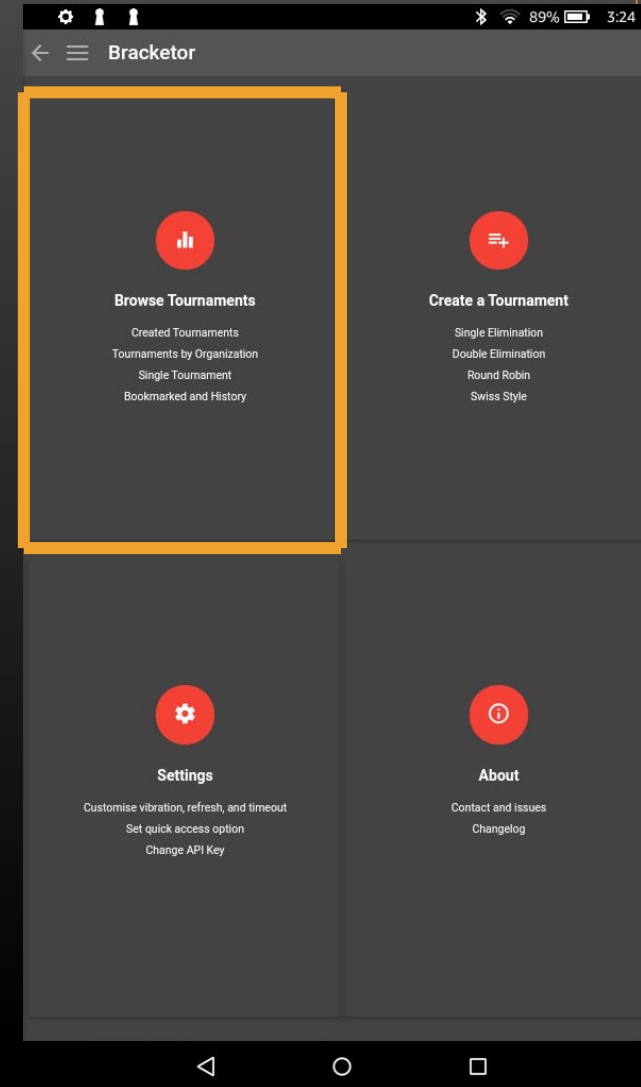


# Use Scenario 2: Viewing a Tournament

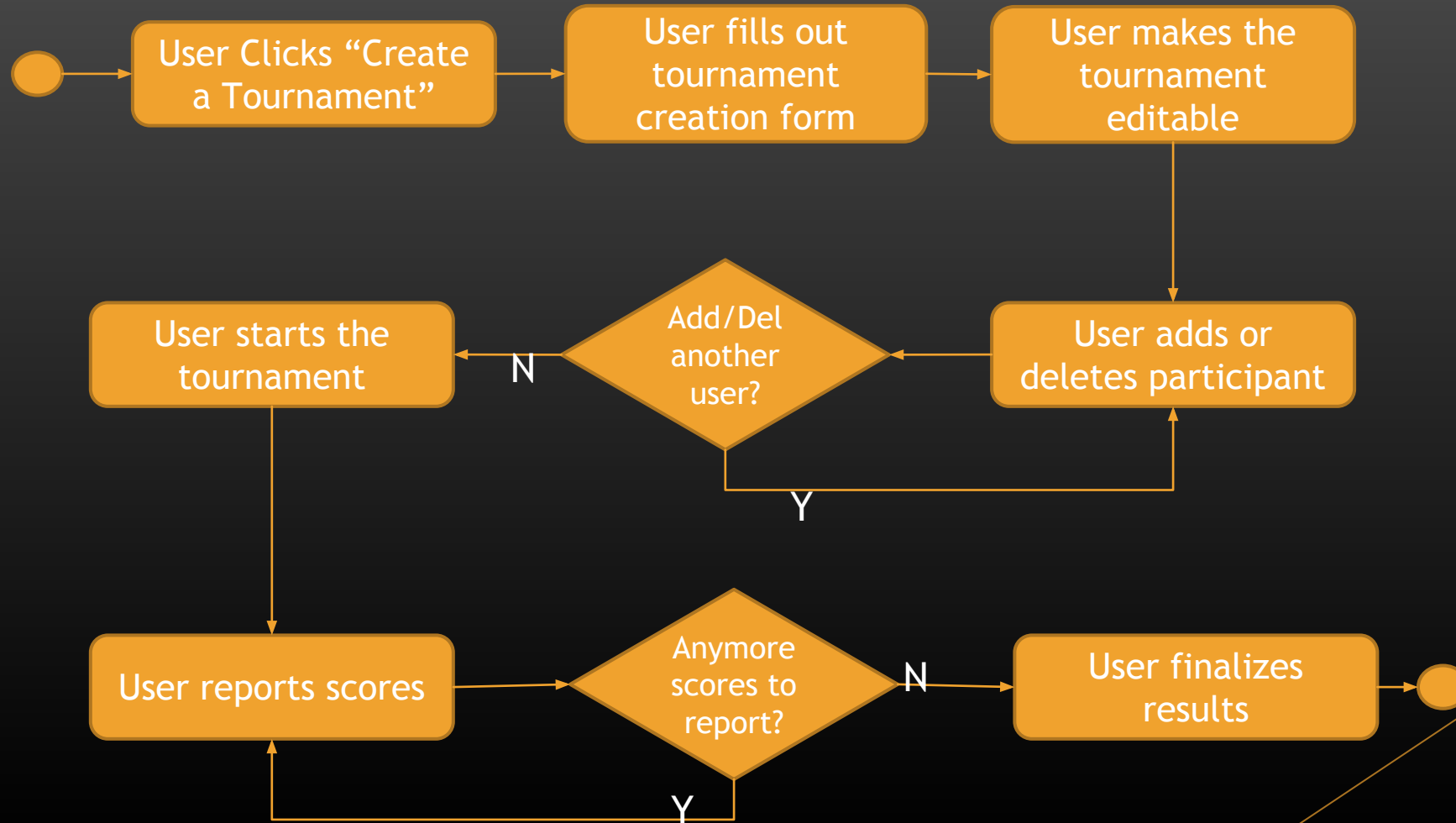


- ▶ Viewing a Tournament
  - ▶ By URL
  - ▶ By subdomain
  - ▶ By history/bookmarks
  - ▶ By created tournaments

- ▶ Rationale:
  - ▶ Being able to find a bracket is necessary for anyone interested in viewing the bracket which includes the person who created it, however this is also attainable through browser, and is not a required function of the app



# Task Analysis: Creating a Tournament



# Task Analysis: Creating a Tournament



Step Name	Step No.
Click Create a Tournament	1
Enter Name into field	2.0
Enter Type into field	2.1
Enter URL into field	2.2
Click Create Tournament	2.3
Click Open on dialogue box	2.4
Click Settings icon	3.0
Click enable editing	3.1
Click participants tab	4.0
Click bulk add participant	4.1
Enter participant names (separated by return)	4.2
Click Enter	4.3
Click information tab	5.0
Click edit tournament state icon	5.1
Click start tournament	5.2
Click Save	5.3

\*Caused  
problems in  
testing



# Task Analysis: Creating a Tournament



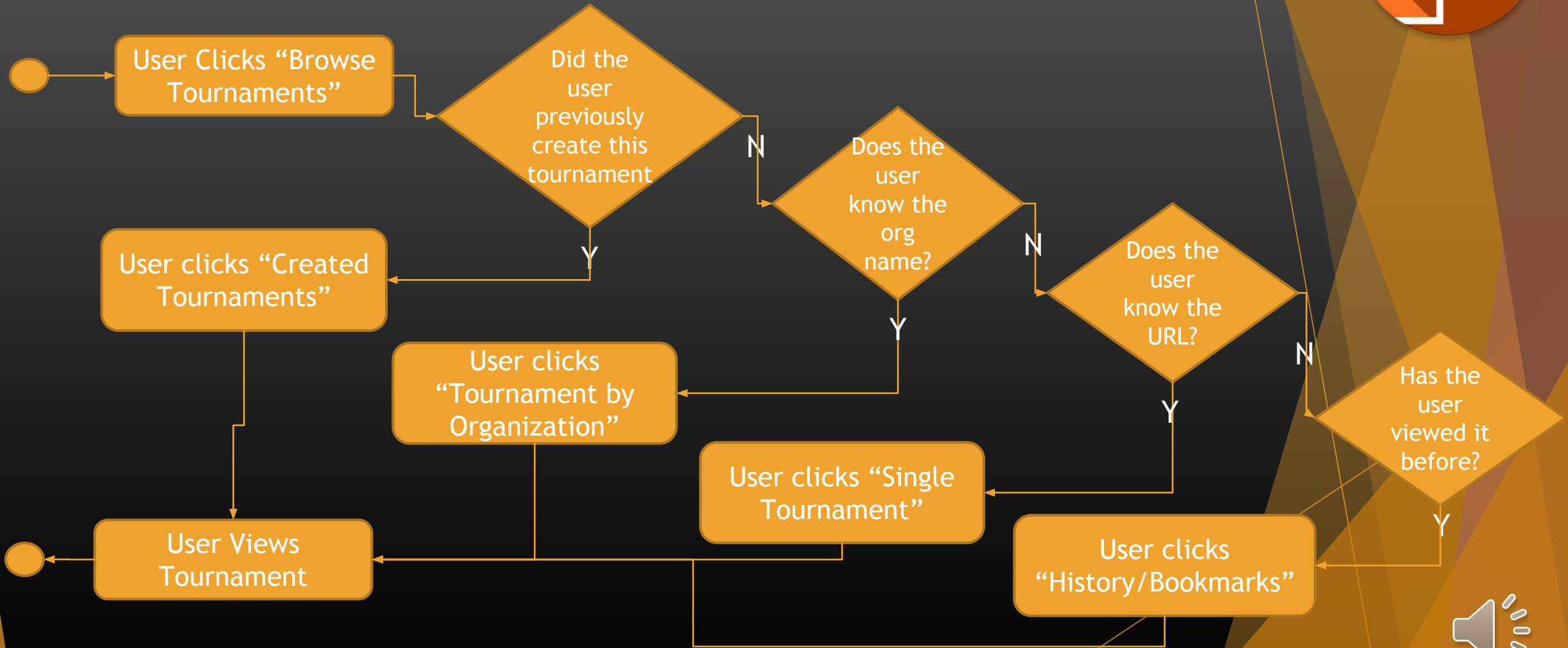
Step Name	Step No.
Click Bracket tab	6.0
Click on a match	6.1
Click '+' to increment score (repeat)	6.2
Click on a winner	6.3
Click save	6.4
Repeat steps 6.1-6.4 as needed	6.5
Click information tab	7.0
Click tournament state edit icon	7.1
Click finalize tournament	7.2
Click save	7.3

\*Caused  
problems in  
testing





# Task Analysis: Viewing a Tournament



# Task Analysis: Creating a Tournament



Step Name	Step No.
Click Browse tournaments	1.0
Click a browsing option	2.0
Enter info in org/url field	2.1
Click get tournaments	2.2

\*Caused  
problems in  
testing



# Virtual Storyboard Development: Urgent UI Modifications



- ▶ Test users said the Required field icon is not clearly visible
- ▶ Scrolls down for more fields
- ▶ Large wall of fields overwhelmed the test users causing them to miss required fields
- ▶ Test users ignored most fields anyways
- ▶ Initial creation form should only show necessary fields and there should be a toggle for optional fields

▲ Tournament Name  
Max: 60 Characters  
Name

▲ Tournament Type  
 Single Elimination  
 Double Elimination  
 Round Robin  
 Swiss Style

▲ URL: challenge.com/{url}  
Letters, numbers, and underscores only.  
URL

Organization: {organization}.challenge.com  
Requires write access to the specified organization.  
Organization/Subdomain

Description  
Description/Instructions to be displayed with the bracket. Can contain HTML.  
Description

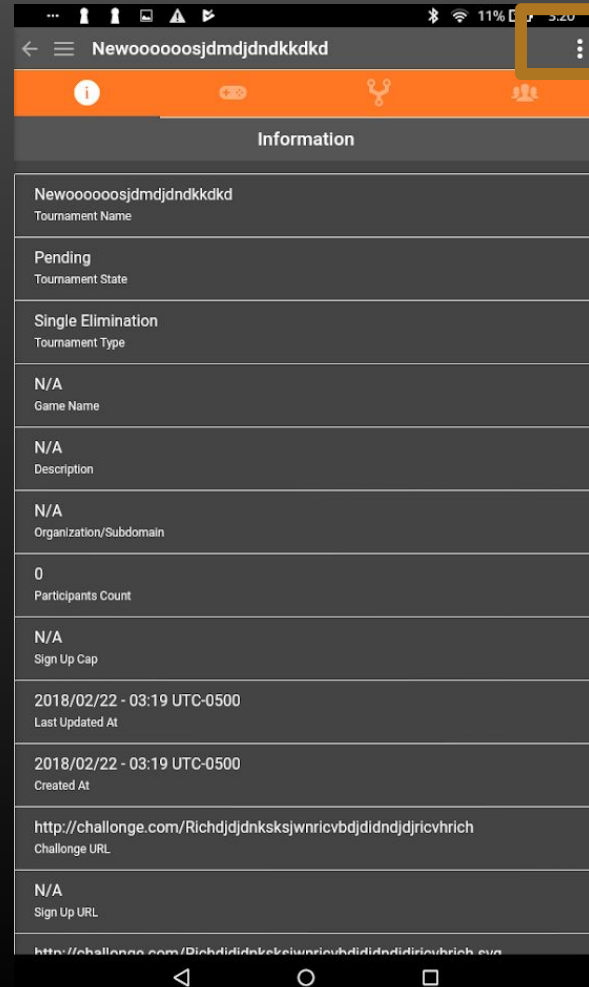
Host Sign Up  
Have Challenge host a sign up page? Otherwise you manually add all participants  
 Host Sign Up?

Make Private



# Virtual Storyboard Development: Urgent UI Modifications

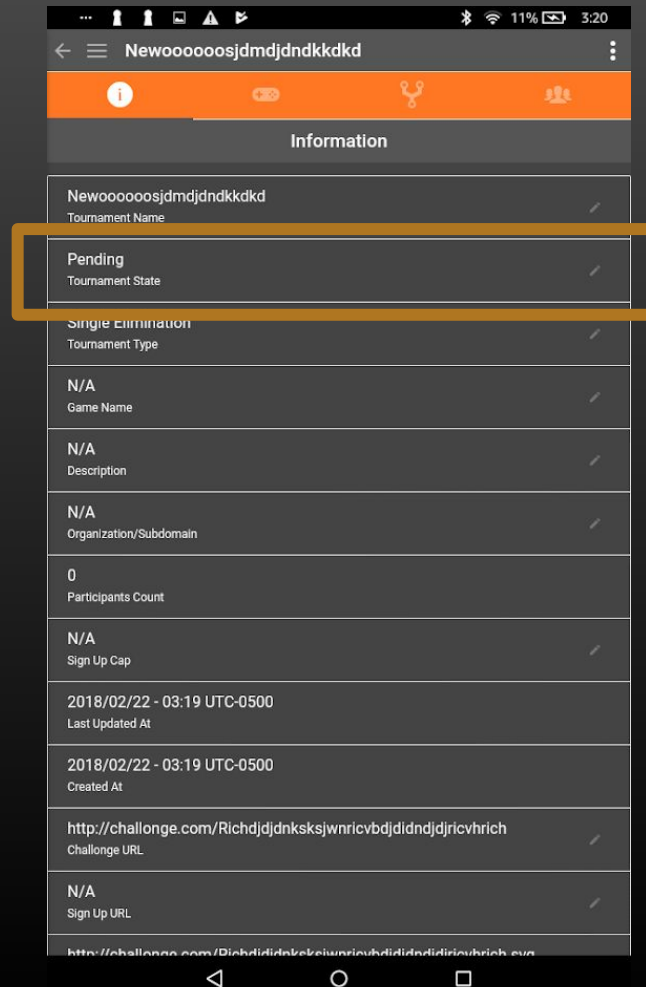
- ▶ Test users felt that the tournament should be editable as soon as you create it
- ▶ Change the tournament to be in edit mode after it is created



# Virtual Storyboard Development: Urgent UI Modifications

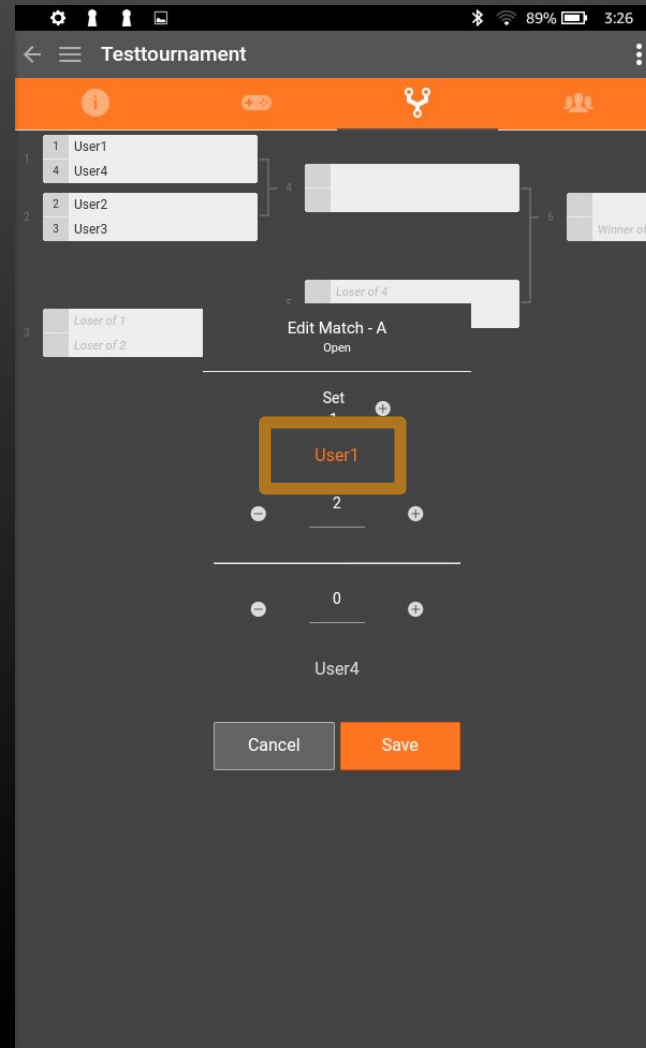


- ▶ Test users could not figure out that they needed to change the state of the tournament to start before entering results
- ▶ All users knew was that they were doing something wrong because they could not proceed with entering results
- ▶ This is easily the biggest issue with usability
- ▶ Change the tournament state field to be a tab at the top so that it cannot be missed



# Virtual Storyboard Development: Urgent UI Modifications

- ▶ Test users took multiple tries to properly report a score
- ▶ Text highlights when clicked denoting match winner
- ▶ Change the users name to be a button that looks like the winner needs to be clicked



# Concept Sketches



- ▶ Initial creation form changed to show required fields and a toggle for optional fields

Old Design

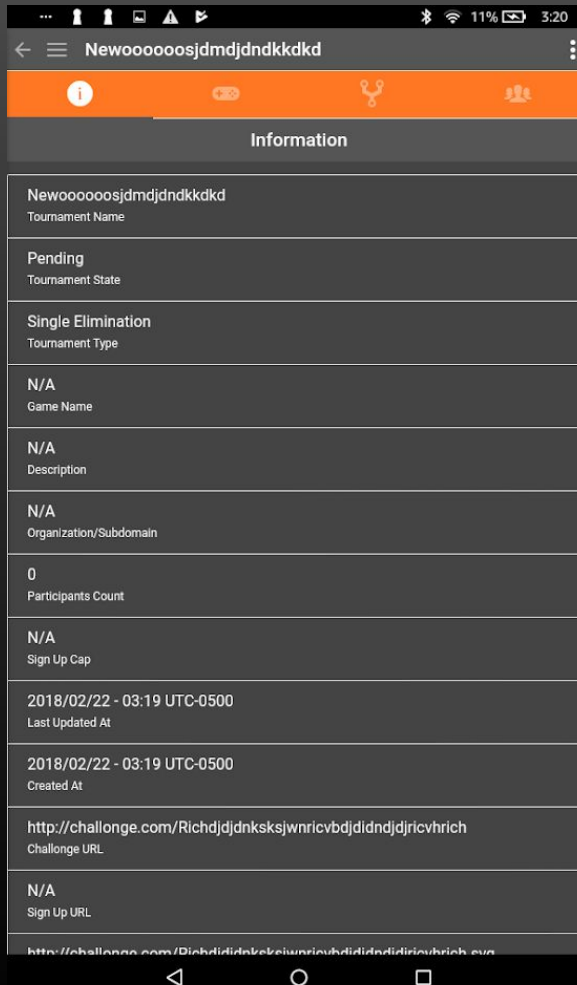
New Design



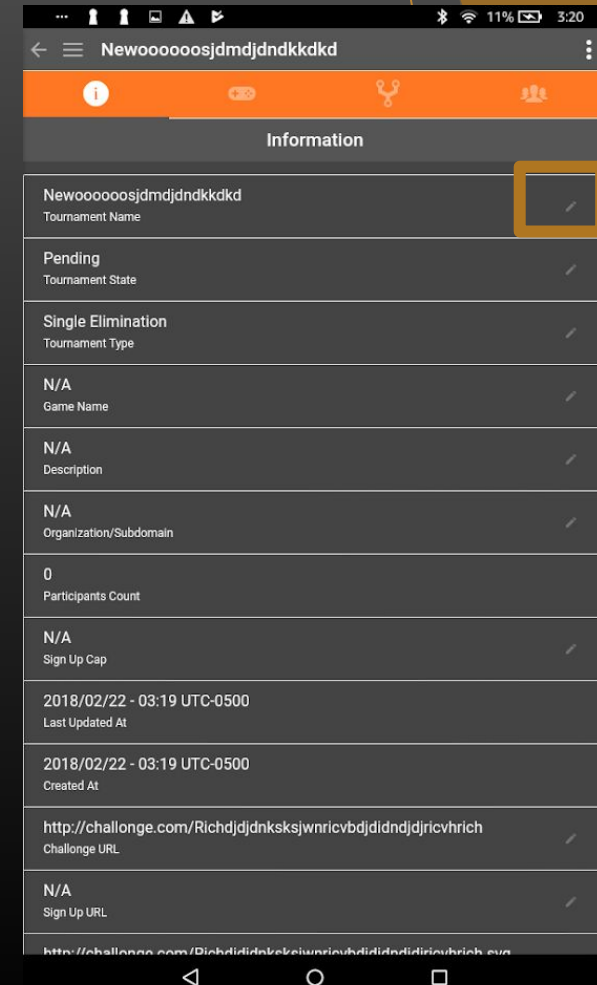
# Concept Sketches



- ▶ Changed the tournament info to be in edit mode after it is created



Old Design



New Design

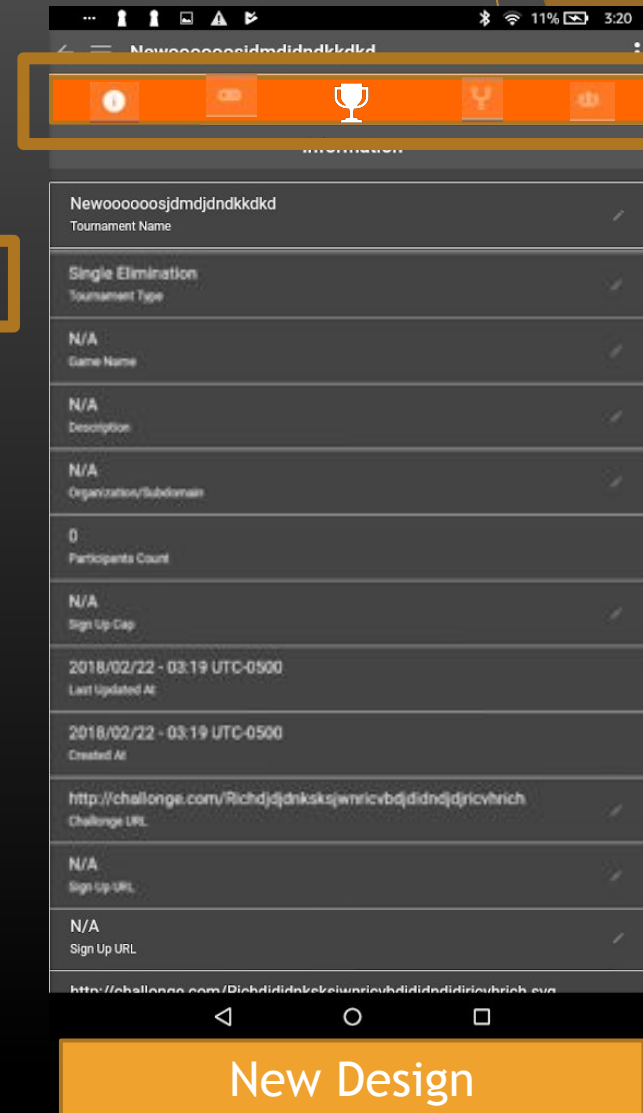
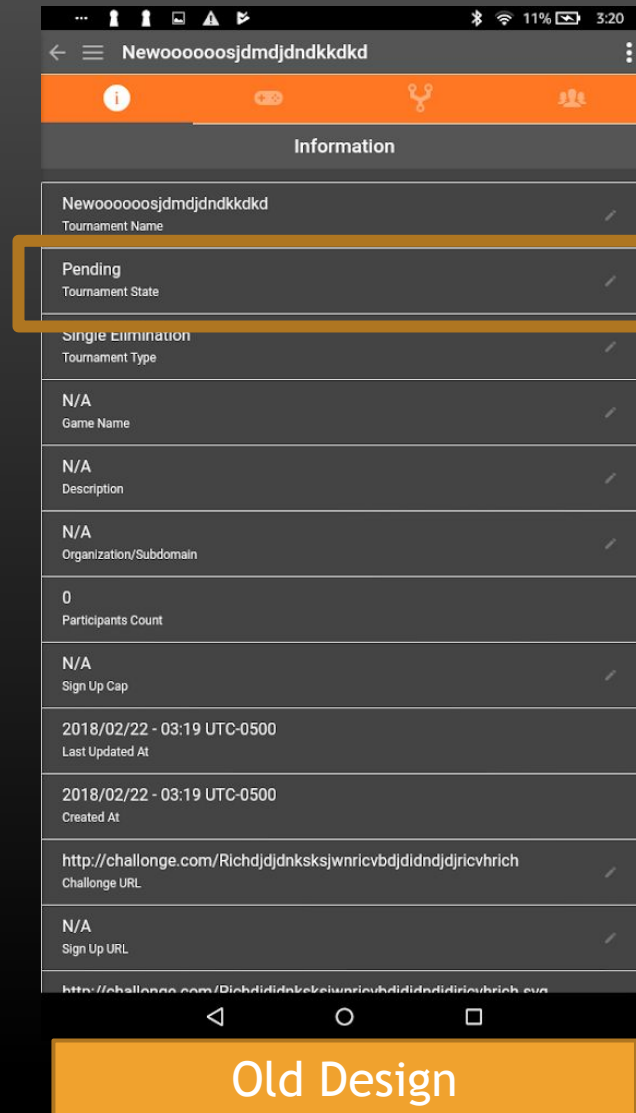




# Concept Sketches



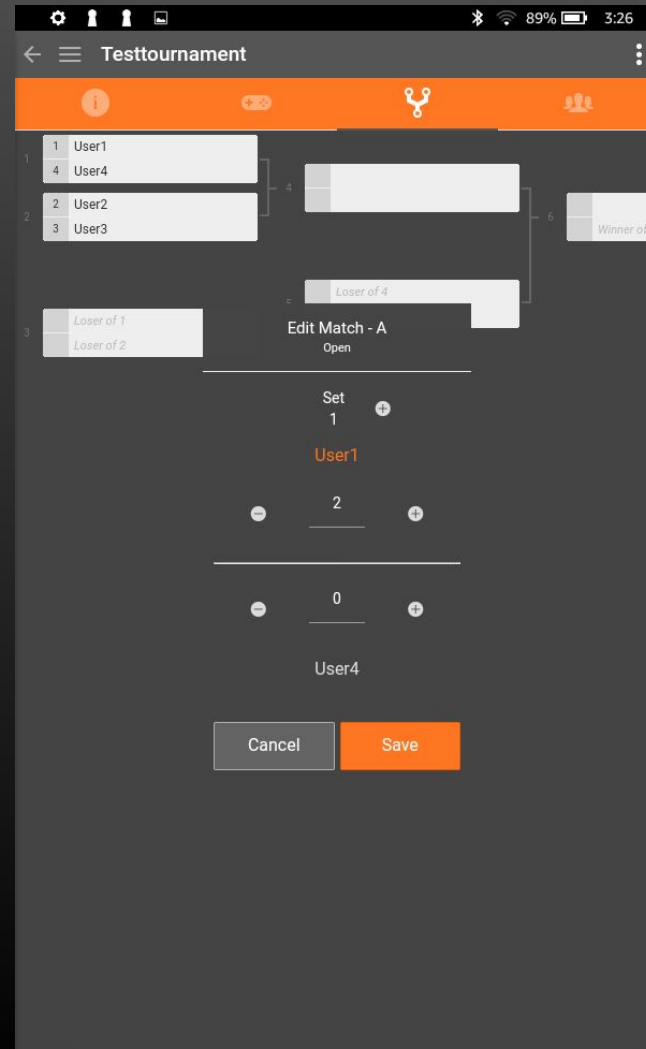
- ▶ Changed the tournament state field to be a tab at the top so that it cannot be missed



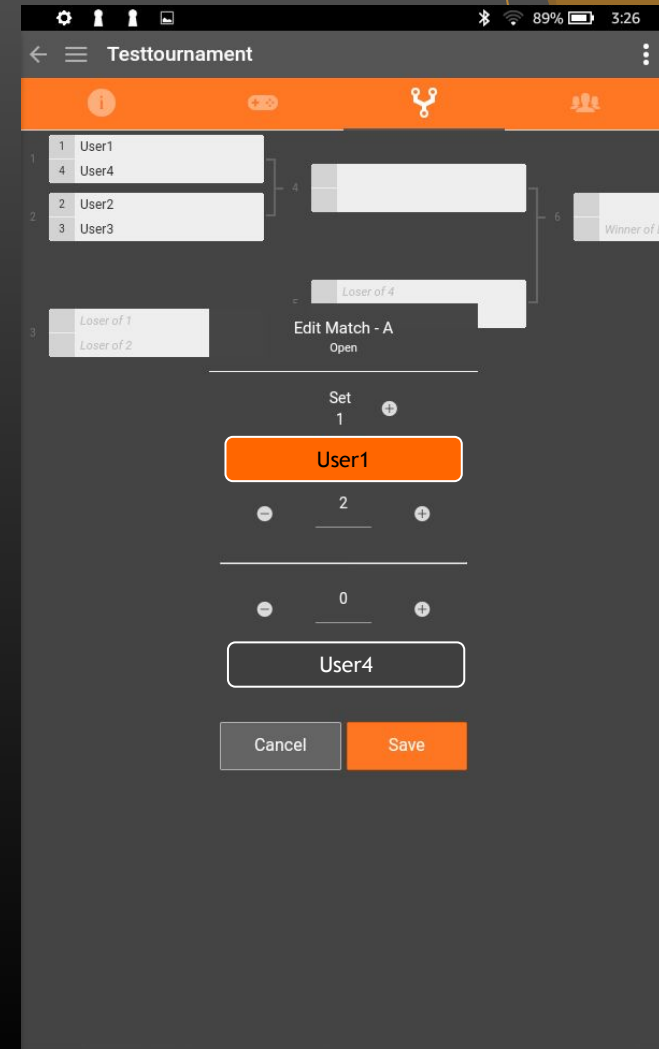
# Concept Sketches



- ▶ Change the users name to be a button that looks like the winner needs to be clicked



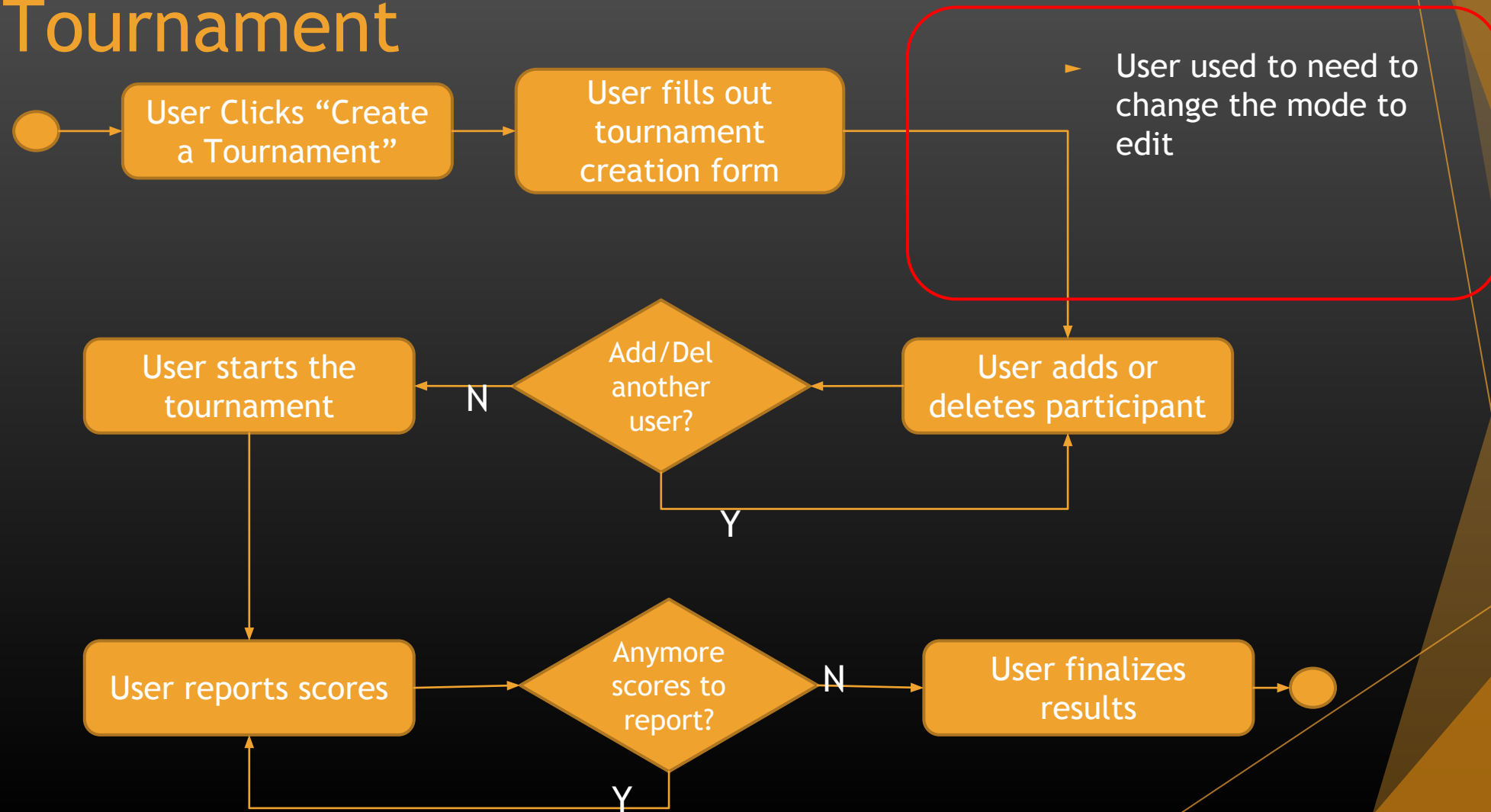
Old Design



New Design



# Task Analysis of New Design: Creating a Tournament



# Task Analysis of New Design



Step Name	Step No.
Click Create a Tournament	1
Enter Name into field	2.0
Enter Type into field	2.1
Enter URL into field	2.2
Click Create Tournament	2.3
Click Open on dialogue box	2.4
Click participants tab	3.0
Click bulk add participant	3.1
Enter participant names (separated by return)	3.2
Click Enter	3.3
Click Tournament State tab <b>**New**</b>	4.0
Click start tournament	4.1
Click Save	4.2



# Task Analysis of New Design



Step Name	Step No.
Click Bracket tab	5.0
Click on a match	5.1
Click '+' to increment score (repeat)	5.2
Click on a winner	5.3
Click save	5.4
Repeat steps 6.1-6.4 as needed	5.5
Tournament State tab <b>**New**</b>	6.0
Click finalize tournament	6.1
Click save	6.2



# Functional Comparison



Task	Creating a Tournament	Initial Form	Make Edit	Add Players	Start Tourney	Report Scores	Finalize Tourney	Total
Old Design Sub Steps	1	5	2	4	4	6	4	<b>26</b>
New Design Sub Steps	1	5	0	4	3	6	3	<b>22</b>

- ▶ Since the new design does not require you to set the mode to edit after a tournament is created, there was a change in steps by one and sub steps by 4

