

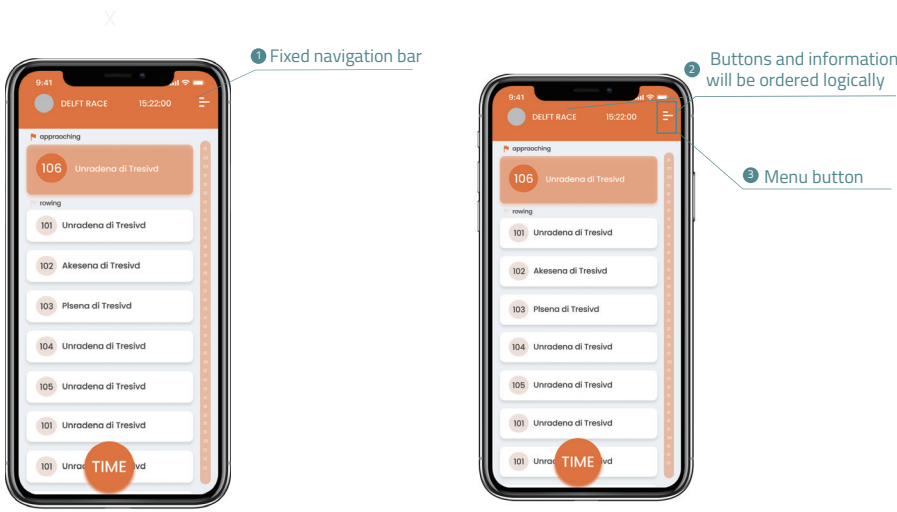
Final concept direction

All of the previously introduced concepts were evaluated and clustered as mentioned in the previous section (Redesigning). We started to generate all these insights into a new concept. While creating this concept we step by step used the PMI cards to create aspects of the concept. The concepts are explained and elaborated upon according to the five problem statements identified in the design brief (Chapter 3 Design Brief).

Our design goal is to use RaceClocker to bridge the gap between the physical and digital world for timekeepers. We want timekeepers to feel confident while using RaceClocker as a timing tool. To achieve this goal, we generate our concepts according to the five problem statements.

Confusing hierarchy

Within the hierarchy issue we categorized the UI elements into three categories: navigation, function and information, as identified in the previous chapter. First of all, a **fixed navigation bar** will be used to improve the hierarchy. We will **clearly tell the user in which part of the website** they are by using color changes within this fixed navigation bar. Furthermore, in the navigation bar **buttons and information** will be **ordered logically** based on the category they belong to. We deliberately **collect some of the functions into a menu button** to make the main interface simple and clear.



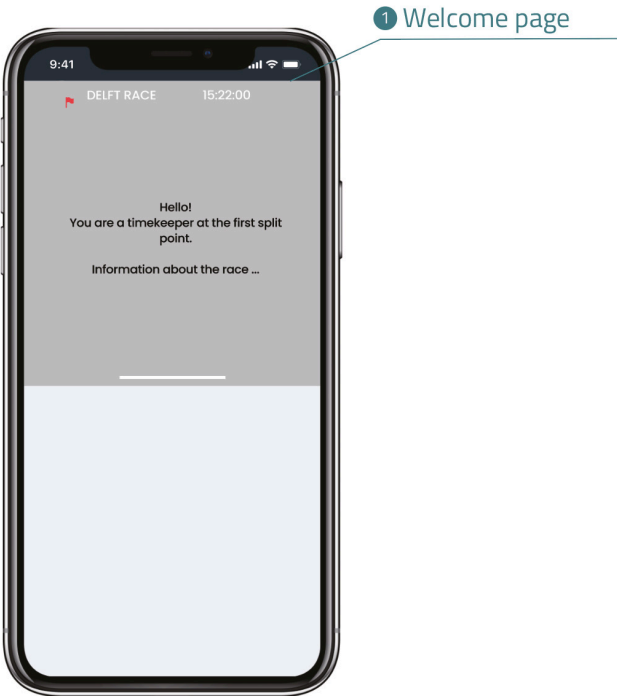
Complicated use flow

A **welcome page** will be used in order to communicate necessary details to the timekeeper. In this way we want to welcome the timekeeper and make them feel confident. When improving the use flow it is important to change some functions and move them to race preparation. Because some **pre-settings** can be determined by the race manager, if necessary a timekeeper can also adjust these settings to personal preferences.

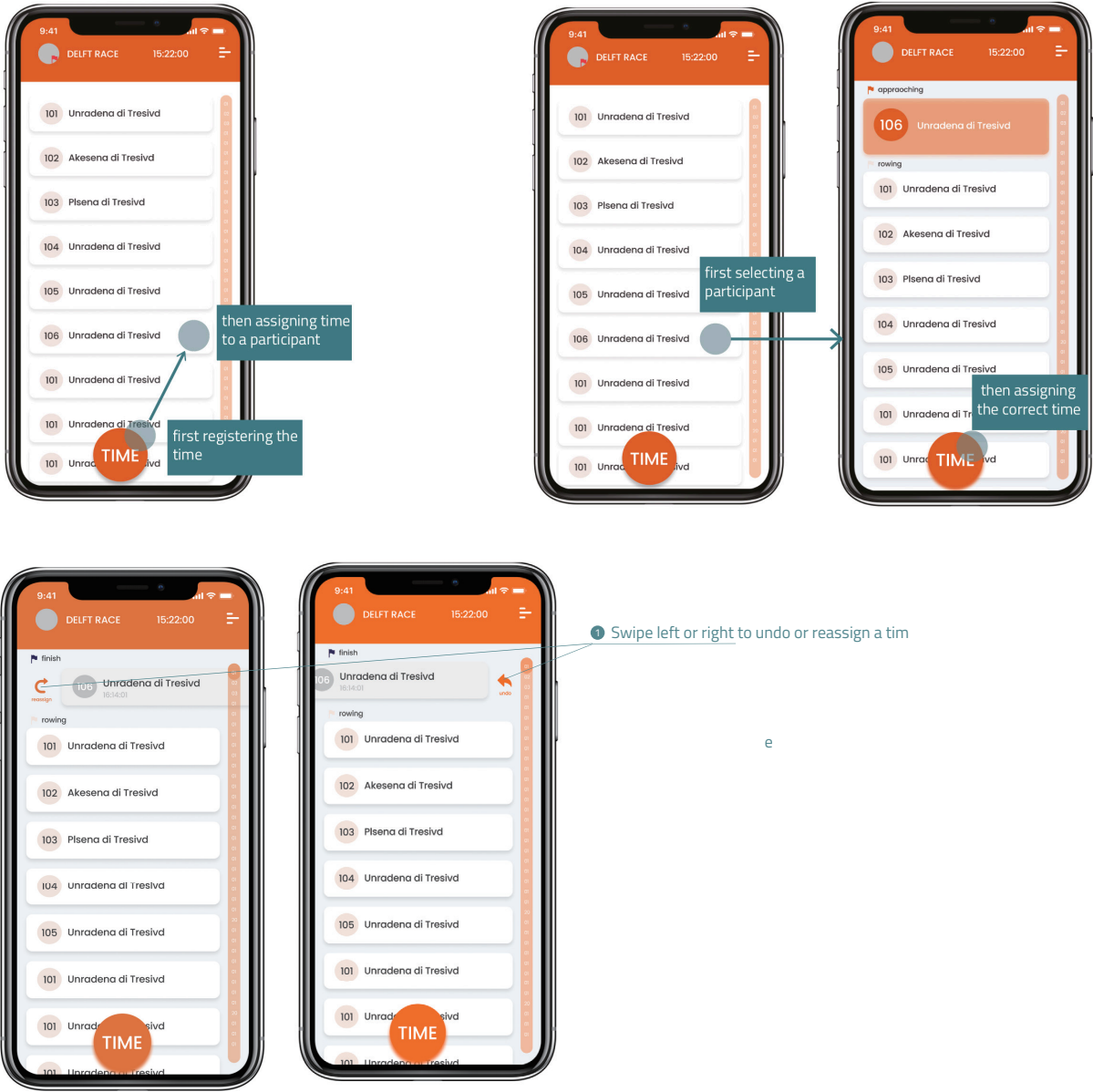
There are **two ways** for the timekeepers to track time: (1) first **registering the time** and **then assigning time to a participant** or (2) first **selecting a participant** and then **assigning the correct time**.

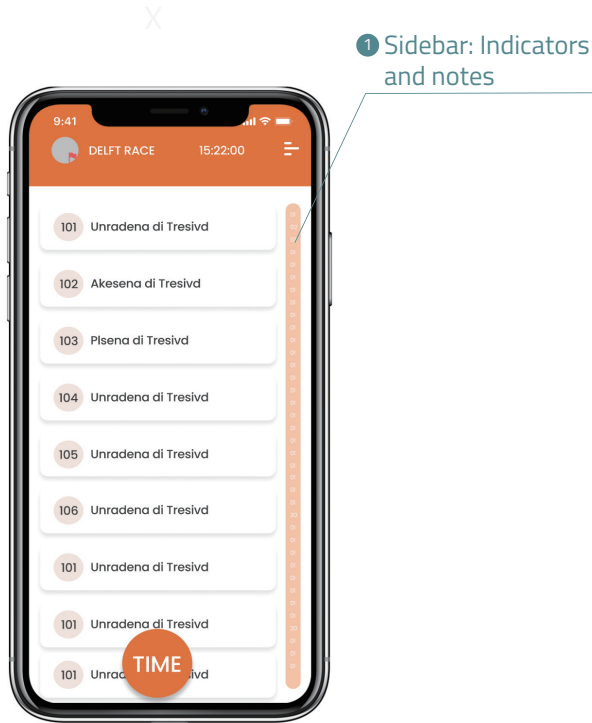
This enables time keepers to prepare themselves for timing when a participant is approaching. Pre-selecting a participant gives them the ability to time at the exact moment as the participant passes the line without looking at the screen. When multiple participants are approaching at the same time, the timekeeper can first register the time and then assign the time to the right participant.

In order to prevent the timekeeper from mistakes, functions for the participants who have done will disappear after recording time, **buttons will not be clickable** anymore. If a mistake has been made, the timekeeper can **swipe left or right to undo or reassign a time**.

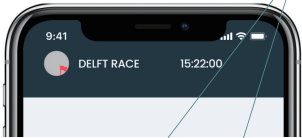


2 TRACK TIME

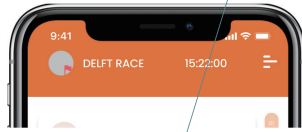




1 Sidebar: Indicators and notes



2 Different colors are used to represent the various status of the race

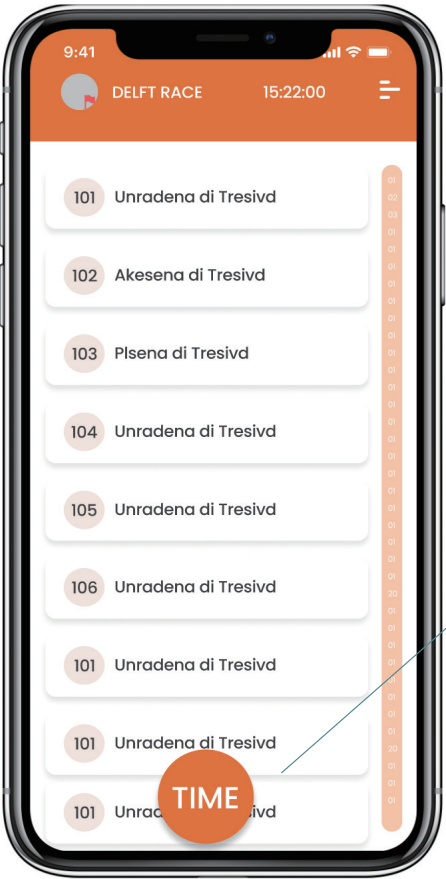


3 Vibration or sound feedback

Lack of clear feedback

In order to make the timekeeper feel more confident, we provide various types of feedback. In terms of the progress of race, some **indicators and notes** to the participants can be used to enable the timekeeper to get quick information from other managers. Besides, **different colors** are used to represent the various status of the race.

Vibration or sound feedback is also used to reassure the timekeepers that the action has been performed successfully with no need to check the screen. In this way, timekeepers can focus on the physical world.



1 Clear and large

Lack of clarity in icons and buttons

Buttons need to have enough **color contrast** so that the user can distinguish them easily. The time button should be **clear and large** enough for the timekeepers to prevent accidental wrong clicks on other buttons.

Difficult operation on the product

Based on our categorization of the information that timekeepers need to pay attention to, we attempt to improve the experience of **inputting information from the physical world** for timekeepers.

To smoothen this process, we intend to integrate **gesture design** into our concept, for instance, **longer press** for more information. We also want to create our own set of *ProbUI* to provide a more intuitive operation experience.

Besides, we intend to use more than digital buttons as the input. For example, timekeepers can press the **volume button** for recording, **turning the phone** into landscape direction can trigger mode switching (eg. switching between the grid and list mode), etc.

