Michael Sagliocco

Interactive Multimedia

4/4/17

Design Documentation

Summary Statement:

I want to teach people about the sport of Ultimate Frisbee. I think that not many people know how the sport is played and I would like to teach them what it is and how it is played. I would have to start off with the basic fundamentals of the game, actually throwing the disc. This could be done by showing a video tutorial or by demonstrating to the people that would be viewing the presentation. Later on, the rules would have to be stated so people know what they are doing. A presentation within Microsoft PowerPoint would be ideal to accompany some diagrams and pictures with some easy to read text, which is what PowerPoint is great at.

User Persona:

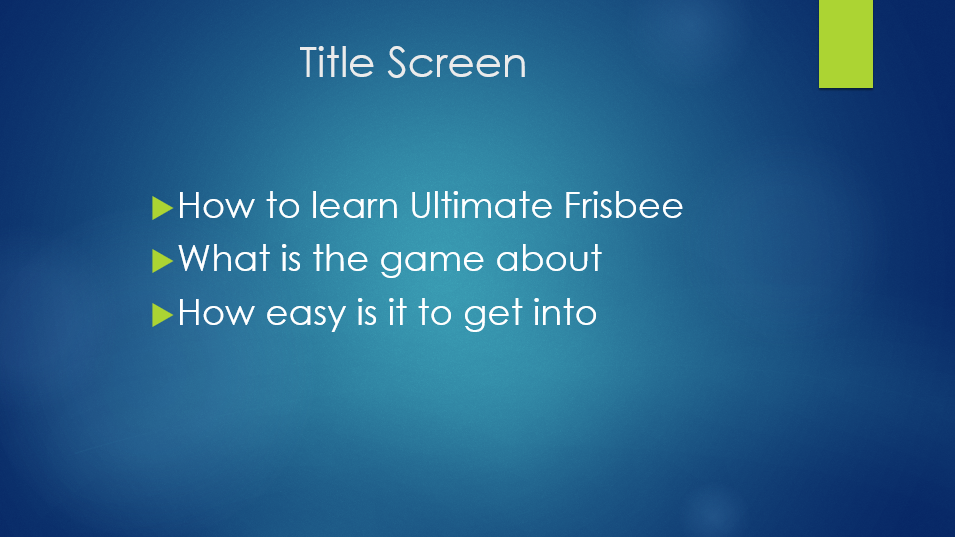
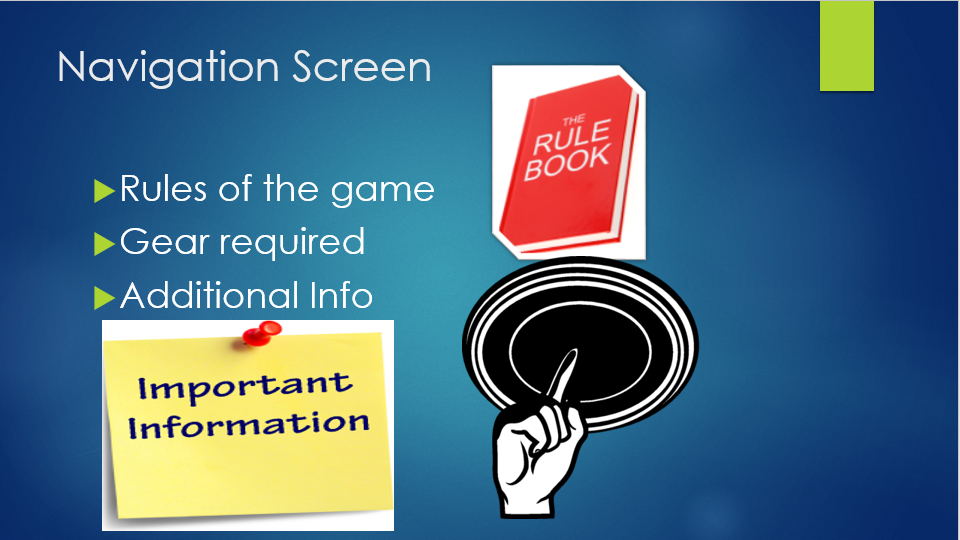
User 1- Athlete - Any athlete that is looking for a new sport to play would be interested in taking a look at this presentation. The demographic for most athletes would be under the age of 40, and somebody with access to some basic athletic apparel. Some serious athletes might enjoy throwing around a Frisbee on a day at the beach and with this presentation, I would show them that the sport is taken seriously enough to where there are different leagues for the many levels of players. A competitive player would jump at the opportunity to join some sort of competition to challenge their skills against other players.

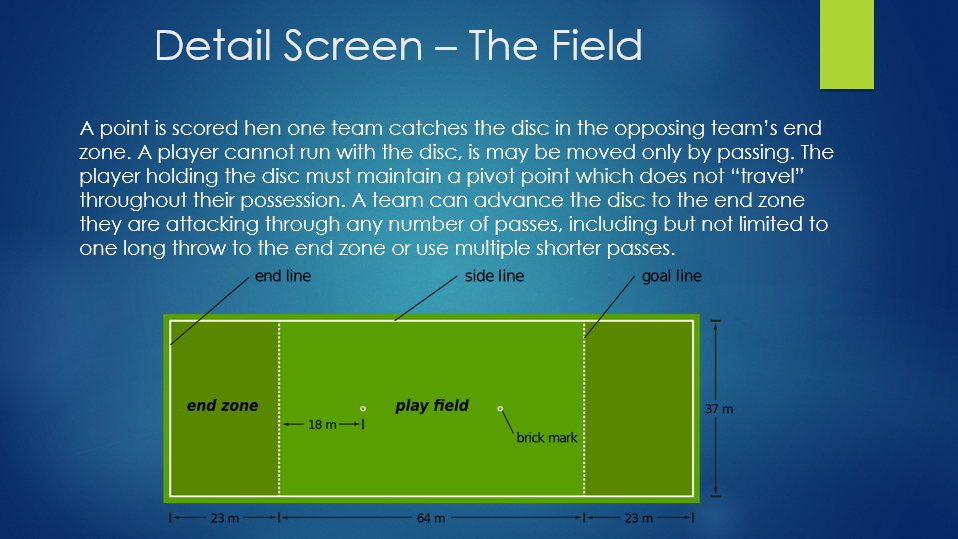
User 2- Sport enthusiast – Any person who enjoys sport will be interested in any sport that is new or foreign to them. With this presentation, I am trying to reign them in by sparking their interest in the sport of Ultimate Frisbee. Also, many enthusiasts could be interested in some footage of the game being played or some crazy highlight play of the game to attract them to say, “hey you could be pulling off these cool plays too.”

User 3- Hobby seeker – This person could be anybody that would has enough free time that they could really dive into something new and make it an activity that they enjoy doing. To grab this person’s attention, the presentation would have to show how easy it can be to get into the sport with minimal effort.

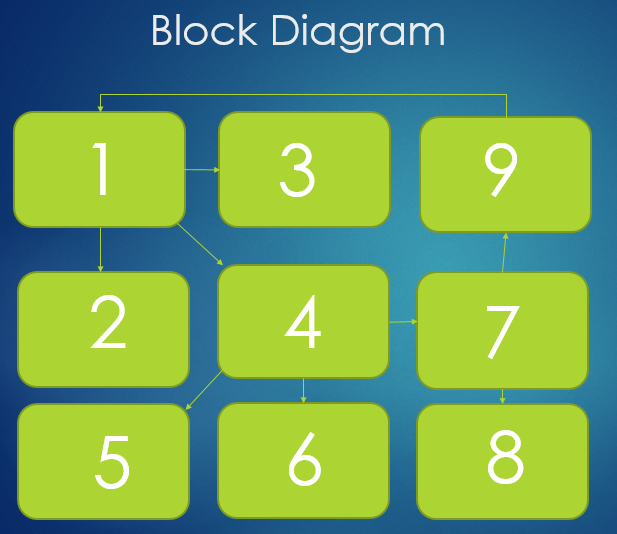
Screen Wireframe:

The title screen will have large font that tells the viewer/reader what this section of the presentation is about. After the title screen, there will be some navigation screens that will direct the viewer to the specific part that they want to learn more about. The detail screen will have any and all information about what is being talked about.





Screen Flows – Block Diagram:

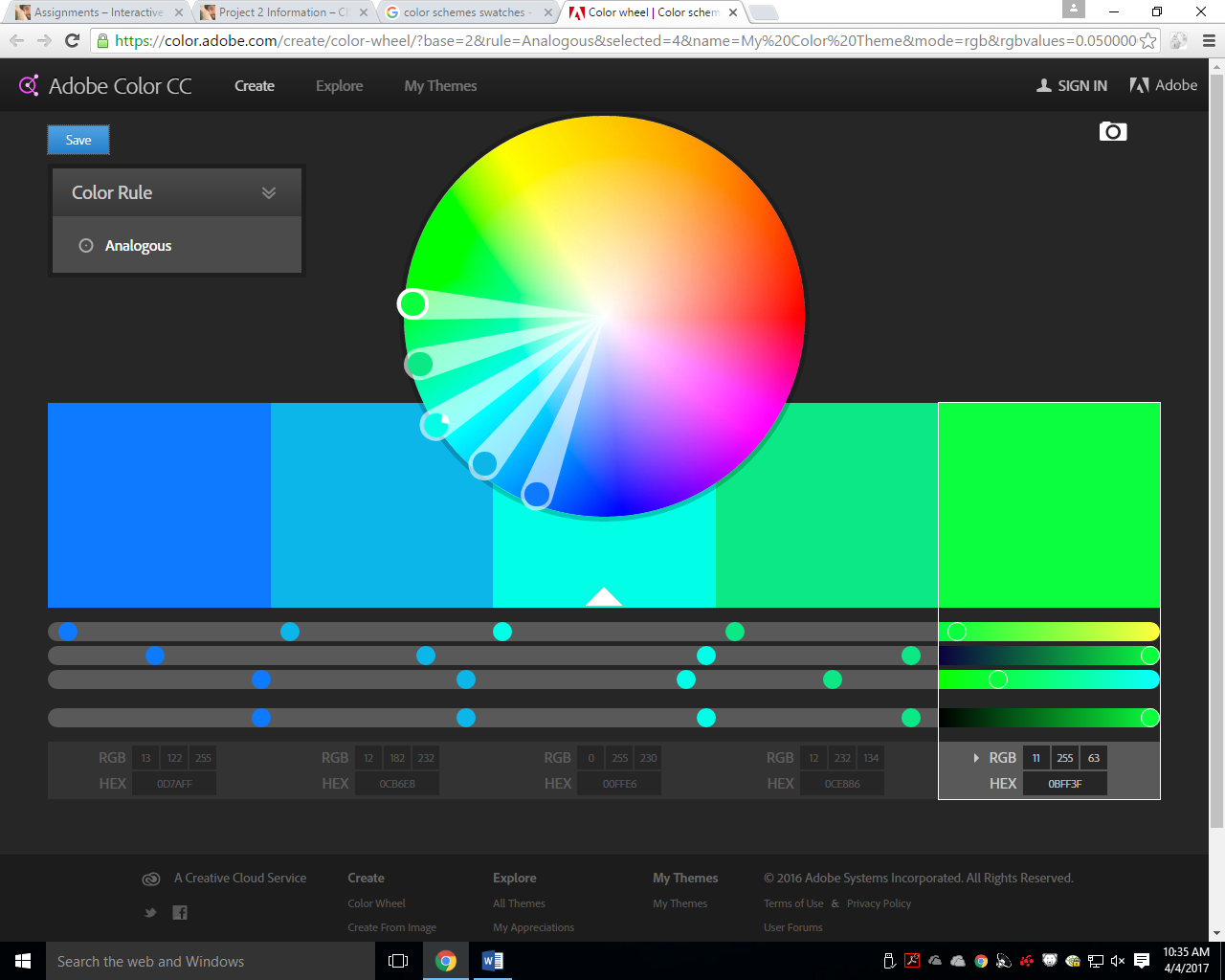


Design Bible:

Delivery Medium: This presentation would be viewed on a computer monitor and would be viewed by using Microsoft PowerPoint. This could also be presented though a projector and displayed on to a wall or board too.

Navigation Labels/Button size: The buttons to click will be labeled with the number of the slide in order to keep it simple to move around the presentation.

Justification of elements: All the elements of pictures will be clickable on the navigation screen in order to try and show the viewer where to find the thing that they just saw on the screen. Other elements will mostly be a diagram to try and explain some rules in order to visualize it.

Typeface Choices: If this presentation is going to be shown to a large amount of people, the text should be large and bold enough for people to see even when they are sitting all the way in the back corner of the room. For the individual viewer, any simple text that is simple to read will work just fine. Perhaps a text like Arial Black for a presentation or just a simple Arial for the person viewing on a computer.

Color Scheme/Swatches: