

Hoopkeeper

Summary: Hooperkeeper is an Android mobile app for fans/parents of a basketball player to keep track of their player's statistics as well as general game statistics. Involved in this process was user research, features/user archetype brainstorming, paper/low-fidelity prototypes, gesture proposals, as well as a complete implementation of the application(<https://github.com/arsun2/HoopKeeper>). This project was done in a team of 4 for an upper division Computer Course - CS498 Mobile Interactive Design during the Spring 2019 semester. I contributed across all areas of the following, and also served as the lead developer.

User archetype & project scope brainstorming:

https://docs.google.com/document/d/1MU7cT0ROGHbwmzO_-PoveyE9yluBlhic9goQwqtsQYs/edit?usp=sharing

Application flow proposal as well as initial mock-ups:

https://drive.google.com/file/d/17HmYTtZvVotj-7Buy27hF5qaOR_CMQcX/view?usp=sharing

Low-fidelity paper-prototypes:

<https://drive.google.com/file/d/1jSpesIqMx8Q7w5ISib2zDDg14LOR-ESn/view?usp=sharing>

High-fidelity prototypes and presentation:

https://docs.google.com/presentation/d/1pfJo1vDt6HkjGw2Onro0KA8QREG_Cw_7YmyGE7S6IFQ/edit?usp=sharing

User research questions brainstorming:

<https://docs.google.com/document/d/1ZoNBuqq3PqGvqivgm5R6OnNJrGCvIXgFSGEvQ-5nO6A/edit?usp=sharing>

Field study presentation on developed application:

<https://docs.google.com/presentation/d/1SKXQ7KVEI-USBXPRDnk6TNdbDTN17e-E-D0ImrL80Eo/edit?usp=sharing>

Gestures Proposal:

https://docs.google.com/presentation/d/1GVILZ4mioC8RpUvb-v_PnNqM-l16CdIZRiuX48mV410/edit?usp=sharing