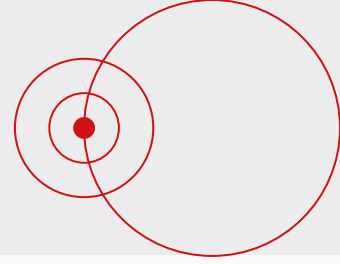


Stadiums *research & process*

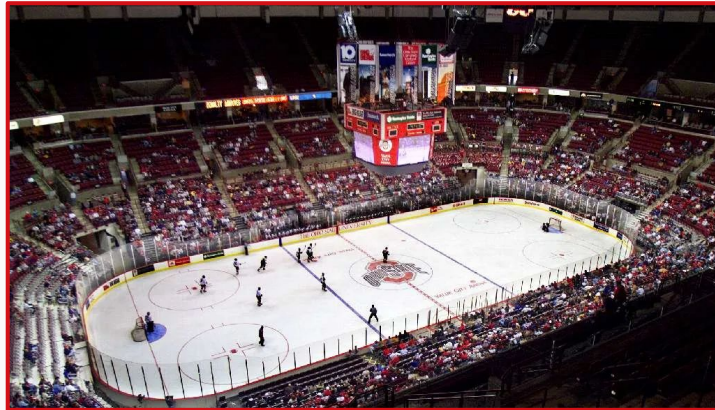
Blake, Grace, Justin, Peter



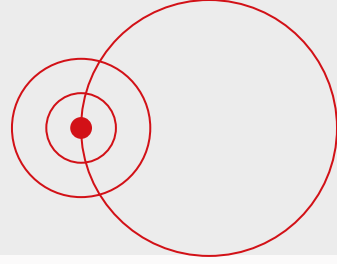
Research Insights



While conducting research we looked into several key areas of the experience of attending a stadium for an event. These key areas included parking, waiting in lines/progressing through security, and actually watching the event. We used this observational research to come up with an integral problem we wanted to solve for this project.



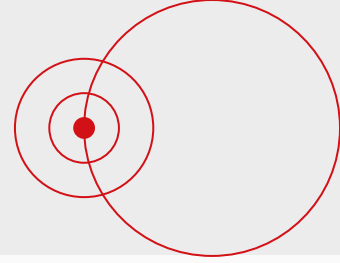
Problem



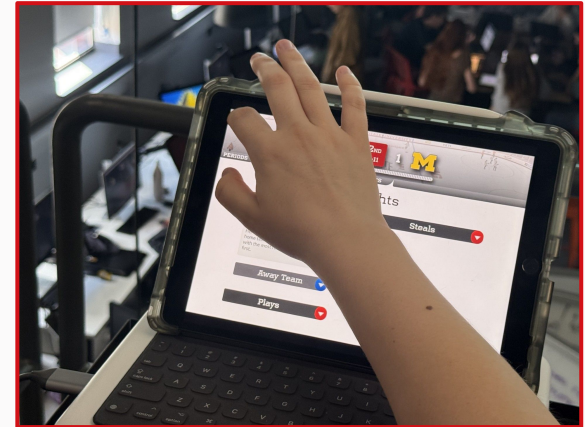
When attending a sporting event, people often wait to leave for breaks (bathroom, concessions, etc.) until scheduled breaks during the event. This can lead to stress over missing parts of the event, while also having to wait to take a break.



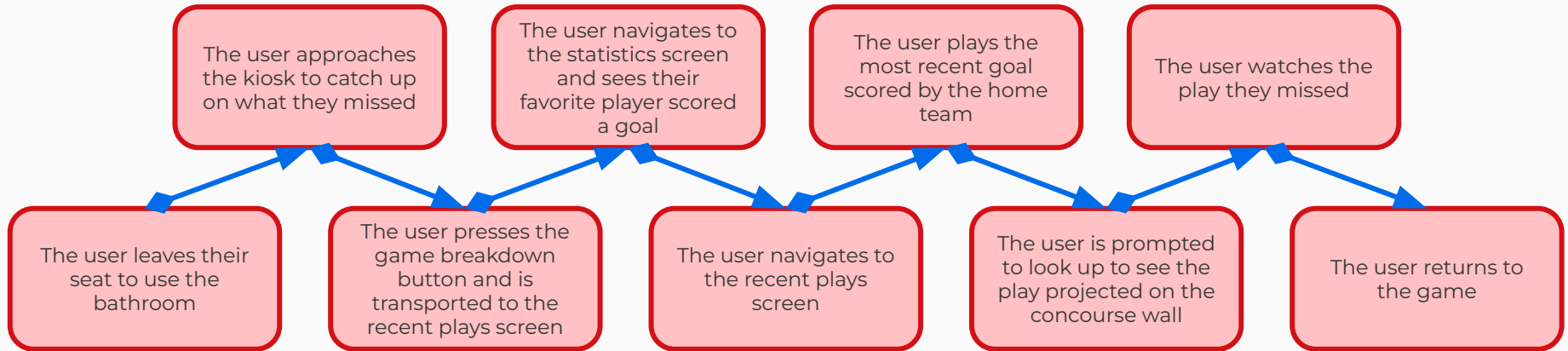
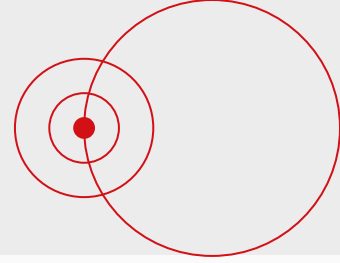
System Concept



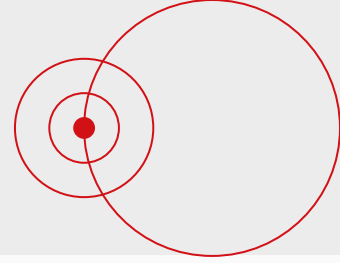
Our system is a projection informed by users decisions on the kiosk. Users will have the ability to RePlay events that happened during the game in order to catch up. These plays have short descriptions and buttons next to the play will cue the projection. Other pages would give other kinds of information for curious users.



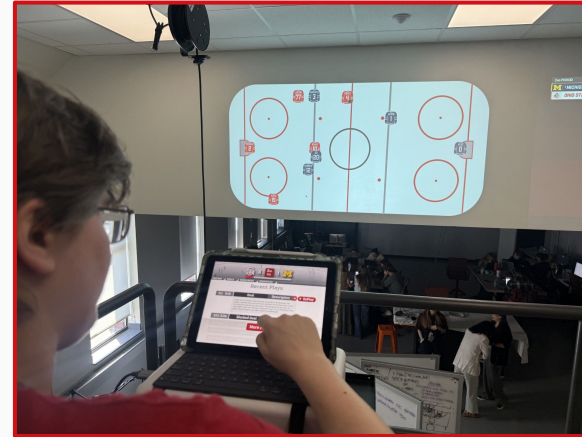
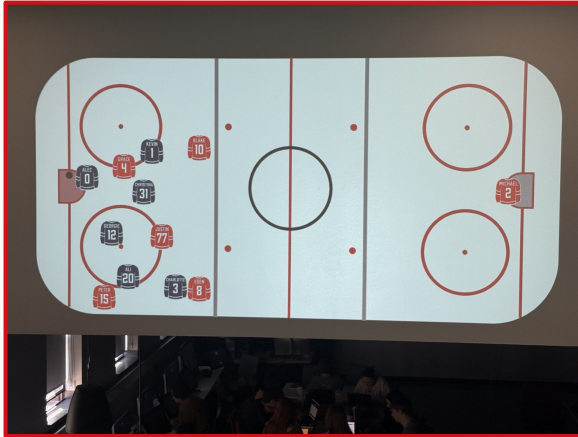
User Flow

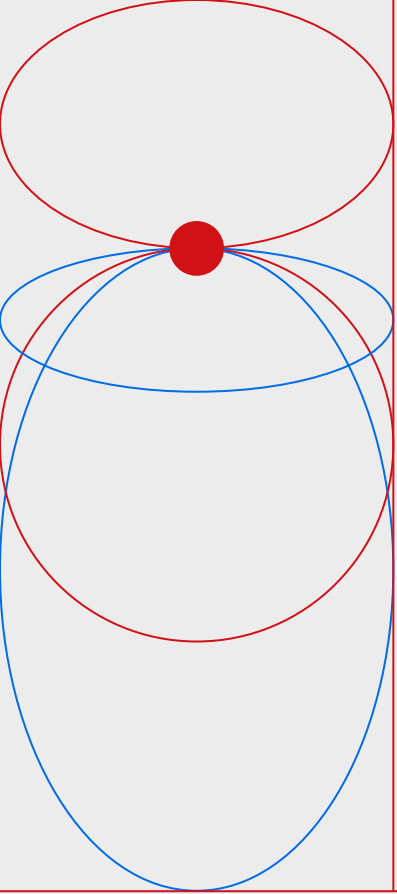


Final Experience



This experience relieves the stress of missing game action while giving information on the plays alongside the RePlay so the user doesn't miss a thing. This system can help both the experienced users that get anxious missing plays and the newcomers who can learn more about the sport.





*Thank
you*