

Tome e-Sports

I've decided on creating a multi-functional mobile app focusing on the e-sports gaming world. It will address many aspects of popular competitive video games, but I will be focusing on the UX Design of these different aspects for one game; League of Legends (LoL). A LoL e-sports fan user will have the opportunity to learn all about the competitive scene and receive notifications about it based on his/her profile settings (i.e. favorite pro player, team, organization, or tournament subscriptions). More specifically a user will receive notifications for when tournament schedules are released that you chose to follow, a match is about to start, sends you team scores and match results if you opt into it, news updates from favorited team blogs, twitter updates from favorited teams and players, etc.

Similarities: [theScore e-sports](#), [Strafe](#), <http://www.gosugamers.net/>

The most important feature design I will be prioritizing with this app is a program that will be accessible at any time and suggested with every match schedule notification. The program will retrieve data from pro player statistics and tries to predict team vs team match-ups based on draft and individual player performance on each champion/character in the game specifically.

Here's an example of [a website that predicts match-ups](#) only based on the hero/champion/character draft of both opposing teams for the game DoTA 2 (same genre as LoL).

If that's not robust enough I will consider adding a community forum section that will be categorized by game and within that; pro players, teams, tournaments, etc.

Discovery:

- Who is your project focusing on? Target audience?
 - o The international competitive gaming community of e-sports fans
 - o Mostly males

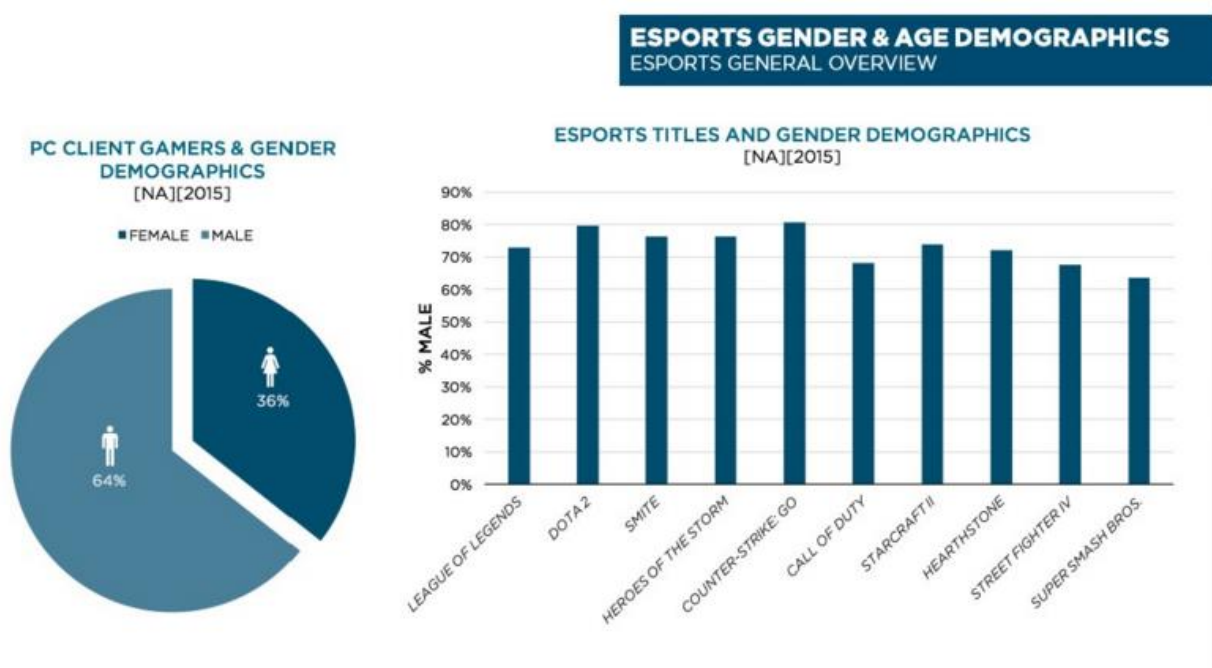


Figure 1 <http://www.kotaku.com.au/2015/11/average-age-of-e-sports-players-is-higher-than-you-d-think/>

- o Age range: 12 - 35 years old

Design:

- If you are focusing on an existing product, what are you going to redesign?
 - o This app will be envisioned as a better version of [theScore e-sports](#) starting with how it address the e-sports world of League of Legends.

Key Differences:

- Have a better visual design relating closer to LoL's color palate and graphical interface (Other games would have their own theme switched onto the app interface if I go further with this in the future)
- Allow the user to specifically follow individual pro players and receive notifications based on their live activity instead of just team updates
- Allow the user to predict matches based on draft and individual player performance
- If it's possible, notifications for when a match has started instead of the tournament stream, if not then notifications for tournament delays based on crowd sourcing or tournament news feeds

Validation:

- **How will you validate what you design?**
 - o Overtime I have accumulated a long list of gamer friends both online and in real life that will likely be interested in using this application if it were ever to be developed. Most of them would probably be willing to help me with research surveys and prototype testing.