

# Competition App User Survey

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## Overview

This user survey was created early in the project definition process to find the level of interest athletes would have in a competition app geared toward extreme sports. Unlike team sports, scoring and judging is not part of extreme sports, except for organized events. With the ubiquity of mobile devices, the concept was to create an app that would allow athletes to set up on-the-fly competitions. Eighty-eight percent of respondents selected highly interested in using such an app. The responses were most likely biased in favor of the app since I know at least half of the respondents. However, it provided some validation and feedback on directions to go with the research. Expanding a future survey beyond my region and rethinking many of the survey questions would provide a much clearer direction for the project.

## Responses and Analysis

### Competition App

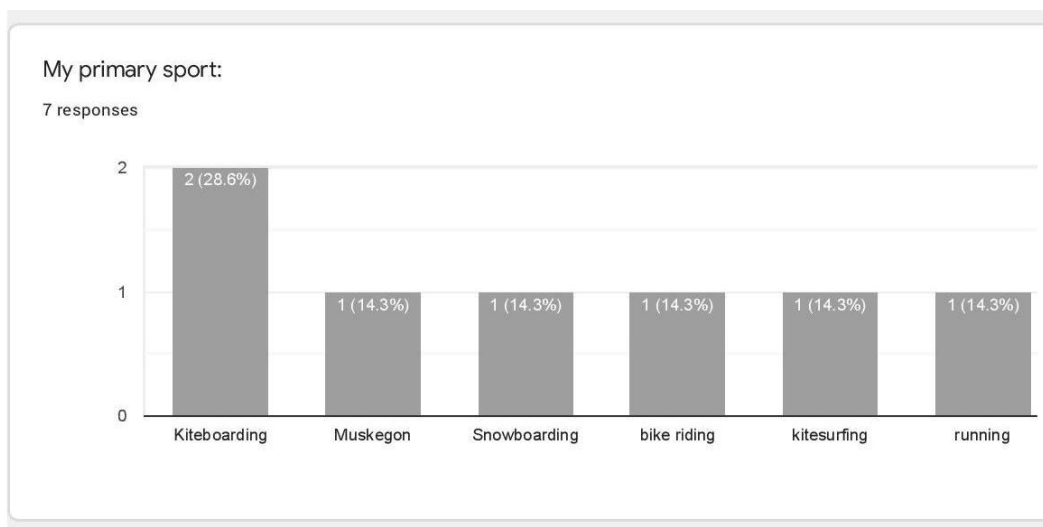
Questions Responses **17**

17 responses

Accepting responses

Summary Question Individual

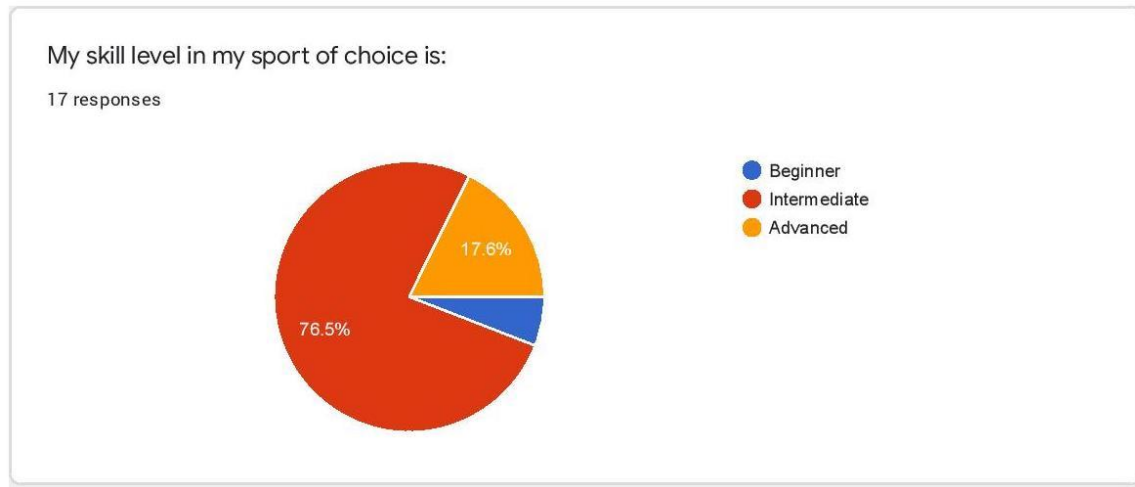
1.



### Analysis

A lot of respondents either skipped this question or missed it. It would have been better to offer a longer selection of sports. Taking it a step further would be to request their top three sports ranked from one to three.

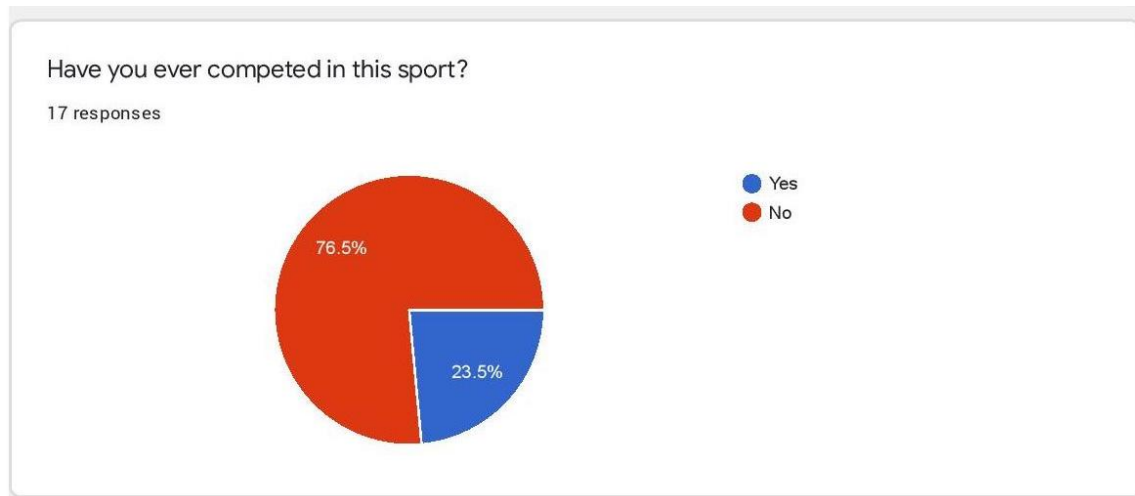
2.



### Analysis

The core of respondents' skill level is intermediate.

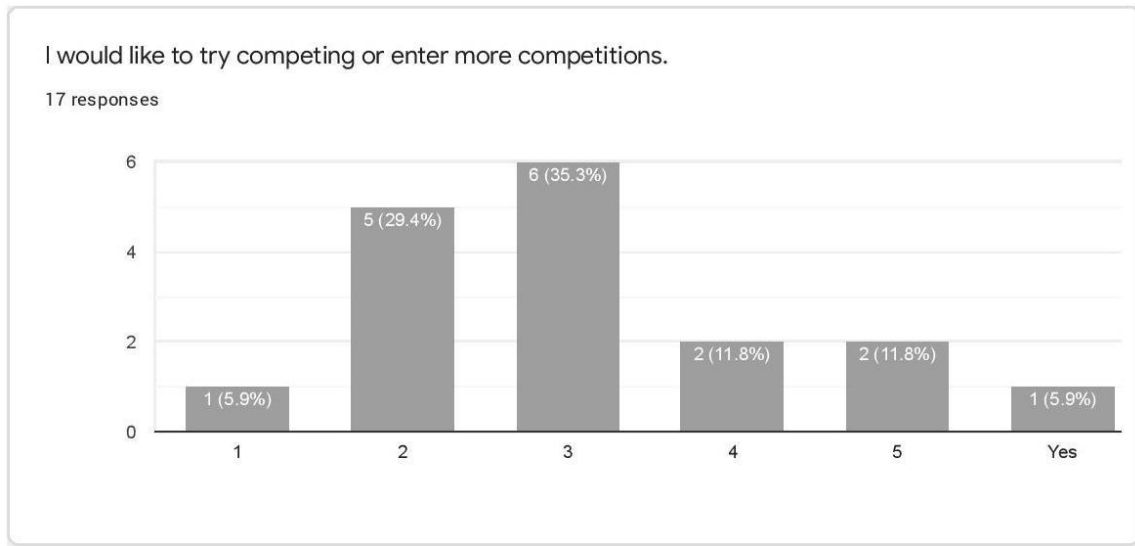
3.



### Analysis

Three quarters of respondents had never competed. This might indicate that, since the majority expressed interest in competing, there is a lack of opportunities or technology to facilitate competitions.

4.

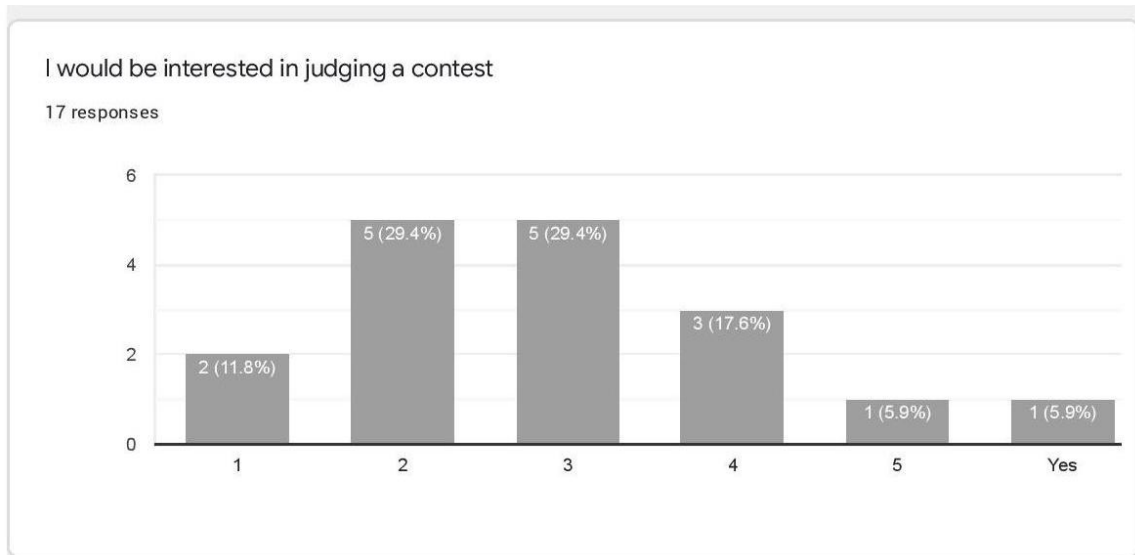


**Analysis**

The responses leaned toward an interest in competing. A third of responses chose three, which represents indifference or they are unsure of how they feel about it.

Note: The “Yes” response was not included in the original survey and is a quirk with generating the response report in Google Surveys.

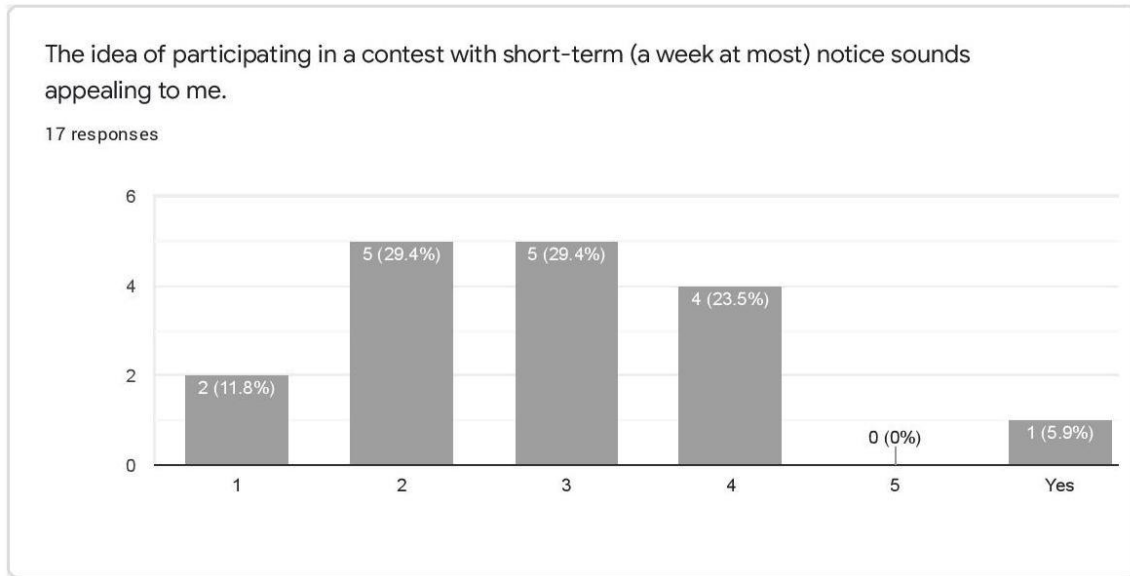
5.



## Analysis

Slightly more respondents expressed more interest in judging than competing. This could be beneficial if it were to hold true in a larger cohort, since the app would rely on a small number of bystanders to act as judges.

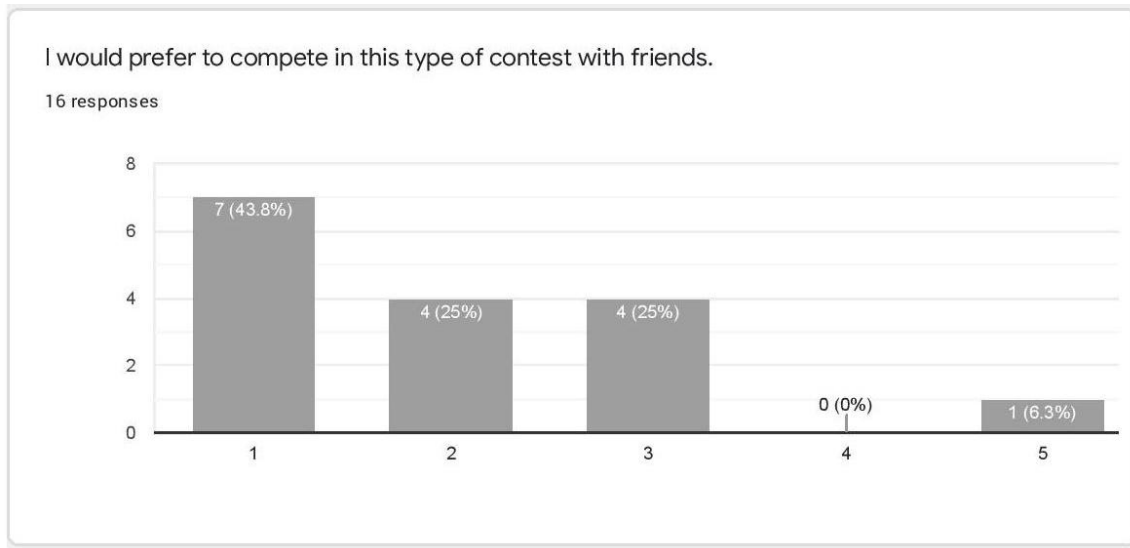
6.



## Analysis

A little over 40% either chose “agree” or “highly agree” when asked if they would be interested in competing in something on short notice of a week or less. Since many extreme sports rely on weather it is an important aspect. It would also be interesting to find level of interest in shorter notification times such as one-day or same-day notification.

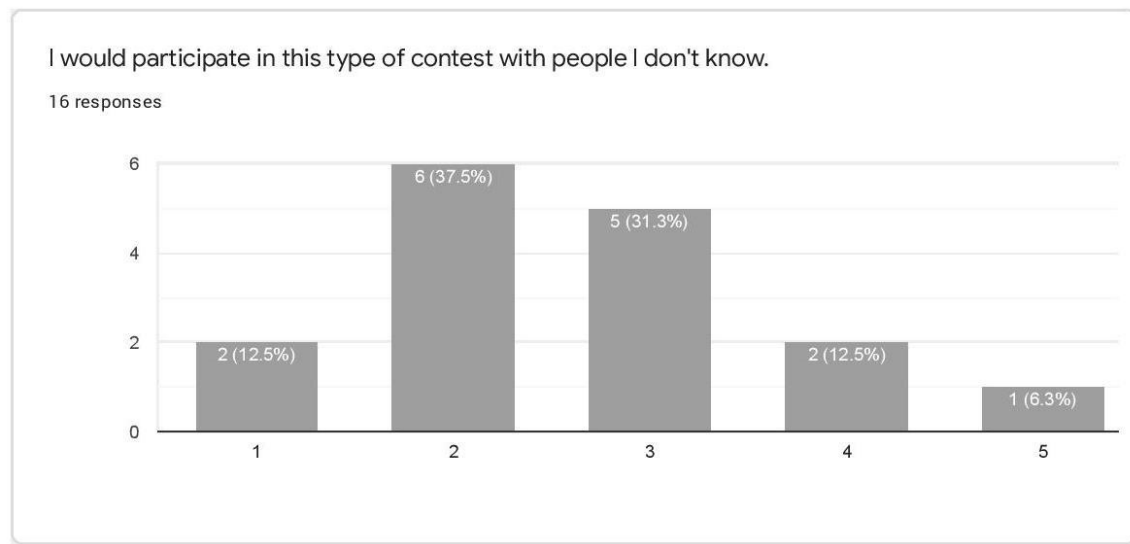
7.



### Analysis

The uptick in respondents choosing “highly interested” in preference for competing with friends may have struck on an important point. The response might indicate that athletes really enjoy the social aspect of participating in their sport.

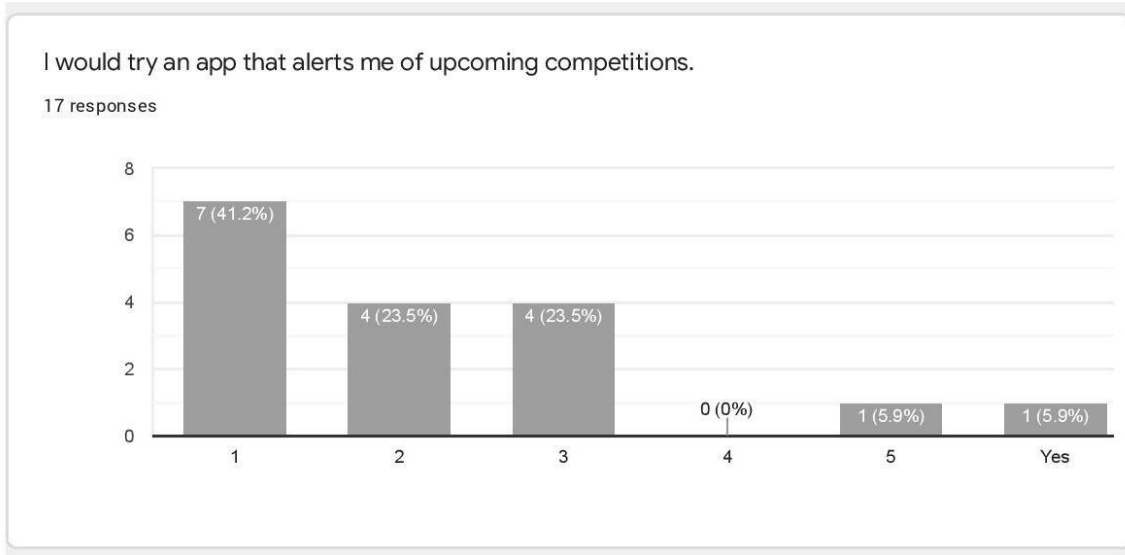
8.



### Analysis

Still the majority would compete with people they do not know.

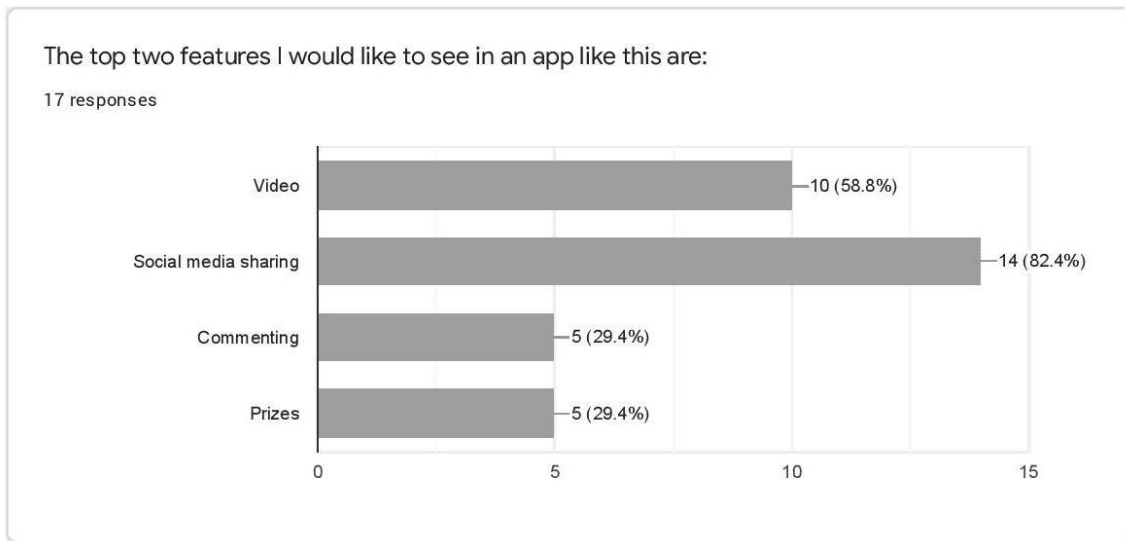
9.



### Analysis

I am honestly not sure why I included this somewhat redundant question. It still shows strong interest in a feature that communicates opportunities in their sport.

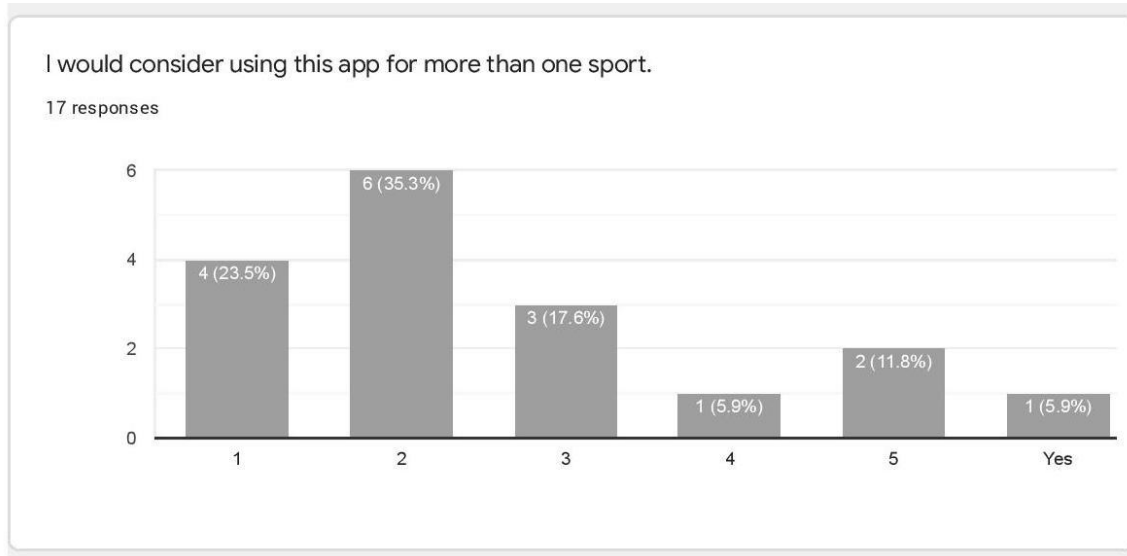
10.



### Analysis

The top features were social media followed by video. There is certainly more opportunity to receive feedback on many other features. It might be insightful to phrase as an open-ended question.

## 11.



### Analysis

Most respondents would use it for more than one sport. I would be helpful to get more info on what sport(s) they would use it with.

### Retrospective Analysis

After carrying out this survey I learned several things about how it could have been done better and how it would inform future user research. Although gaining responses to open-ended questions was a challenge with this survey, such questions could reveal many things about the end user that I have not thought of. Requiring responses and providing more guidance on how to answer such questions could reduce the lack of responses to open ended questions.

Some feedback has shed light on the idea that such an app is not as much about competition as it is about creating community. As the project definition develops, there are many different ways that community building can be incorporated. There are many creative ways to highlight everyone's talents and personality.

There are many people in extreme sports that are part of the community that do not partake in it. It might be that they are family, friends, photographers, videographers,



etc. Future research should not ignore this group. It might be useful to create separate surveys to gather information on them.

## Questionnaire

### Competition App Survey

This quick survey is to find out interest level in an app designed to quickly organize informal competitions for various sports. Some sports are weather dependent and setting a specific date can be a challenge. Whether the sport is weather dependent or not, the idea behind this app is to provide a way to organize small competitions on-the-fly.

It could be used to plan a competition a week in advance, a day in advance or the same day. Some features of the app would include sending out competition invites, an interface for judging the competition, as well as saving and tallying results throughout the year.

Thanks for your help.

**\* Required**

1. My primary sport: \*

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2. My skill level in my sport of choice is: \*

*Mark only one oval.*

- Beginner  
 Intermediate  
 Advanced

3. Have you ever competed in this sport? \*

*Mark only one oval.*

- Yes  
 No



8. I would participate in this type of contest with people I don't know. \*

Mark only one oval.

1      2      3      4      5

---

Highly agree      Strongly disagree

9. I would try an app that alerts me of upcoming competitions. \*

Mark only one oval.

1      2      3      4      5

---

Highly agree      Strongly disagree

10. The top two features I would like to see in an app like this are: \*

Pick two

Check all that apply.

- Video
- Social media sharing
- Commenting
- Prizes

Other:  \_\_\_\_\_

11. I would consider using this app for more than one sport. \*

Mark only one oval.

1      2      3      4      5

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Highly agree      Strongly disagree