# **Approach to Designing Responsive Cricket Scoreboard**

By Jeremy Williams 12th September 2014



### **Brief for live cricket SB**

The brief constantly moved but could be summarized as:

- Design a white label cricket scoreboard that can be used for both B2B and B2C purposes
- Must be responsive with a mobile first skew
- B2B clients will primarily take scoreboards at a match level, but others may take scoreboards at a series and world cricket level.
- · Concept will be adaptive to other sports
- Includes live scores, statistical analysis, historical data, news, infographics, video, social media, prediction models, etc...
- Must be totally scalable & modular/component driven

## **Background**

- Most users are concerned with now (who is winning and the state of play)
- Smaller percentage of users want more but may be enticed to dig deeper in the right context

# **Process / Methodology for this project**

I worked closely with the product manager throughout this ongoing project, and the process could best be described as agile.

## 1. Review the current project and research

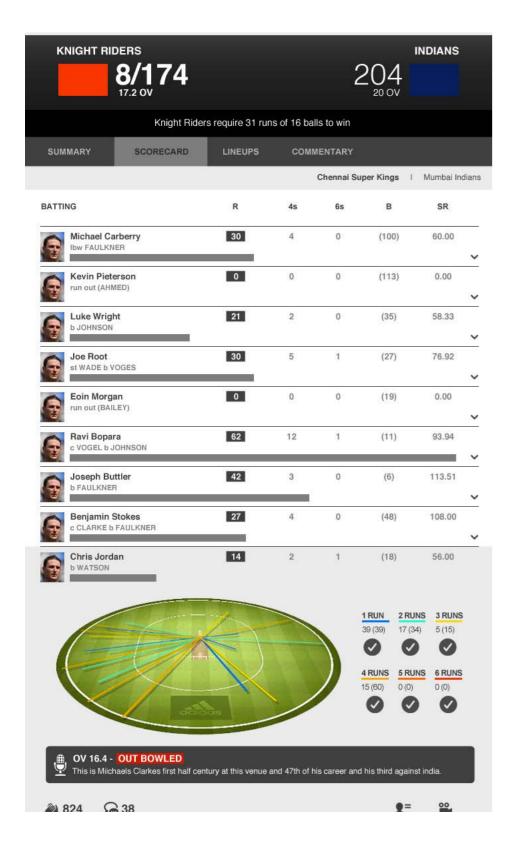
This stage was very brief as we knew the existing products very well and I always had a constant eye out for sports apps and websites. I have so much experience with live sports products it's not necessary.

I did spend a bit of time looking at different design patterns that might work.

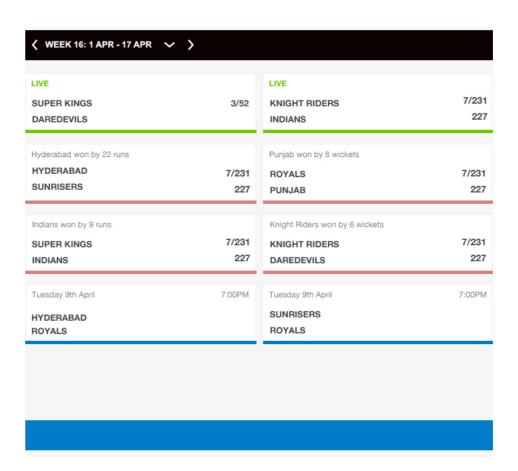


## 2. Picked the easy fruit

Designed some of the mandatory components such as scorecards, fixture, and commentary so the dev team could start building. (NOTEMost of theses designs evovled later)

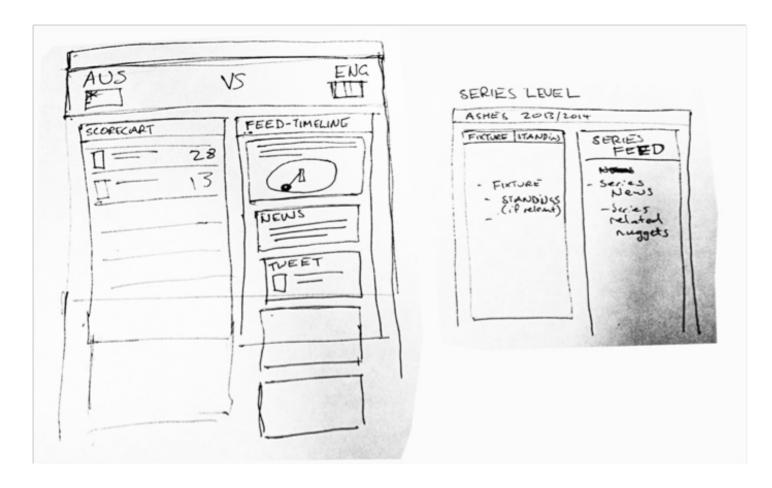


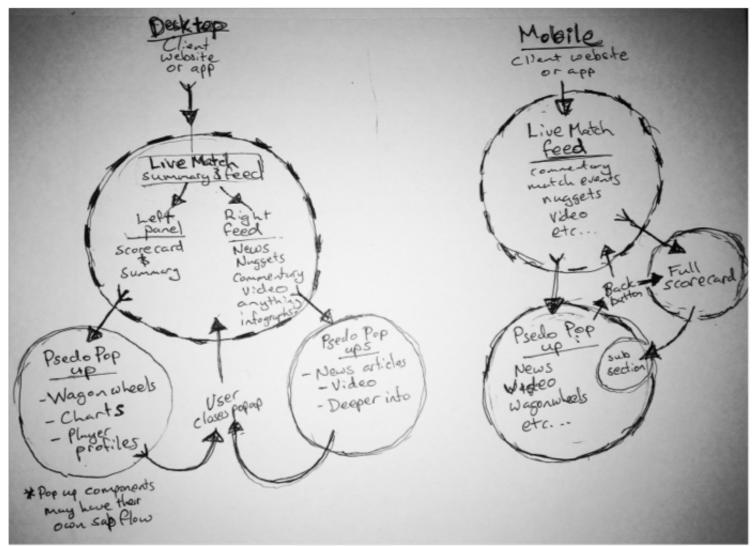




## 3. Back to the big picture

These are probably the most important sketches I did as they dictated the overall UX structure.

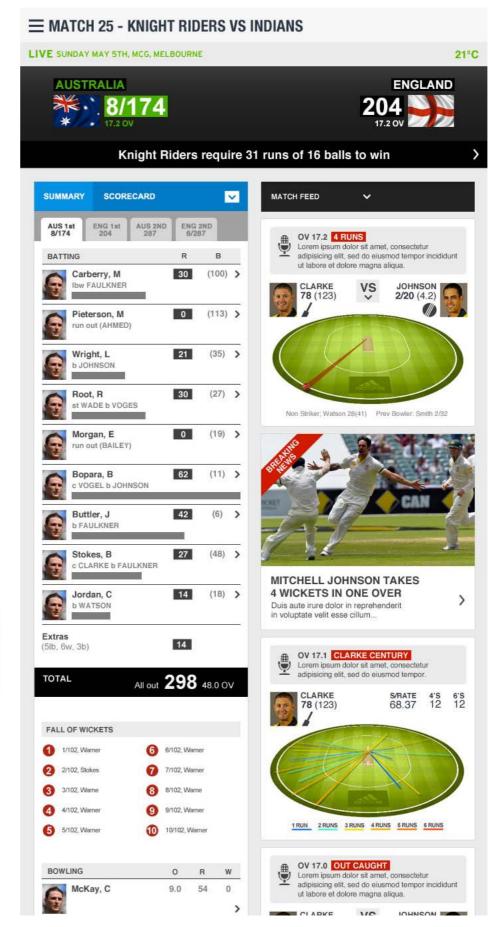




## 4. Worked up some concept designs

This helped sell the concept to stake holders.

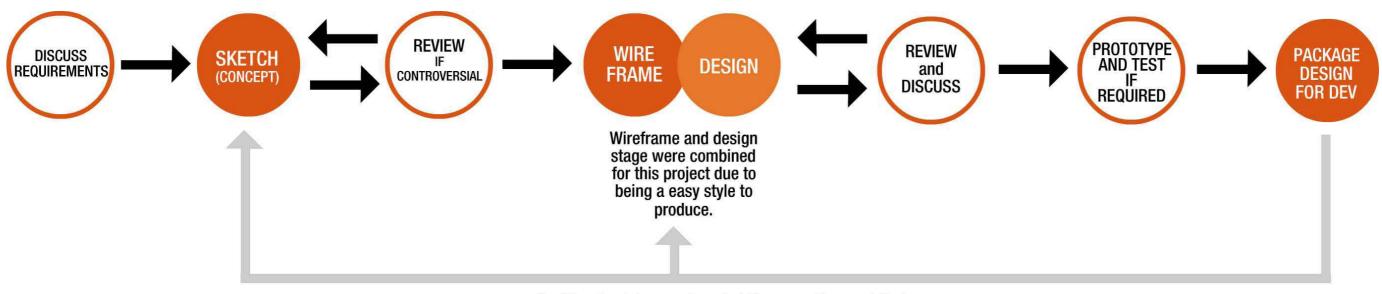






# 5. Went back to working on components and sub sections.

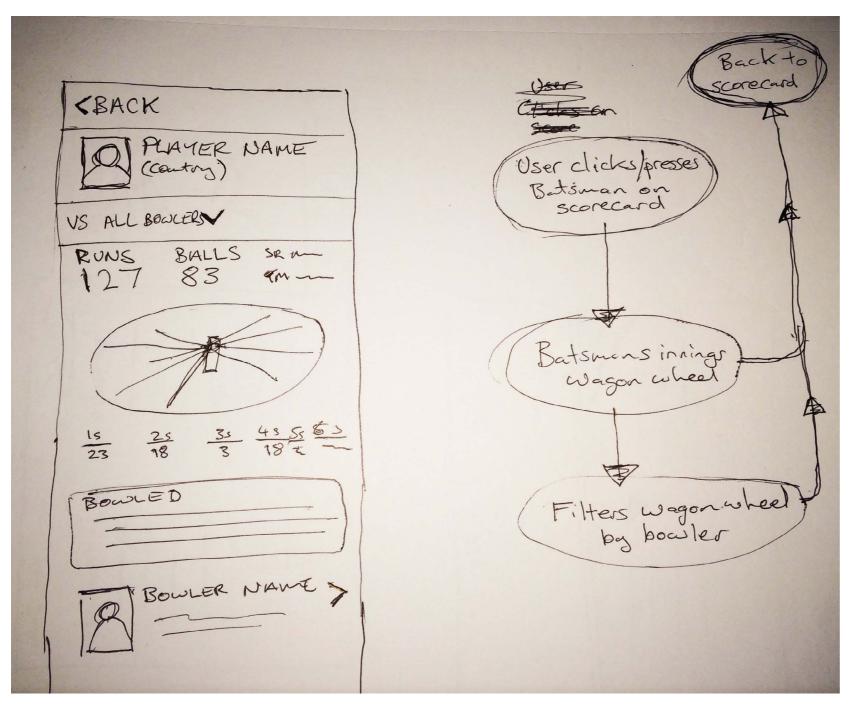
The process I used for each component is best demonstrated by below:



Could go back to any stage but these are the most likely

## **Example Component Process (Batting Wagon Wheel)**

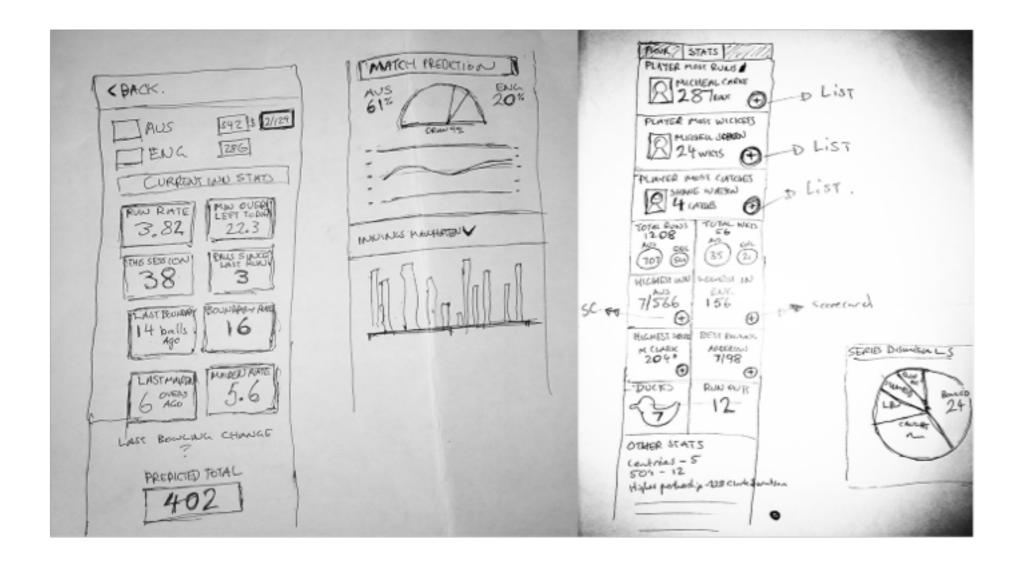
### Sketch of Wagonwheel component



### Wireframe / Design (MOBILE)

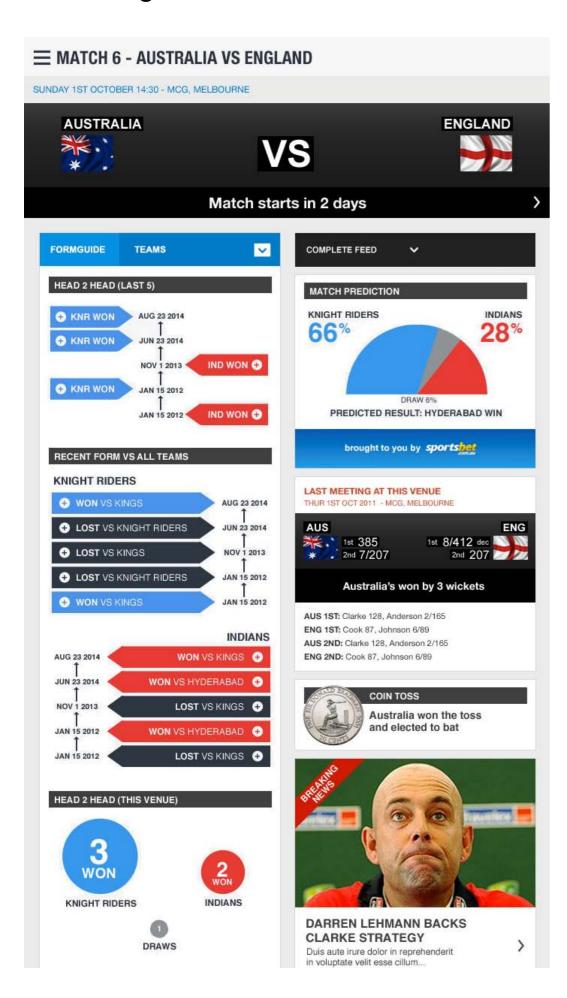


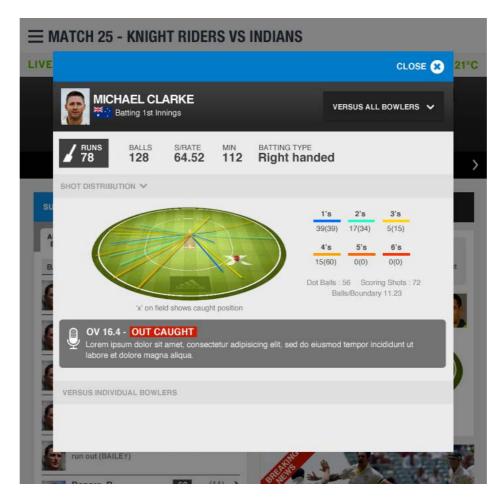
## **More Sketches**



Wireframe / Design (MOBILE)

## **More Designs / Wireframes**





#### **< BACK**

#### MOST RUNS (THIS SERIES)



#### WARNER, DA





MAT: 5 - INN: 10 - NO: 1 - HS: 124 - AVE: 58:88 SR: 77.86 - 50's: 10 - 100's: 10



#### HADDIN, BJ





MAT: 5 - INN: 10 - NO: 1 - HS: 124 - AVE: 58:88 SR: 77.86 - 50's: 10 - 100's: 10



#### PIETERSEN, KP





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