

Prototype 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











Players play their matches

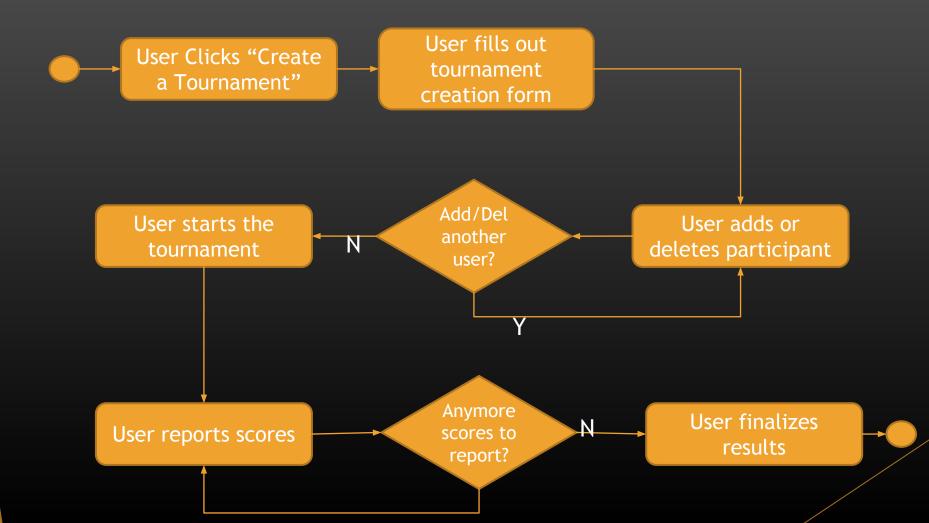


Someone decides they want to start a tournament and creates a bracket



Task Analysis: Creating a Tournament







Task Analysis: Creating a Tournament

Step Name	Step No.	Step Location	Action Destination	
Click Create a Tournament	1	Desktop	Creation_Form_Hidden	
Enter Name into field	2.0	Creation_Form_Hidden		
Enter Type into field	2.1	Creation_Form_Hidden		
Enter URL into field	2.2	Creation_Form_Hidden		
Click Create Tournament	2.3	Creation_Form_Hidden	Creation_Form_Confirmation	
Click Open on dialogue box	2.4	Creation_Form_Confirmation	Tournament_Menu_Info	
Click participants tab	3.0	Tournament_Menu_Info	Tournament_Menu_Participants	
Click bulk add participant	3.1	Tournament_Menu_Participants	Tournament_Menu_Participants_Add	
Enter participant names (separated by return)	3.2	Tournament_Menu_Participants_Add		
Click Add	3.3	Tournament_Menu_Participants_Add	Tournament_Menu_Participants_Finishe d	
Click Tournament State tab **New**	4.0	Tournament_Menu_Participants_Finish ed	Tournament_Menu_Status	
Click start tournament	4.1	Tournament_Menu_Status	Tournament_Menu_Status_Start	
Click Save	4.2	Tournament_Menu_Status_Start	Tournament_Menu_Bracket_Started	









Step Name	Step No.	Step Location	Action Destination	
Click Bracket tab	5.0	Anywhere	Tournament_Menu_Bracket_Started	
Click on a match	5.1	Tournament_Menu_Bracket_Started(x)	Tournament_Menu_Bracket_Started_Match(x)	
Click '+' to increment score (repeat)	5.2	Tournament_Menu_Bracket_Started_Match(x)		
Click on a winner	5.3	Tournament_Menu_Bracket_Started_Match(x)	Tournament_Menu_Bracket_Started_Match(x)_Score	
Click save	5.4	Tournament_Menu_Bracket_Started_Match(x) _Score		
Repeat steps 6.1-6.4 as needed	5.5	Tournament_Menu_Bracket_Started(x)	Tournament_Menu_Bracket_Started_Match(x)	
Tournament State tab **New**	6.0		Tournament_Menu_Status_Start2	
Click finalize tournament	6.1	Tournament_Menu_Status_Start2	Tournament_Menu_Status_Finalize	
Click save	6.2	Tournament_Menu_Status_Finalize		

Use Scenario 2: Viewing a Tournament

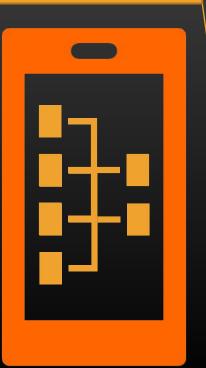
Someone hears about the tournament from Use Scenario 1 but are stuck at work

They see how the bracket is progressing





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



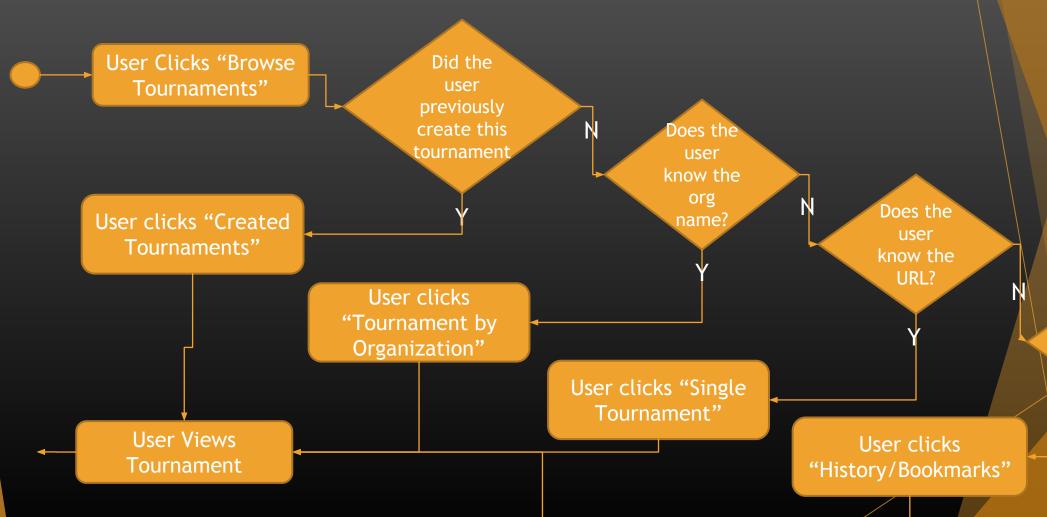


They daydream about how the matches would go



Task Analysis: Viewing a Tournament





Has the user viewed it before?



Task Analysis: Viewing a Tournament



Step Name	Step No.	Step Location	Action Destination	
Click Browse tournaments	1.0	Desktop	Browse	
Click Created Tournaments	2.0	Browse	Browse_Created	
Click get tournaments	2.1	Browse_Created	Browse_Created_Tournament	
Click tournament Dropdown	2.2	Browse_Created_Tournament	Browse_Created_Tournament _View	
Click view tournament	2.3	Browse_Created_Tournament_Vie w	Tournament_Menu_Info	



Usability Problems

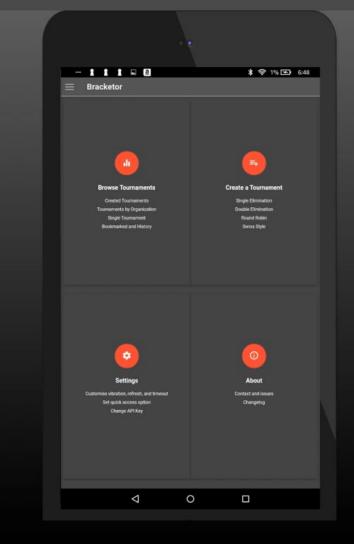
- Familiarity: Tournament Edit Mode
 - Test users had difficulty knowing what to do once the tournament was created
 - Test users felt that the tournament should be editable as soon as you create it
 - Changed the tournament to be in edit mode after it is created
- Familiarity: Tournament State
 - Test 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
 - Changed the tournament state field to be a tab at the top so that it cannot be missed
- Familiarity: Score Reporting
 - Test users took multiple tries to properly report a score
 - Text highlights when clicked denoting match winner
 - Changed the users name to be a button that looks like the winner needs to be clicked



- Visibility: Creation Form
 - 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 changed to only show necessary fields with a toggle for optional fields

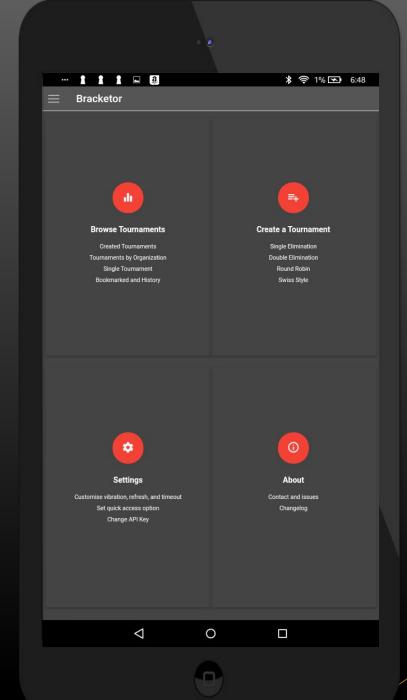


Prototype



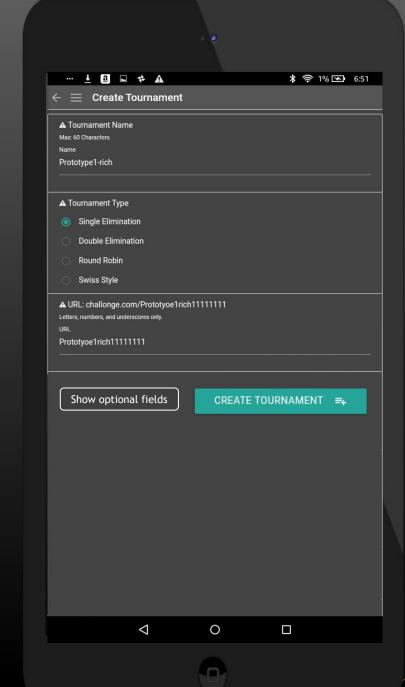


Skip Prototype

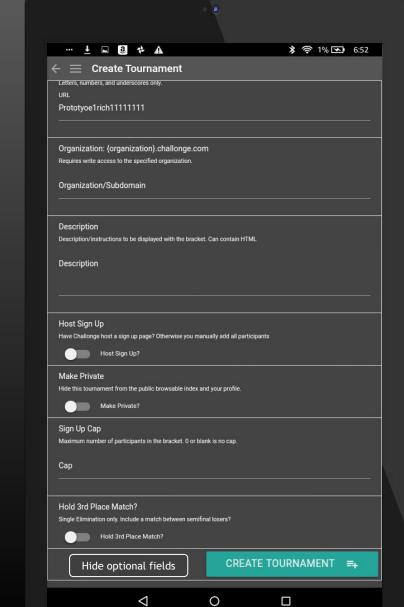




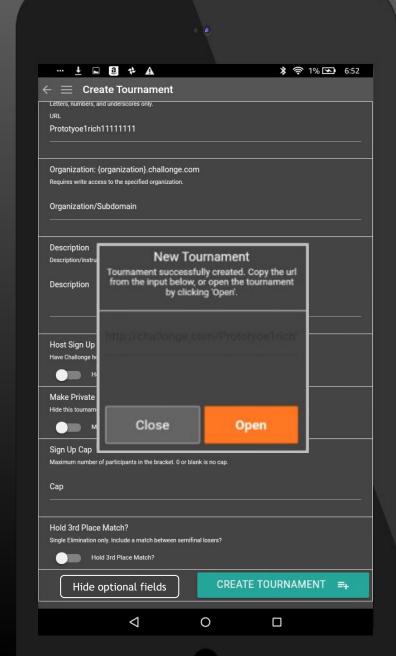
Skip Prototype



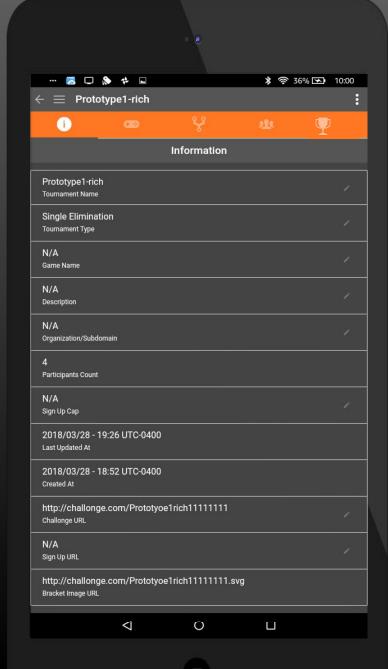














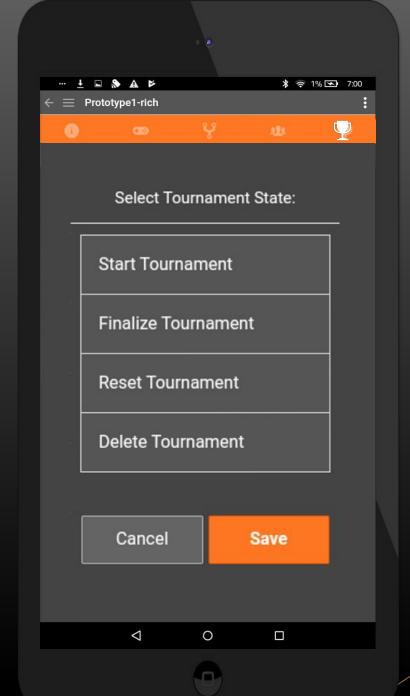






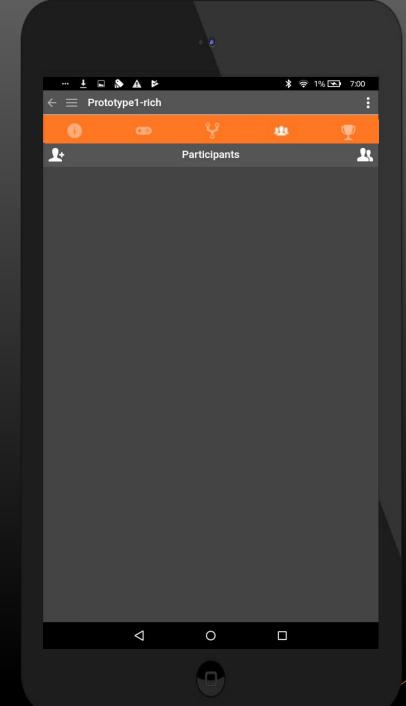






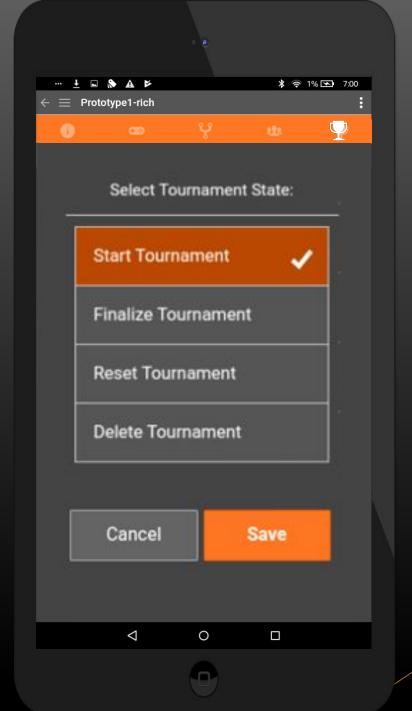






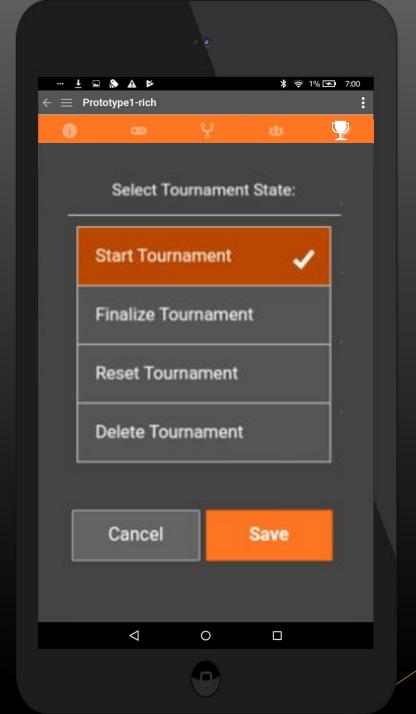


_Status__Start



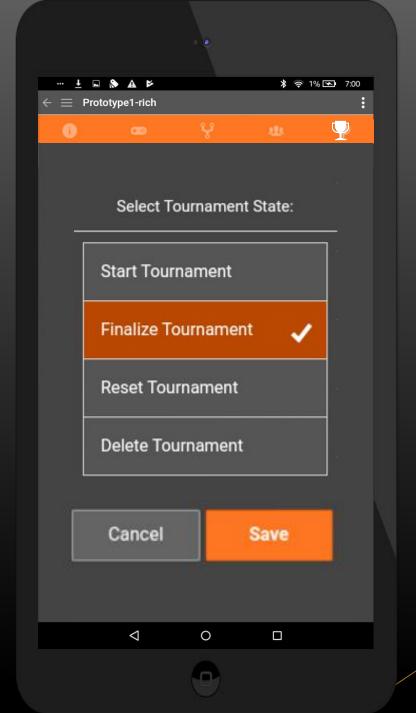


_Status_Start2



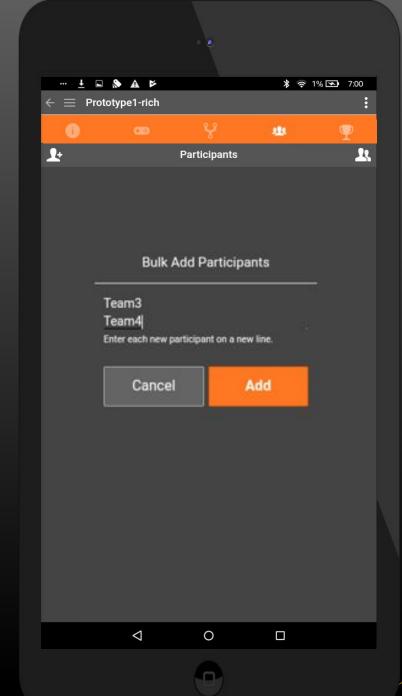


_Status__Finalize



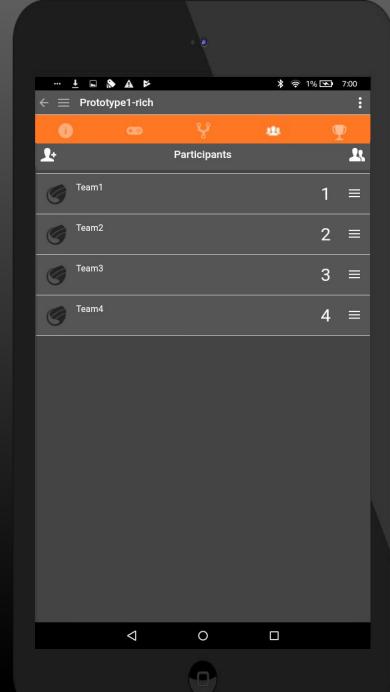


Participants_Add



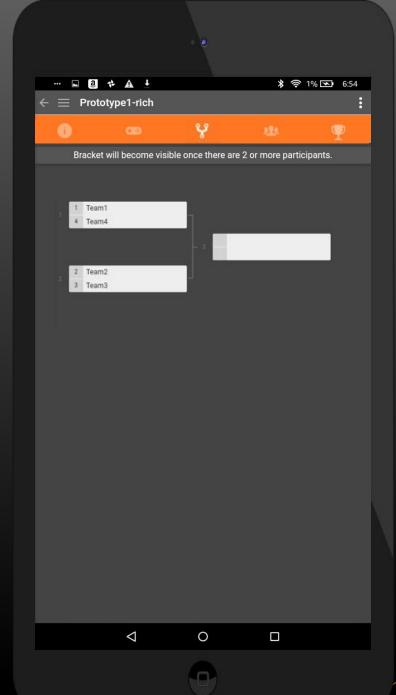


Participants_Finis



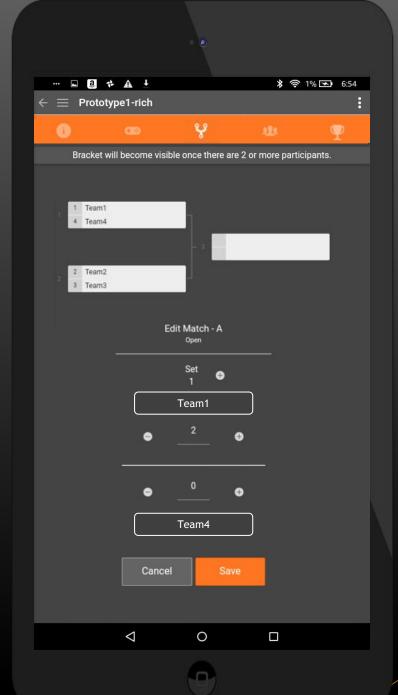


Bracket_Started



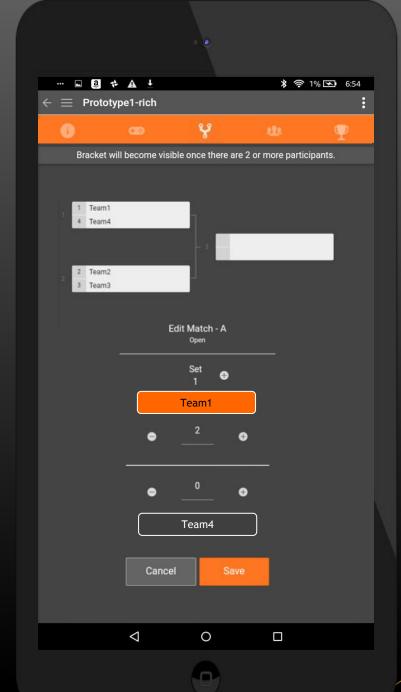


_Bracket_Started_ MatchA



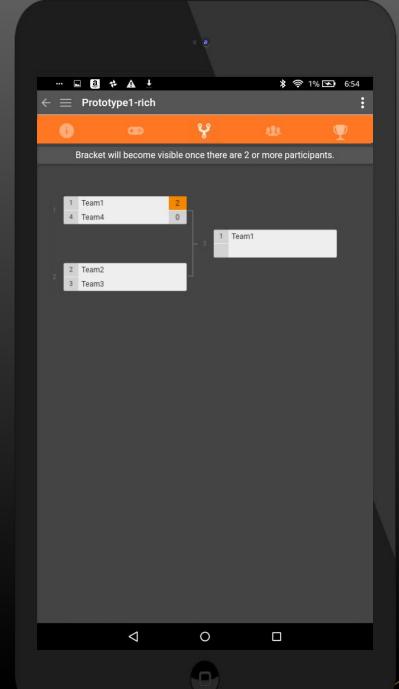


_Bracket_Started_ MatchA_Score



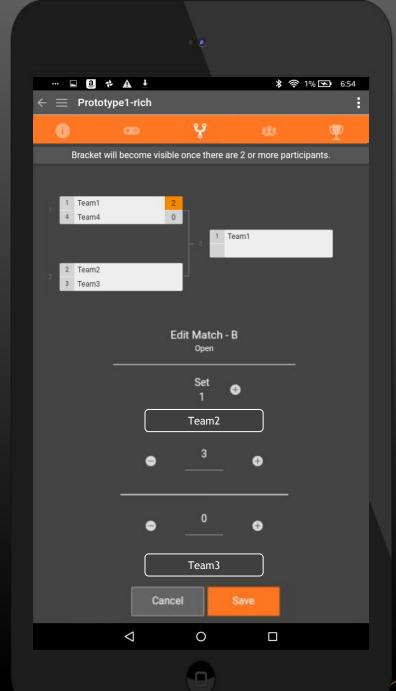


Bracket_Started2



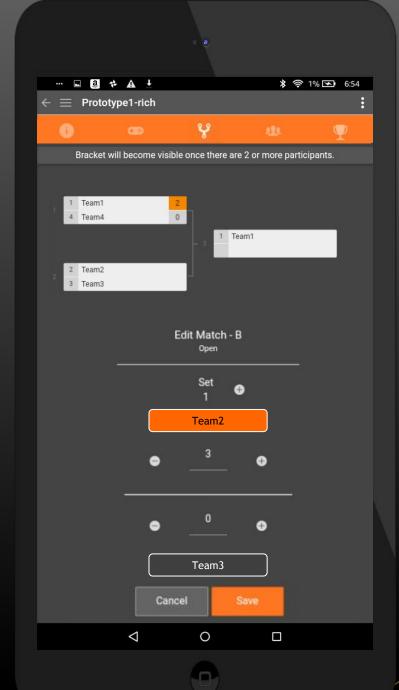


_Bracket_Started_ MatchB





_Bracket_Started_ MatchB_Score



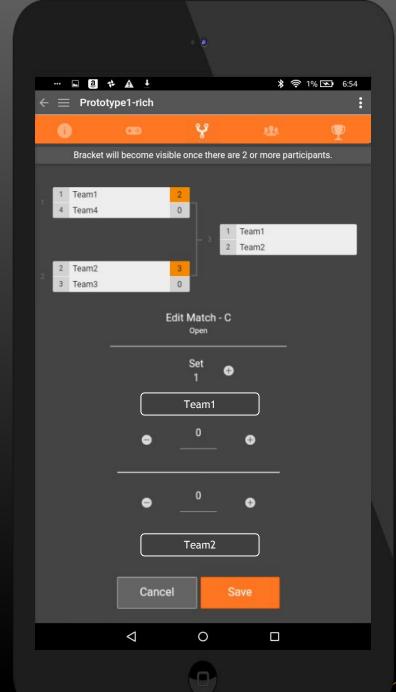


Bracket_Started3



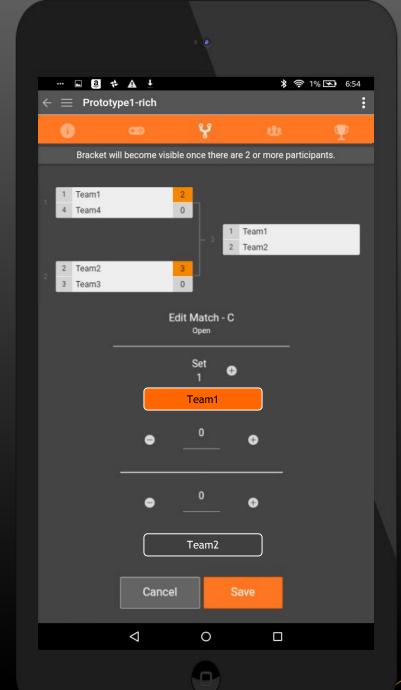


_Bracket_Started_ MatchC





_Bracket_Started_ MatchC_Score





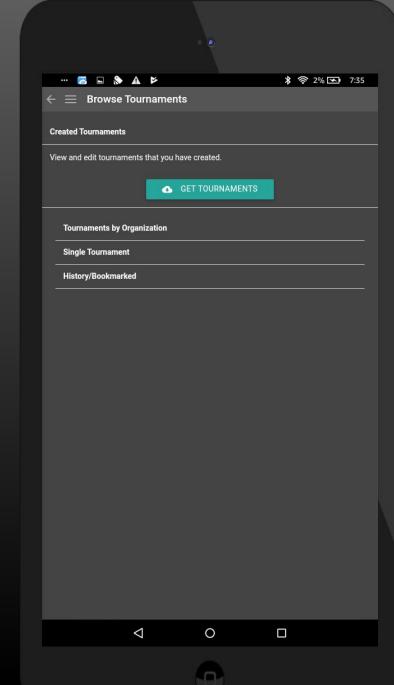
Bracket_Started4









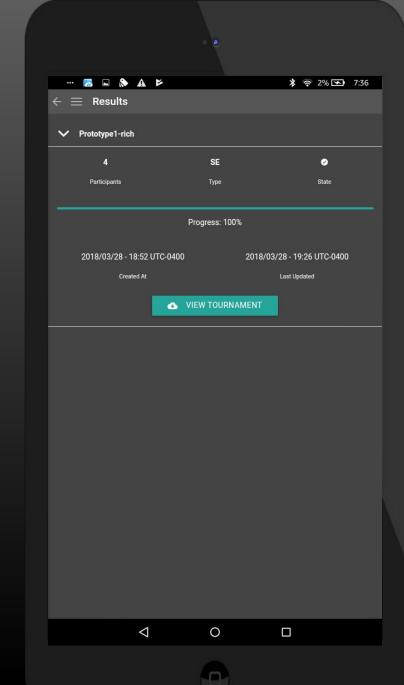




ournament



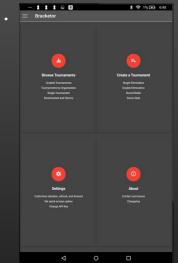




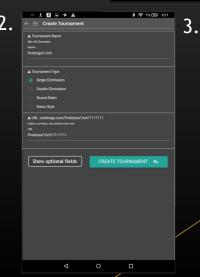


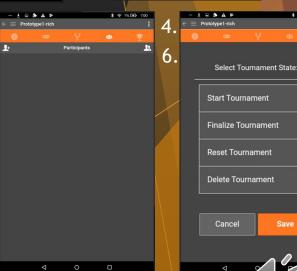
Brief User's Manual: Create a

- 1. **Desktop** This is the portal to choose which task you want to complete. Features include viewing a tournament and creating a tournament
 - Click "Create a Tournament"
- Creation Form This form contains options for creating the tournament including: Name, Tournament Type, URL, and other optional fields
 - Enter Info into Fields
 - Click "Create Tournaments"
 - 3. Click "Open"
- Go to "Participants" Tab This is where you add participants to the tournament. The tournament must not be in a "Started" state when you add participants
 - 1. Click bulk add participant
 - 2. Enter participant names (separated by return)
 - 3. Click Add
- 4. **Go to "Tournament State" Tab** The tournament state is important to consider during specific tasks for example, the tournament must be started before match scores can be recorded
 - Click start tournament
 - Click Save
- 5. **Go to the "Bracket" Tab** This is where you monitor the progress of the tournament and report scores.
 - Click on a match
 - Click '+' to increment score (repeat)
 - 3. Click on a winner
 - 4. Click save
 - 5. Repeat steps 5.1-5.4 as needed
- 6. **Go to "Tournament State" Tab** The tournament state is important to consider during specific tasks for example, once the tournament is finalized, no other changes can be made.
 - Click Finalize tournament
 - Click Save









Brief User's Manual: View a Tournament

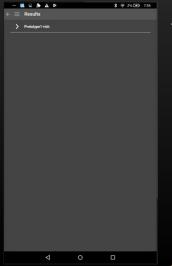
- **Click Browse Tournaments**
 - In the desktop, click the button that says "Browse Tournaments" to view tournaments you have created
- Click Created Tournaments Dropdown
 - The dropdown titled "Created Tournaments" will display a button that says "Get Tournaments"
- Click Get Tournaments Button
 - This will show you a list of every tournament you have created
- Click the Tournament Dropdown
 - Clicking the dropdown of the tournament of your naming will open a small page containing info about the tournament including: number of participants, type, state, progress %, date created and date last opened and a button to open the tournament
- Click View Tournament Button
 - Clicking the view tournament button will open the tournament information page with the tournament in edit mode















Expectation of Usability Enhancement

Usability Principle	Original Problems	Solution	How it will effect the principle
Familiarity	Test users had difficulty knowing what to do once the tournament was created in terms of how to edit	Changed the tournament to be in edit mode automatically after it is created	This will remove user doubt as to what to do next which is in line with their previous experiences
	Test users could not figure out that they needed to change the state of the tournament to start before entering results	Changed the tournament state field to be a tab at the top	The user is more likely to investigate a major tab
	Test users took multiple tries to submit a score correctly, mostly due to the team name selection	Changed the users name to be a button	Users will know that a button with a team name on it will likely mean the winner
Visibility	Test users missed required fields during form submission due to overwhelming fields	Initial creation form changed to only show necessary fields with a toggle for optional fields	Users will see that the only fields listed are required



