

ALL FOR ONE, ONE FOR ALL
SAVOURING SATISFACTION WITHIN A SPORTS TEAM

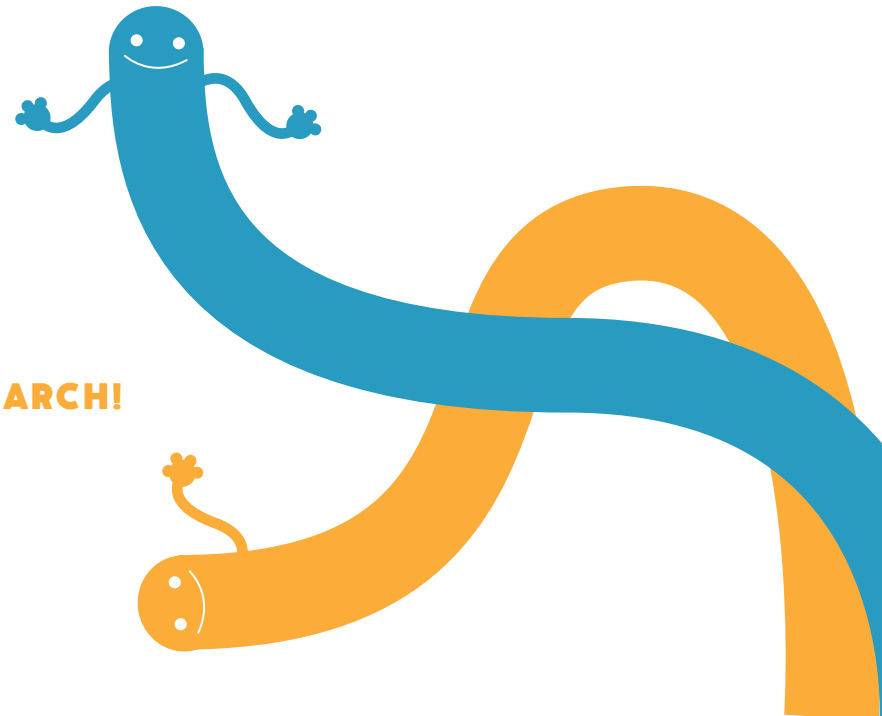


**EXPLORING
INTERACTIONS**
D&R EXPLORATION PRESENTATION 2
FRANK STEMERDING 4094492
ID4250 - S1 - 2013 - SAVORING

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HEY! MY NAME IS DESIGN!



.. AND I AM RESEARCH!



“TO **EXTEND THE DURATION OF **SATISFACTION** AND **JOY** DERIVED FROM ACHIEVING AN **ATHLETIC GOAL** AFTER A MATCH FOR MEMBERS OF **TEAM SPORT CLUBS** IN HOLLAND AT AN AMATEUR LEVEL.”**





CREATE THE FEELING OF SEEING YOUR CHILD WALK FOR THE FIRST TIME. THE INTERACTION SHOULD BE **SURPRISING YET EXPECTED, JOYFUL, PRIDE STIMULATING, UNITING AND SIMPLE YET EFFECTIVE**

3. EXPLORATION



SOCIAL

SIMPLE



SIMILAR

3. EXPLORATION



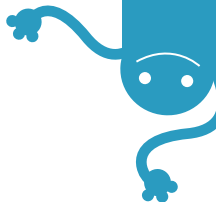
huddle

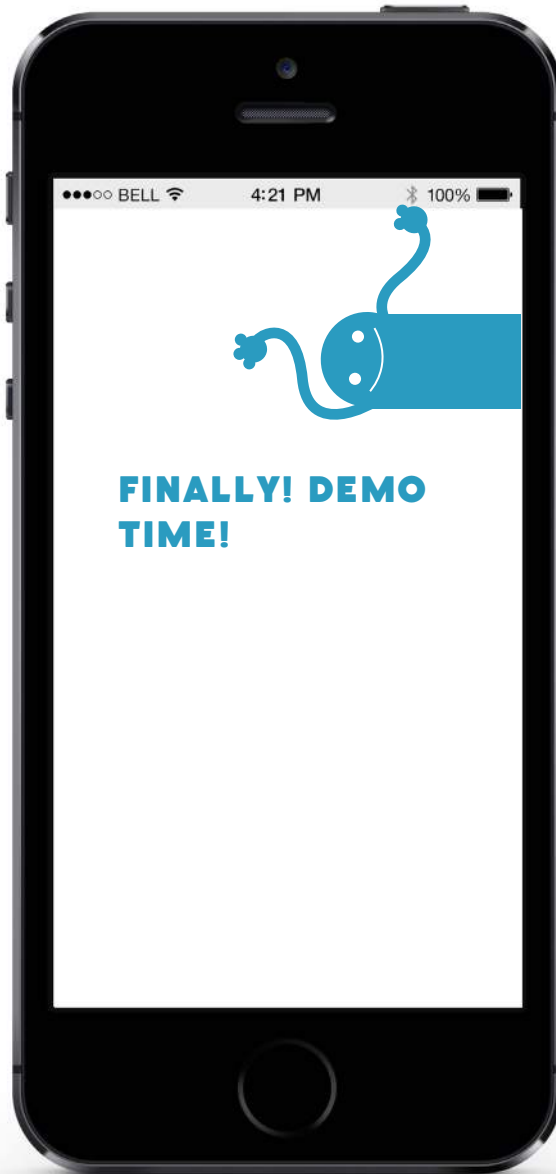




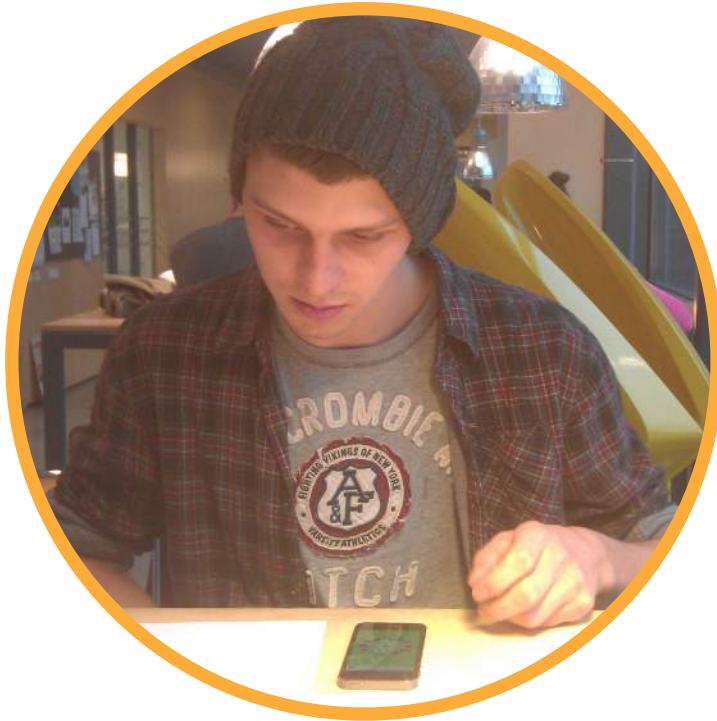
huddle

- ① Come **home** from training or match
- ② **Share** a positive **experience** from the match or training by answering one **question** selected by the admin.
- ③ **View** and **comment** on answers of your teammates

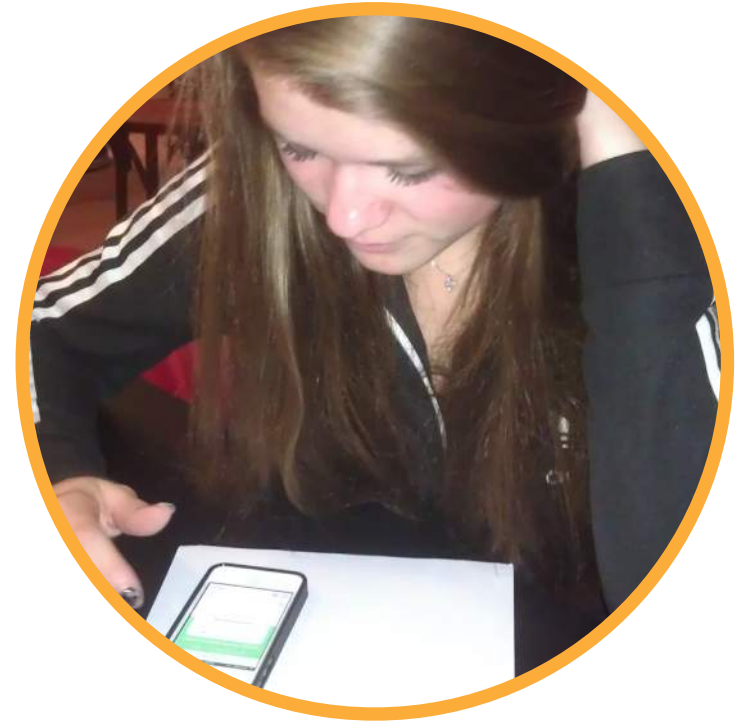




**FINALLY! DEMO
TIME!**



- Minor adjustments to User Interface
- Interaction qualities present

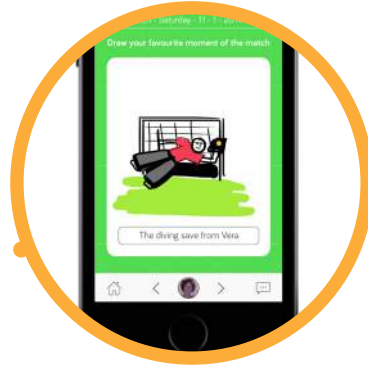


- Interaction was fun, simple and social
- For future adjustment: make it personal



5. EVALUATION

WHAT?



HOW?



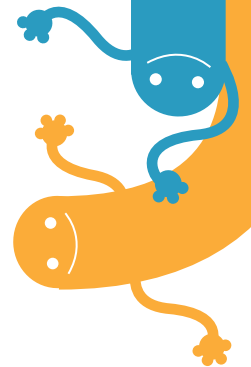
WHO?



WHY?



6. WRAP UP





**WOOHOO!
YOU MADE IT!**

**WE ARE HAPPY TO
ANSWER YOUR
QUESTIONS!**