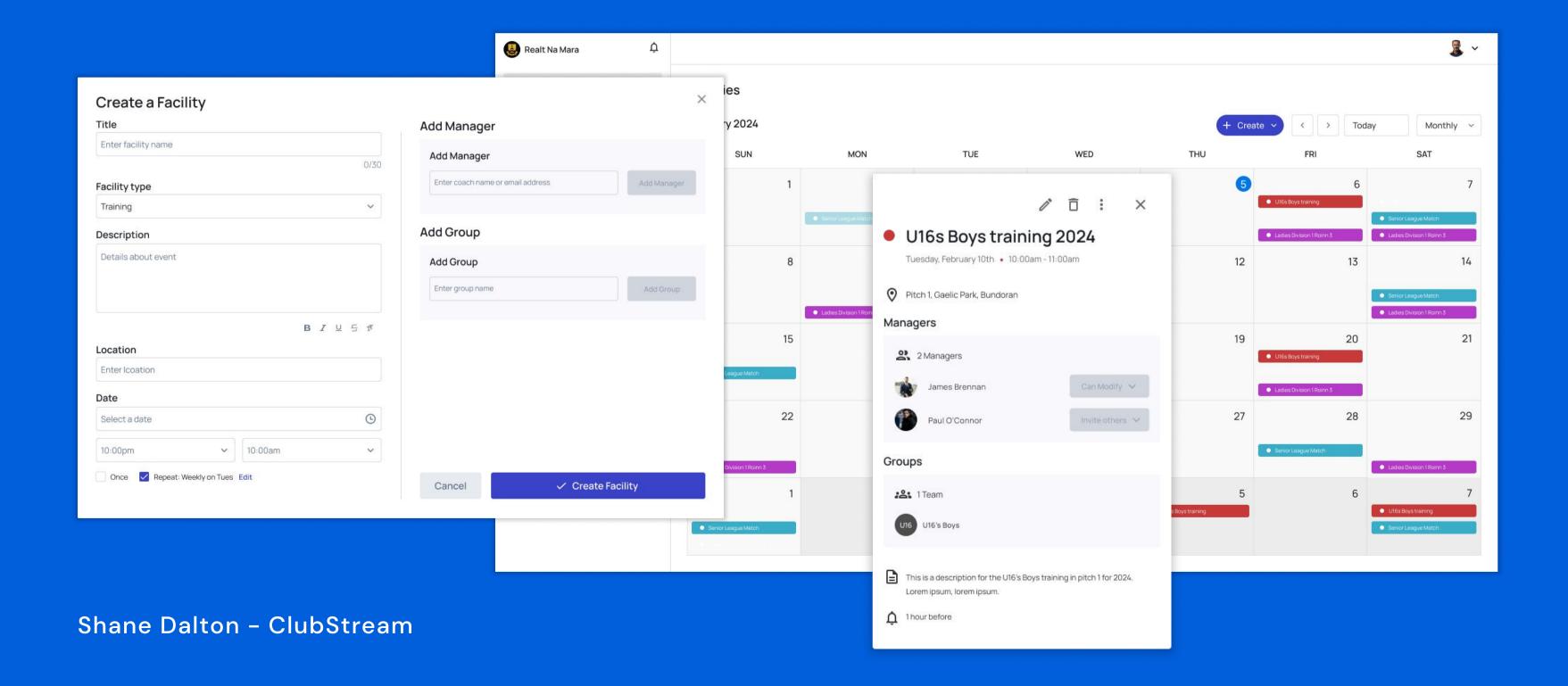
Facilities management

This design project aims to empower administrators to efficiently create & manage sport facilities for their local club.



ClubStream

ClubStream empowers clubs of all types by streamlining administration, driving recurring revenue and enhancing member engagement.



Overview

My Responsibilities

User research

Ideation

Visual Design

Timeline

2 Weeks (Discovery & design)

Problem space

Administrators need help managing and optimizing the utilization of sports facilities

Use case: Facilities management, creation & booking for Club Administrators

User research

| Interview

Persona

Competitor analysis

Interview

"Conversations can take up a lot of time so the time management side of things is challenging"

"You're relying on memory. You're writing it down or using excel sheets. That's the big challenge."

"If teams have to book and change appointments with the facilities it has to be documented. This is open to human error and manual error."

Persona

Persona



Demographics

Age: 49

Education: Bsc. Sports Science Hometown: Donegal, Ireland Family: Married, 2 children

Occupation: Paramedic / Club Volunteer

User need statement: Cillian is a paramedic and club volunteer, who needs a streamlined and automated system for managing facility bookings availability because he wants to reduce time spent on manual communication, minimize scheduling conflicts and improve overall efficiency within the club.

Goals

- Establish a streamlined process for all teams to access and utilize facilities without encountering delays or scheduling conflicts.
- Empowers users to manage their bookings and schedules autonomously. A solution where stakeholders can easily book slots, view availability, and make changes without relying on manual communication with the administrator.
- Implement automation through a user-friendly system that reduces the administrative workload and minimizes the likelihood of errors.

Quote

"A lot of clubs have websites. Clubs are getting a bit more involved. A lot of clubs just have fixtures and results but they are not aimed at internal members, volunteers etc. It would make things a lot easier if it can be managed internally without having to speak with a person."

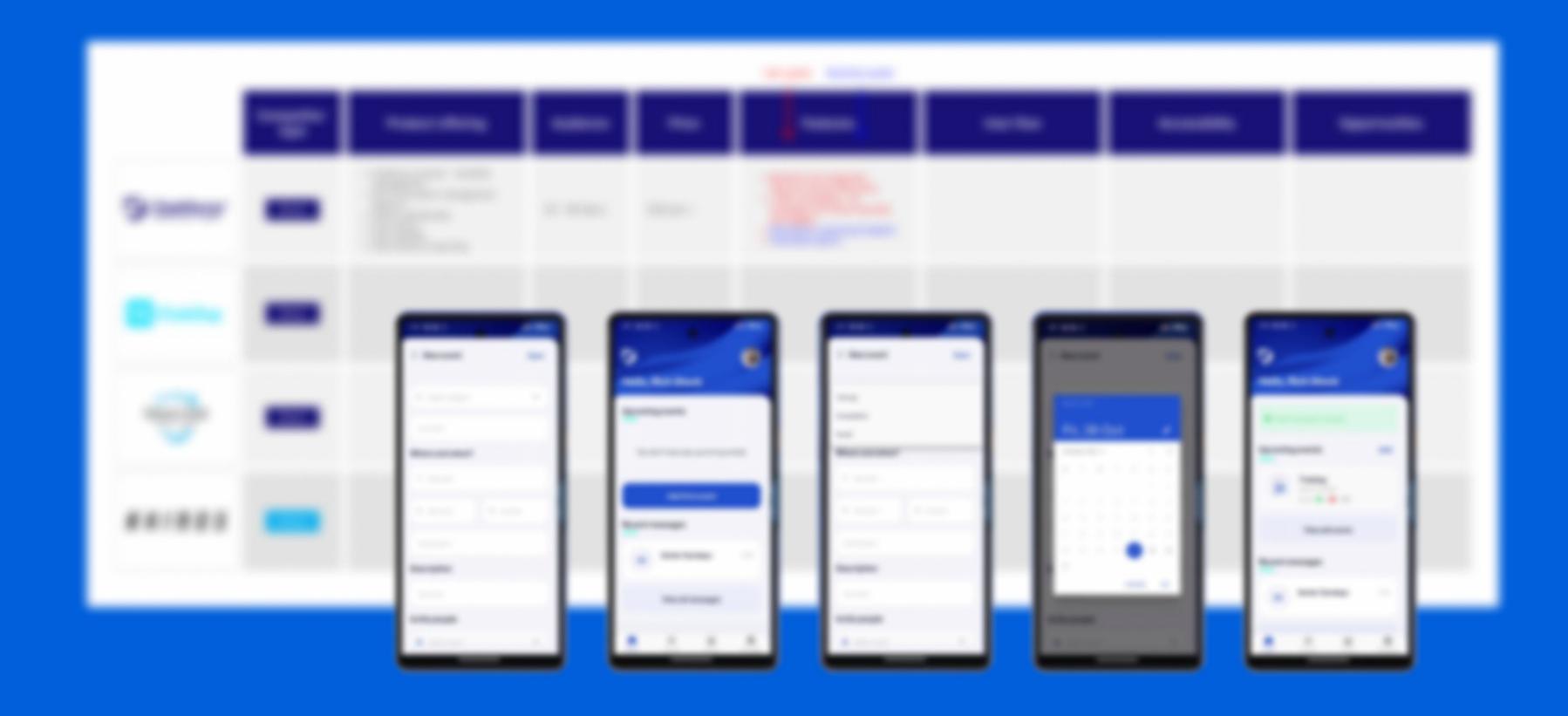
Frustrations

- "You're relying on memory. You're writing it down or using excel sheets. That's the big challenge. It's the time you have to take to speak with these different people. Conversations can take up a lot of time so the time management side of things is challenging"
- "Having no documentation that you can really share that's open source, so people can login and see what their time slot is without having to ring up me or having to communicate"
- "Going to the facilities to check everything, opening up, closing."

Favourite Brands



Competitor analysis



Research findings

Pain-points



No Access to Schedules



Memory dependency



Human Error



Time-intensive chats

Goals



Automation



Autonomy



Better time management



Improved communication

Ideation

Brainstorming

Jobs to be done

User story mapping

Brainstorming

Brainstorming helped me put myself in the shoes of the user.

- 1. How do I oversee what coaches can and cannot do within the system?
- 2. What happens if a manager change is needed? Is it possible for a second coach to be added to a team / group? Can a manager be replaced in team / group?
- 3. How do set the availability of a facility?

Jobs to be done

What problems are users trying to solve?

- When Cillian needs to coordinate bookings and resolve scheduling conflicts efficiently, he wants clear visibility of facility availability, so he can manage bookings seamlessly.
- When Cillian needs to ensure smooth access to facilities for all teams, he wants a system to manage facility bookings, ensuring optimal resource utilization.
- When Cillian wants to empower teams and club members to manage their bookings independently, he wants a solution that provides easy access to facility availability and booking options, eliminating the need for manual communication with the administrator.

User story mapping

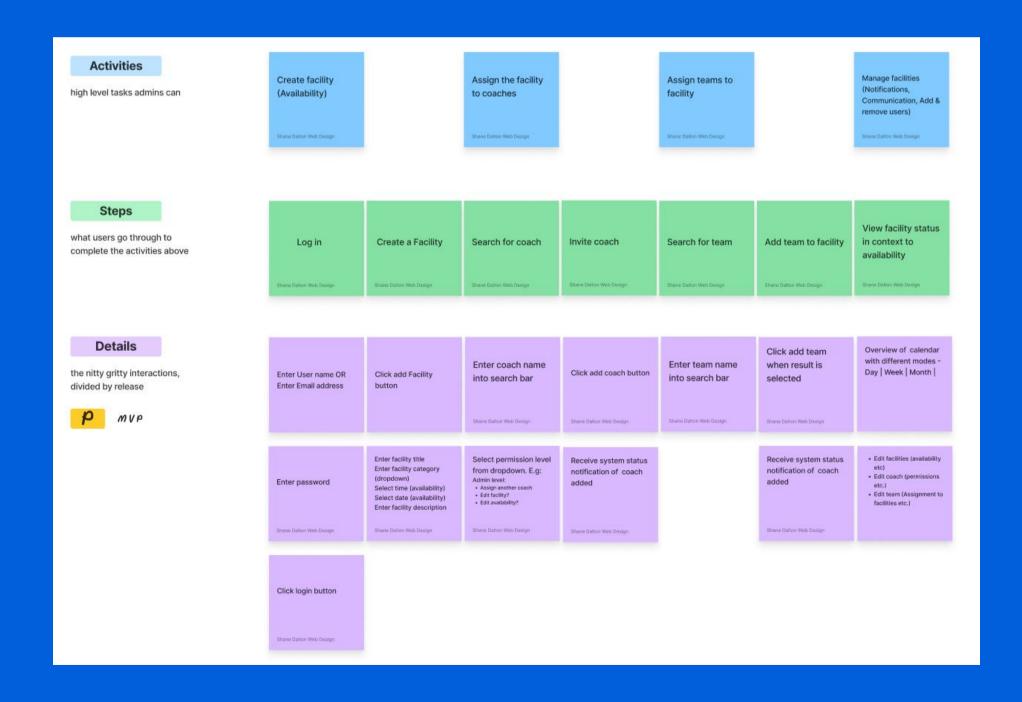
What are the touchpoints involved in a club administrators journey?

Why this approach?

User-centric

Time efficient

Rapid prototyping & testing



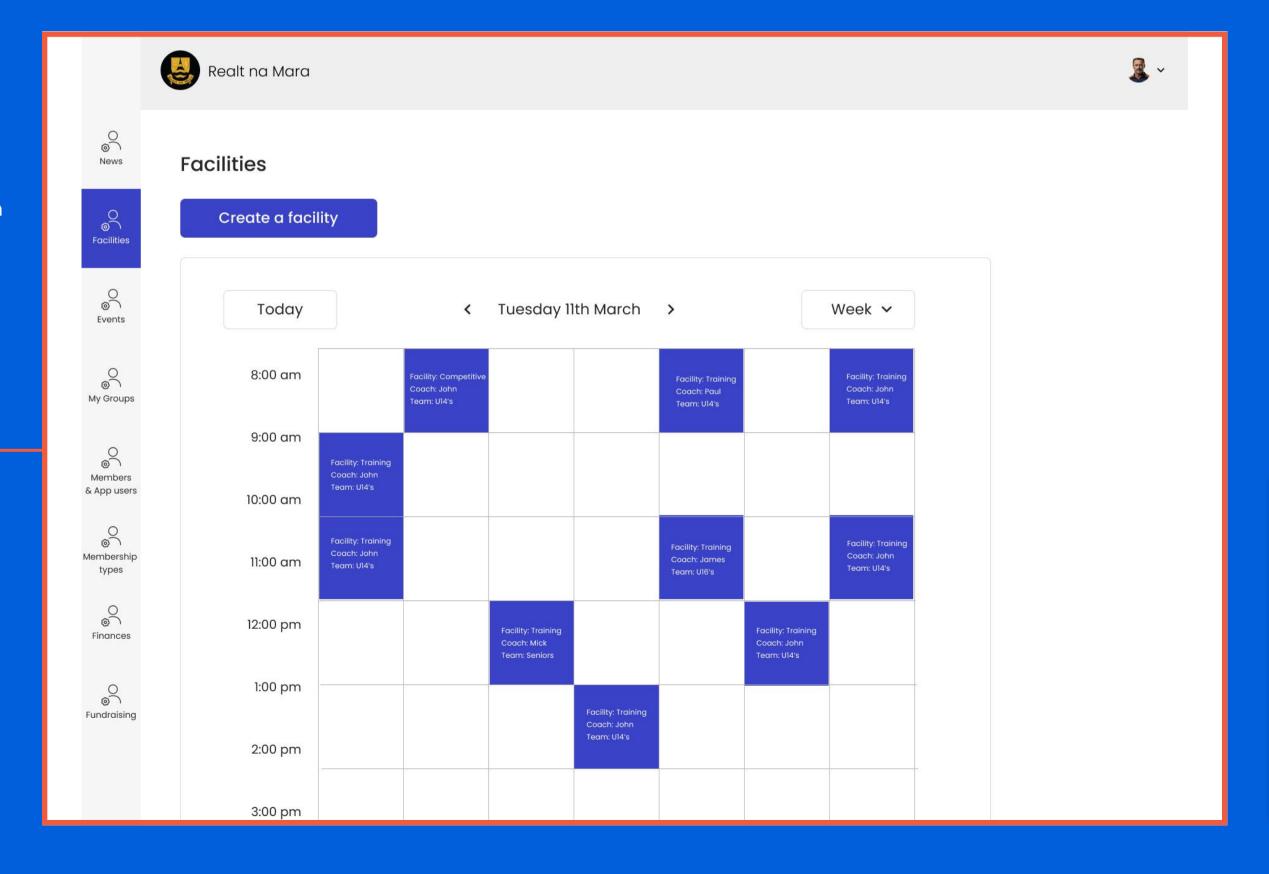
Design iterations

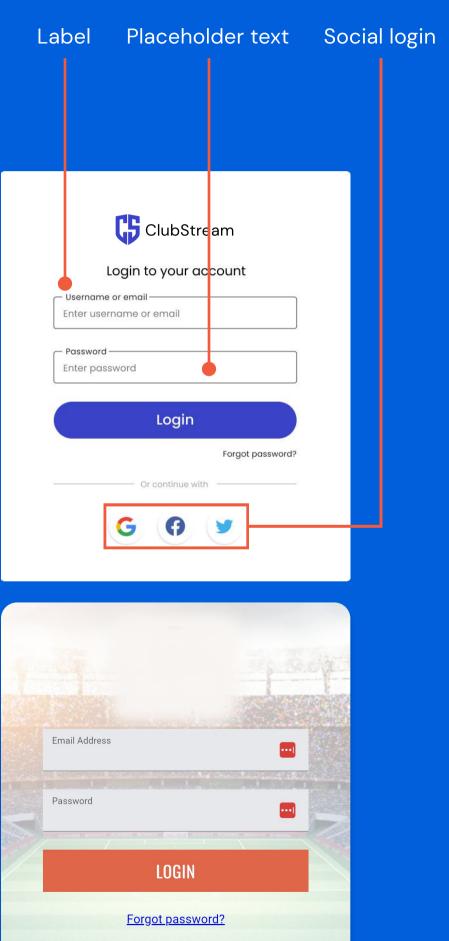
- Design task
- Post-task iteration

Design Task



Scheduling & management

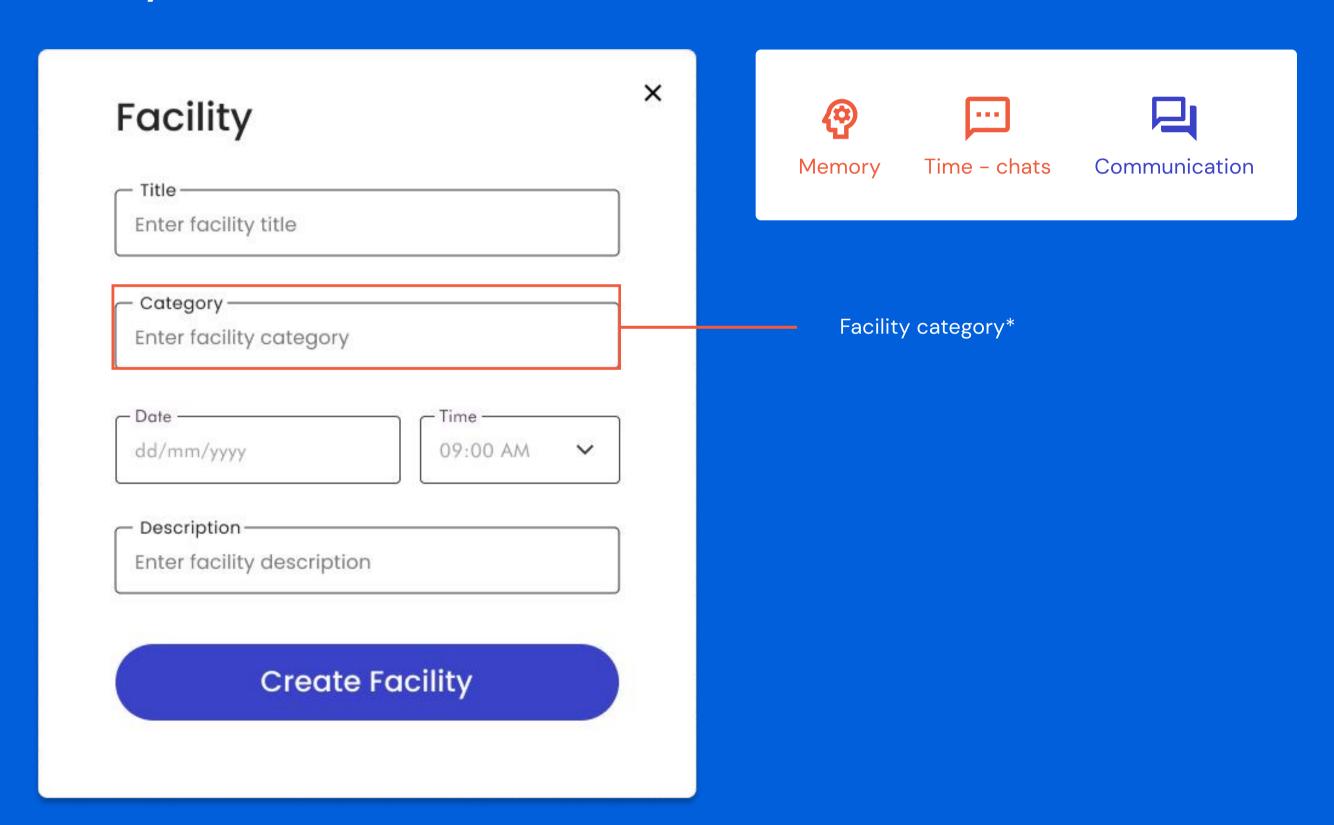




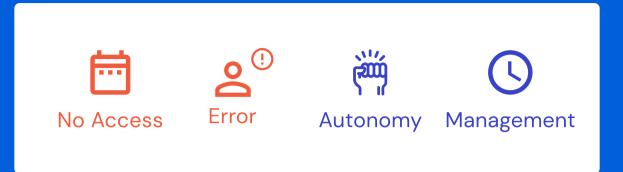
System Integration

Design Task

Facility creation



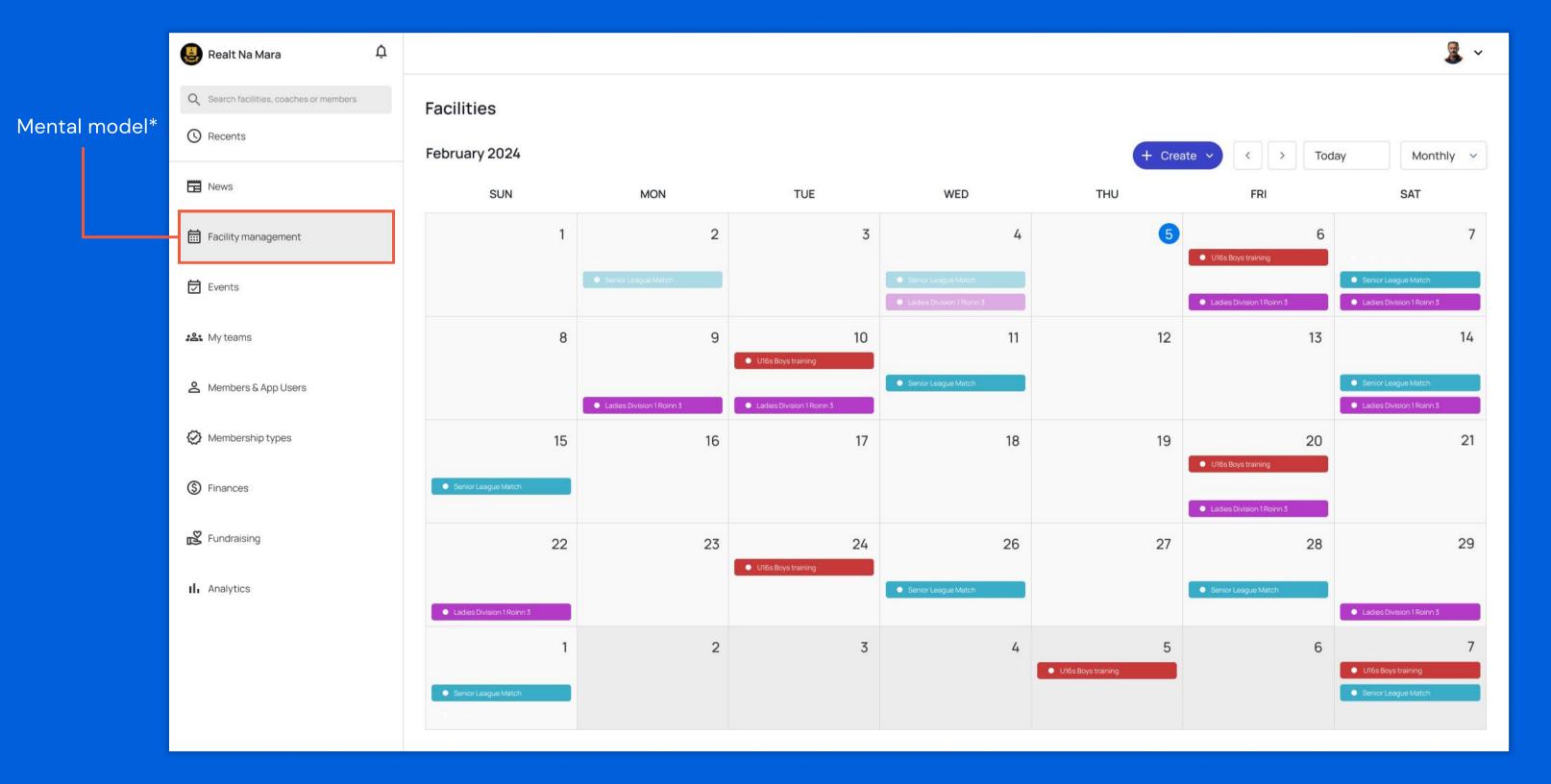
Post-iteration



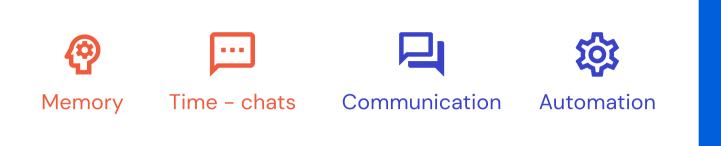
Scheduling & management

Material design*

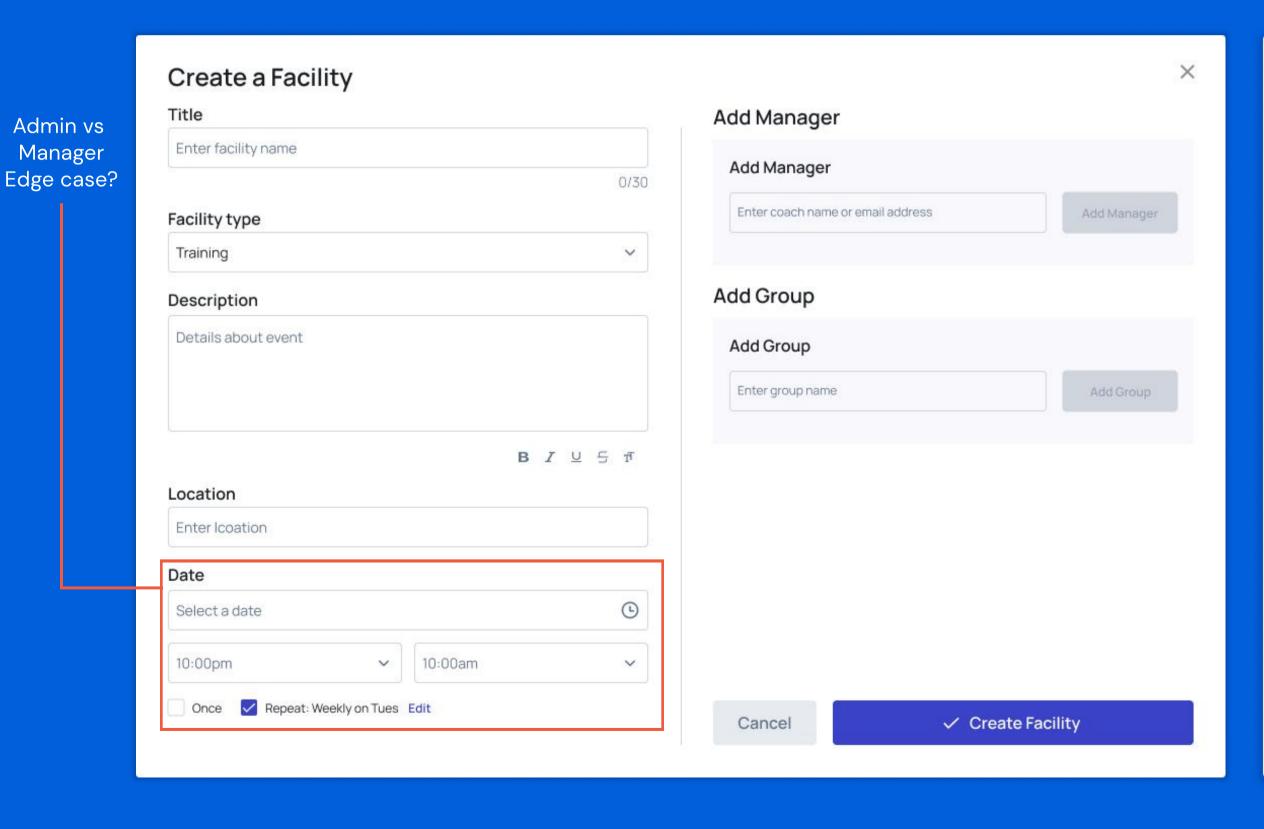
Material Web API?*

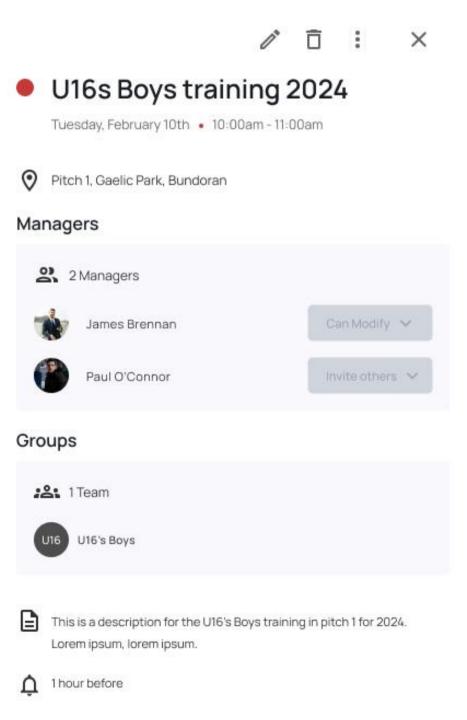


Post-iteration



Facility creation





Future considerations

If I had more time

Managers booking flow*

Validate designs

- Usability testing
- Measuring KPI's

Accessibility for tech literacy

- Old vs young
- Validation A/B testing