

# Spectability & Understandability



## Tennis Table

### Gameplay elements

|             |             |          |         |       |      |     |
|-------------|-------------|----------|---------|-------|------|-----|
| Players (2) | Players (4) | Referees | Rackets | Table | Ball | Net |
|-------------|-------------|----------|---------|-------|------|-----|

### Characteristics

#### Appealing

| Visual                                | Sound                        | Physical                      | Appeal      |
|---------------------------------------|------------------------------|-------------------------------|-------------|
| <a href="#">Players (2 / 4)</a>       | Expression                   | Movements                     | Sustainable |
| <a href="#">Referees</a>              | Judgement                    | <a href="#">Hand gestures</a> | Good        |
| <a href="#">Hand sized bats</a>       | <a href="#">Ball bounces</a> | <a href="#">Swings</a>        | Sustainable |
| <a href="#">Table</a> (white borders) | Ball bounces                 | Ball bounce prediction        | Good        |
| <a href="#">Ball</a>                  | Ball bounces                 | Ball bounce prediction        | Focused     |
| <a href="#">Net</a>                   | Ball bounces (dull)          | Net ripple                    | Sustainable |

#### Harming

|                    |             |                 |
|--------------------|-------------|-----------------|
| Not health harming | Not painful | Not distracting |
|--------------------|-------------|-----------------|

## Target Audience

|            |                                                  |
|------------|--------------------------------------------------|
| Culture    | Victorian England <a href="#">Parlour game</a>   |
|            | Introduced in <a href="#">1988 Olympic games</a> |
| Background | Tennis / Table Tennis fans                       |

## Understandability

|                       | Predictable             | Unpredictable              |
|-----------------------|-------------------------|----------------------------|
| Players (2)           | Players movements       | Ball trajectory direction  |
| Players (4)           | Players movements       | Receiver                   |
|                       |                         | Ball trajectory direction  |
| Referees              | Judgement               | Penalties (Players Malice) |
| Hand sized bats       | Swing direction         | Fake Out                   |
|                       | Spin shot body position |                            |
| Table (white borders) | Score                   | Ball bounce trajectory     |
|                       | Ball bounces number     |                            |
| Ball                  | Position                | Trajectory                 |
| Net                   | Bouncing hindrance      | Ball rebounding            |

## Status quo disruption curve

|                      |                                      |                      |
|----------------------|--------------------------------------|----------------------|
| Player movements (2) | <a href="#">Hidden movements</a>     | Focus needed         |
|                      | <a href="#">Positioning</a>          | Focus needed         |
| Player movements (4) | Hidden movements                     | Focus needed         |
|                      | <a href="#">Receiver swap</a>        | Focus needed         |
|                      |                                      | Rules knowledge      |
| Ball trajectory      | Flashy shot ( <a href="#">Spin</a> ) | Barely unpredictable |

## Entrance point

|                            | Required                                                                                                              | Deducible                                                                       |
|----------------------------|-----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------|
| Gameplay Understandability | Sight                                                                                                                 | Players movements                                                               |
|                            | Hearing                                                                                                               | Fake Out                                                                        |
|                            | <a href="#">Basic rules</a> knowledge: <ul style="list-style-type: none"><li>Scoring</li><li>Irregularities</li></ul> | Reaction times                                                                  |
|                            |                                                                                                                       | Scoring due to irreversible trajectory prediction or incorrect players position |

Efficiency and Pace

|                       | Happenings                          | Happenings prediction   |
|-----------------------|-------------------------------------|-------------------------|
| Players (2 / 4)       | Beaters                             | Beater swap (4 players) |
| Referees              | Irregularity / Scoring confirmation | Judgement               |
| Table (white borders) | Misleading shots                    | Mis landing             |
| Ball                  | Ball position / bounces             | Irretrievable shot      |
| Net                   | Dull                                | Trajectory obstruction  |

Engage

| Engagement                                   | Disengagement    |
|----------------------------------------------|------------------|
| Players behavior related social interactions | Players behavior |
| Gameplay related social interactions         | Spectating       |

Interactivity

| Engagement                          | Disengagement      |
|-------------------------------------|--------------------|
| Scoring interaction behavior        | Spectating         |
| Irregularities interaction behavior | Referee judgements |
| Cheering                            | -                  |

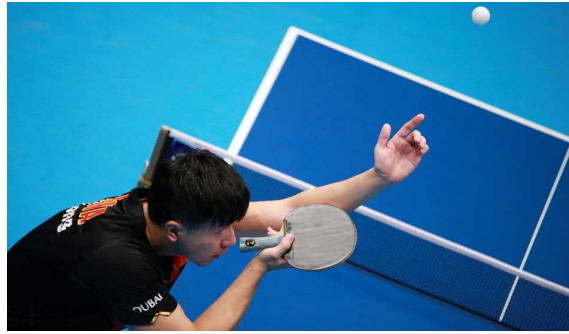
Users

| Remarkability |
|---------------|
|---------------|

Players      Personal background



Behavior



Physicality



Equipment Brands



Sponsors

