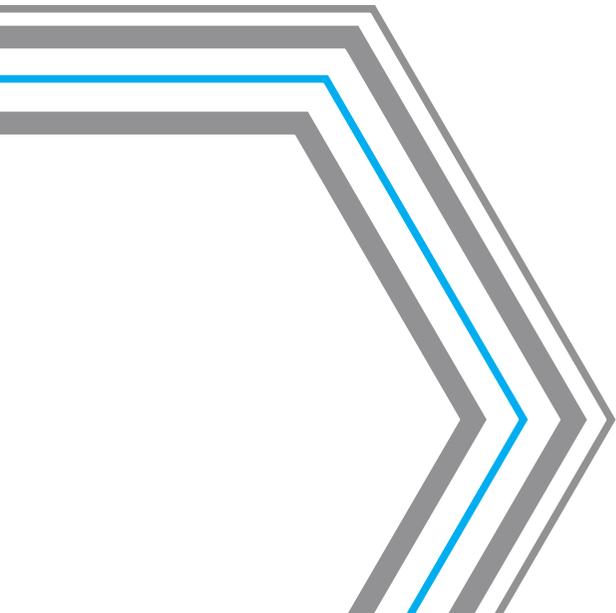


QUICKPLAY 2016
PLACEMENT PORTFOLIO

OLIVER MILLER
PROFESSIONAL ENHANCEMENT

SPEED HURDLES
PROJECT ONE



The brief for this project was looking at designing a new set of speed hurdles for the company. Speed hurdles are normally quite heavy for what they are and I was asked to see if I could come up with a concept that was lightweight and flat pack.



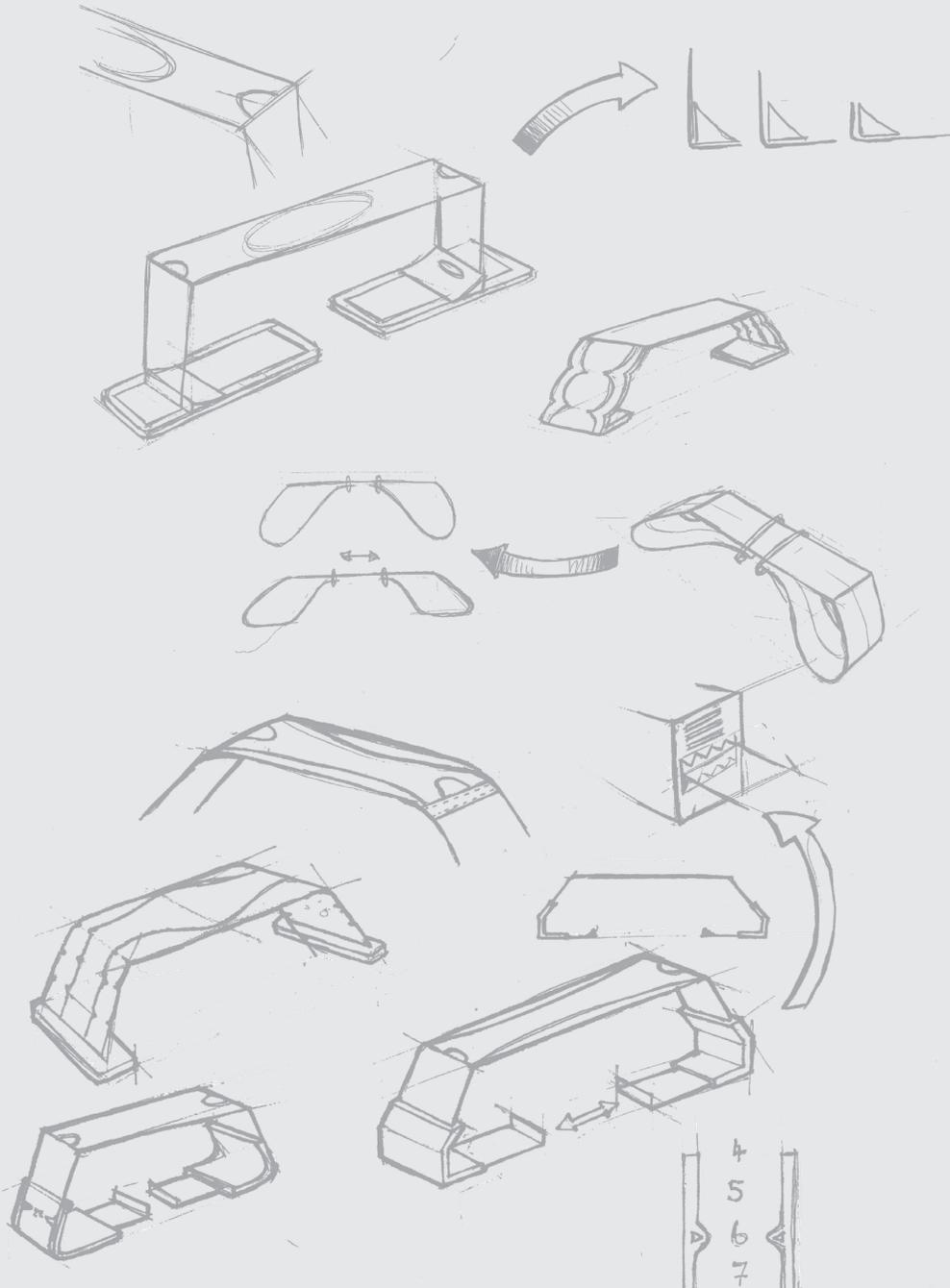
SPEED HURDLES

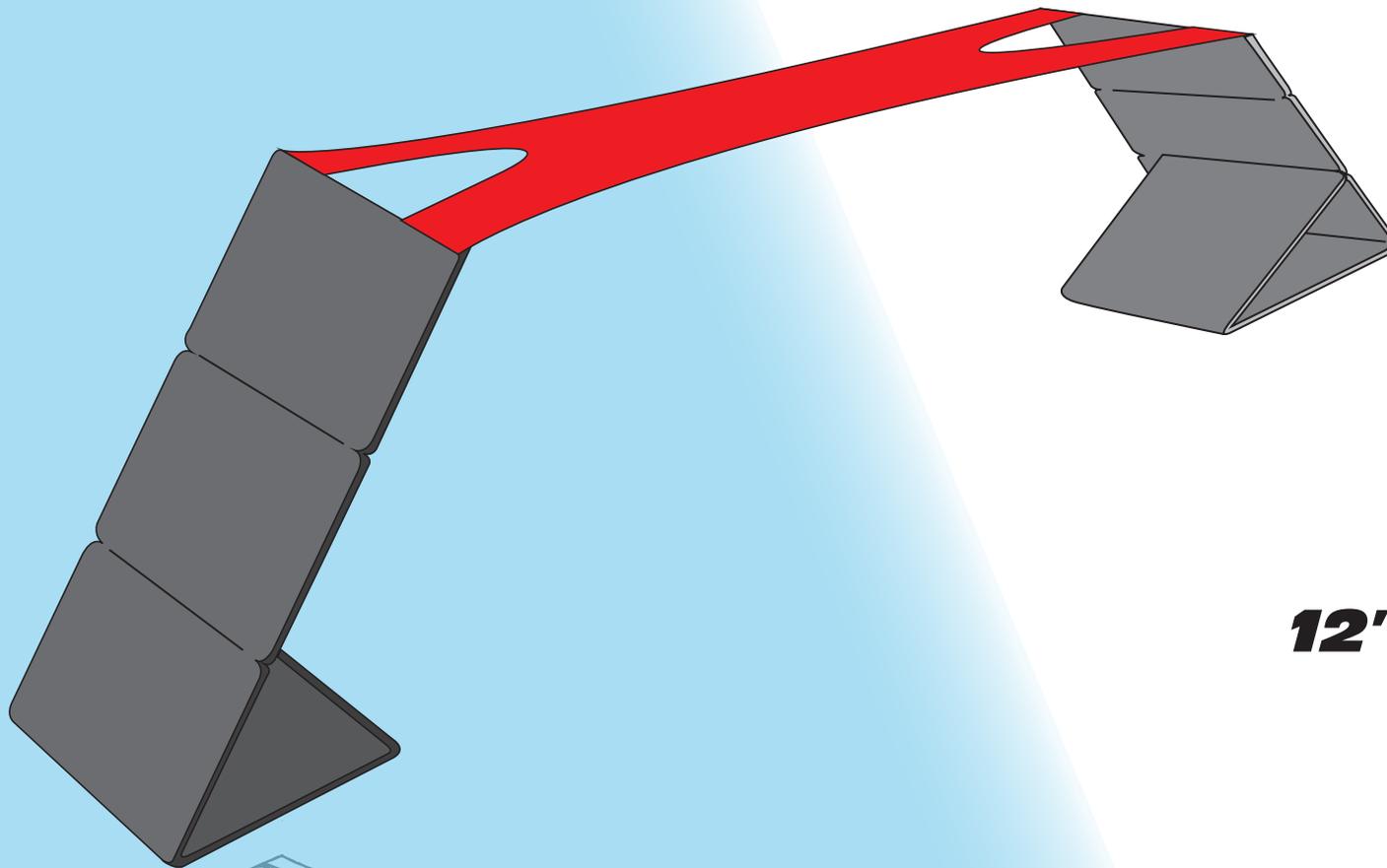
CONCEPT

To think of a clever and lightweight method, I started to look into materials and their impact on a product I looked into how they perform the job they are asked to perform.

Tape Measure

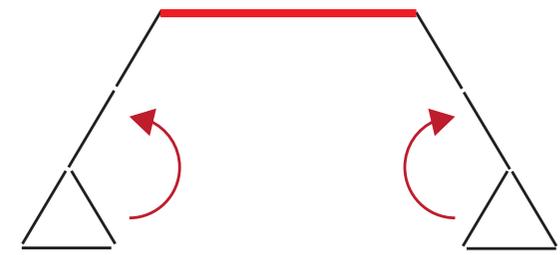
I started looking into lightweight materials that still have enough force to hold their shape and then luckily enough on my desk was a tape measure. I looked at the tape measure and realised how the material let it curve but only when it was made to, any other time it would hold its shape.



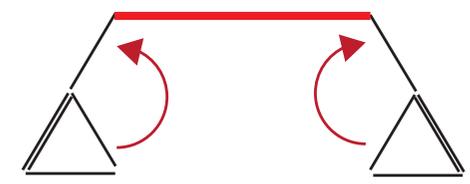


This developed idea is a speed hurdle created from tarpaulin and three aluminium sections in each part of the hurdle.

12"



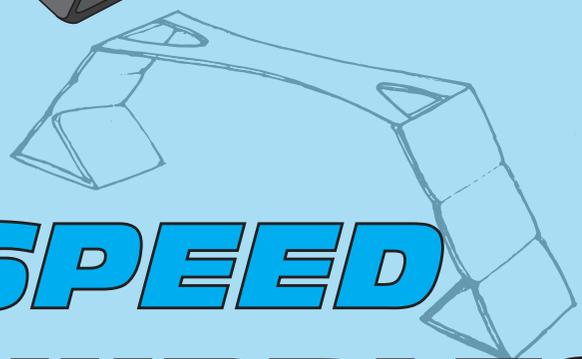
9"



6"



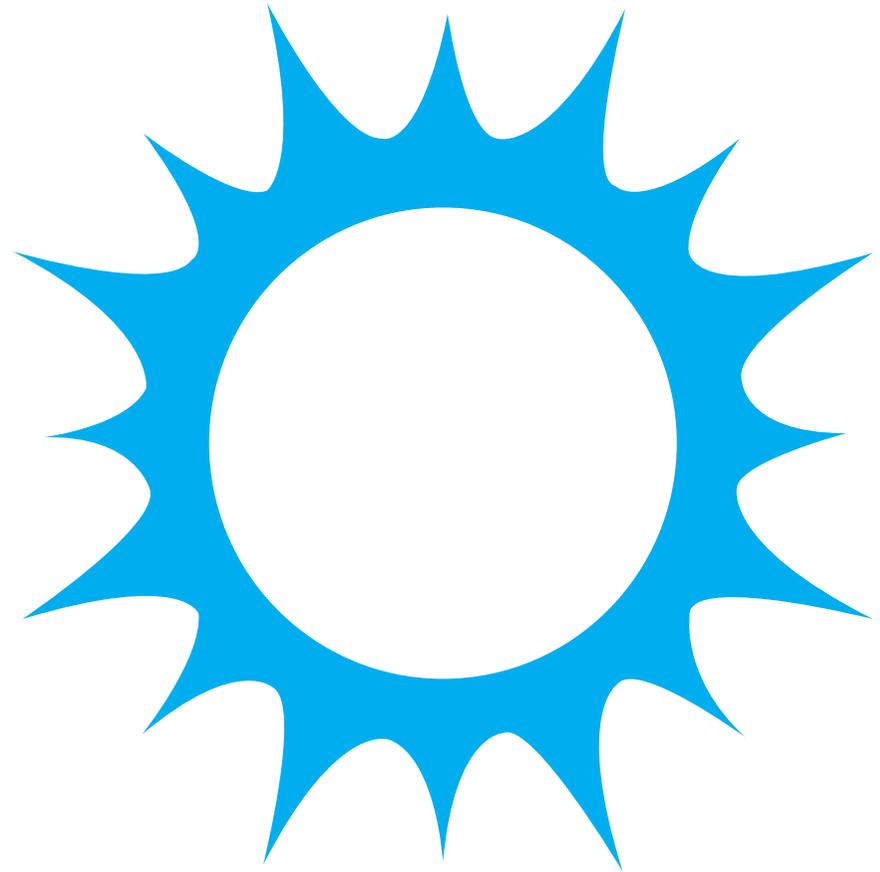
SPEED HURDLES



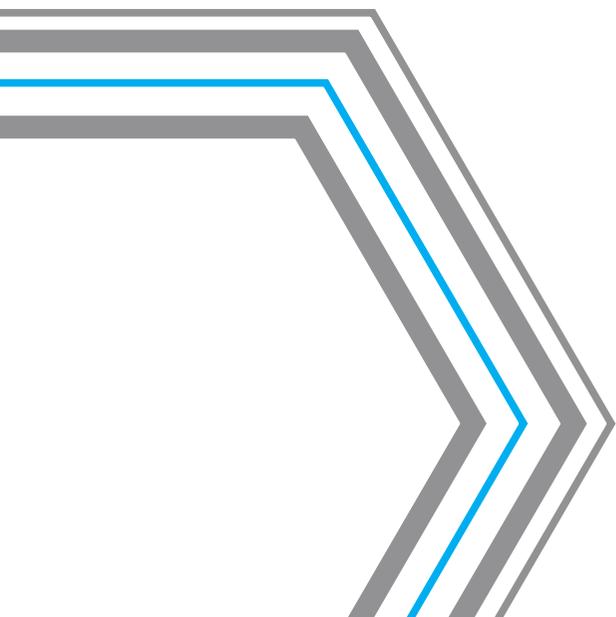
SPEED HURDLES

MOVING ON

I was told that over the summer they might ask me to do some freelance work on the project while I'm at home, this will allow me to gain even more experience while living at home.



REPLAY TEE
PROJECT TWO



The next brief involved looking at the sport of cricket and baseball and to see if I could help design a training aid for both of these sports due to their similarities.



REPLAY TEE

RESEARCH

The Replay Tee was one of my first projects I worked on while on placement.

The idea came from a design meeting to combine regular batting tees on the market for cricket and baseball and combine them to make them a multi-sport capability .

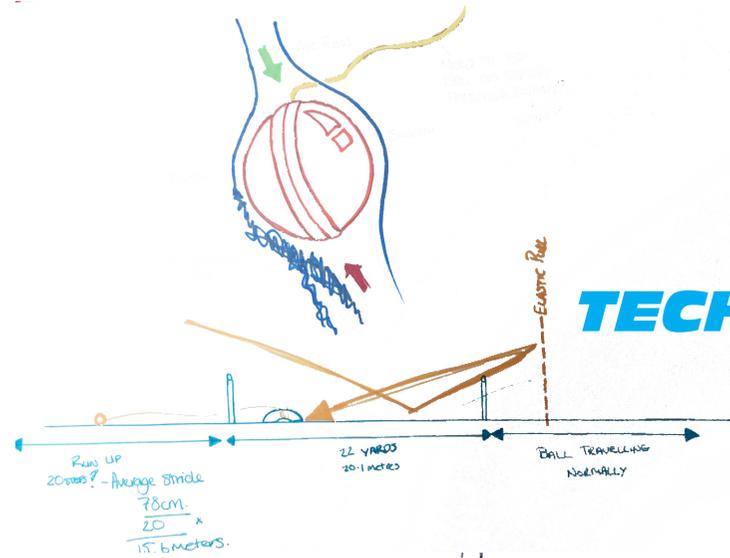
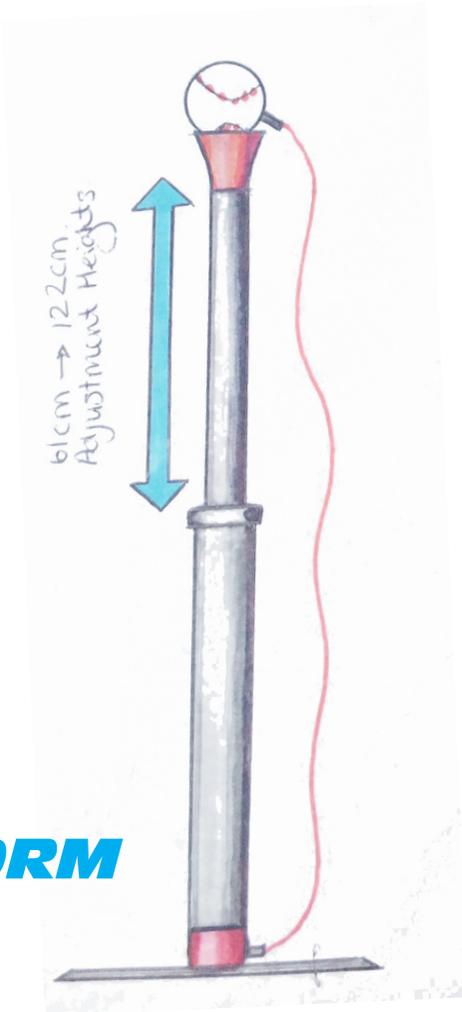
As well as this combination another USP was thought of to introduce a Cord to the ball. This would allow much quicker training rotation when practicing fielding, batting and bowling or pitching.



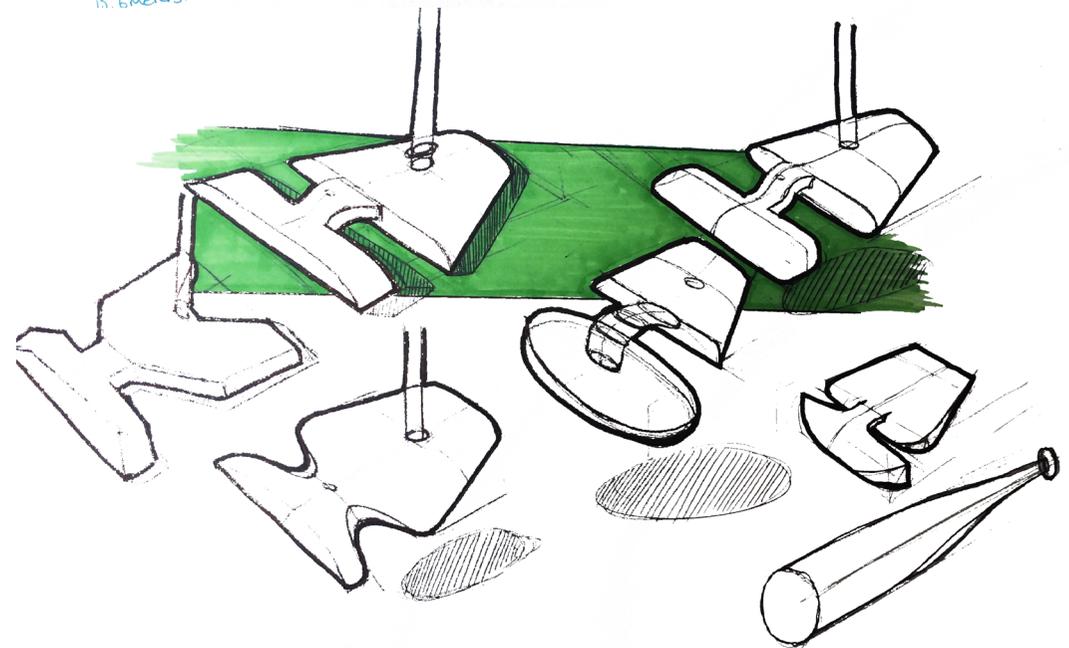
REPLAY TEE

CONCEPTS

FORM



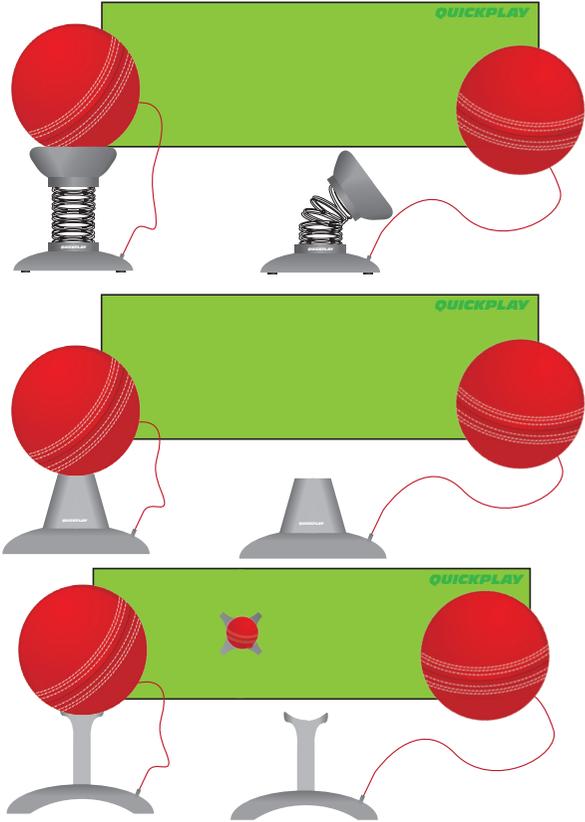
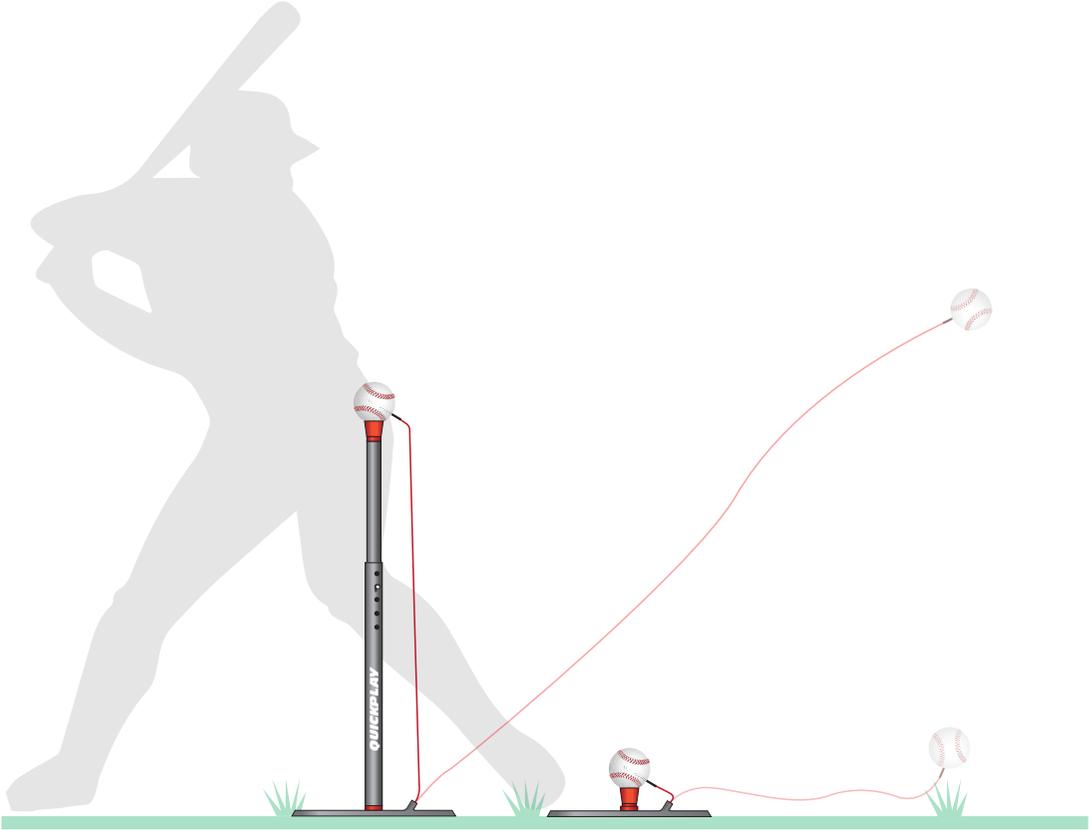
TECHNICAL



FUNCTION

REPLAY TEE

CONCEPTS



REPLAY TEE

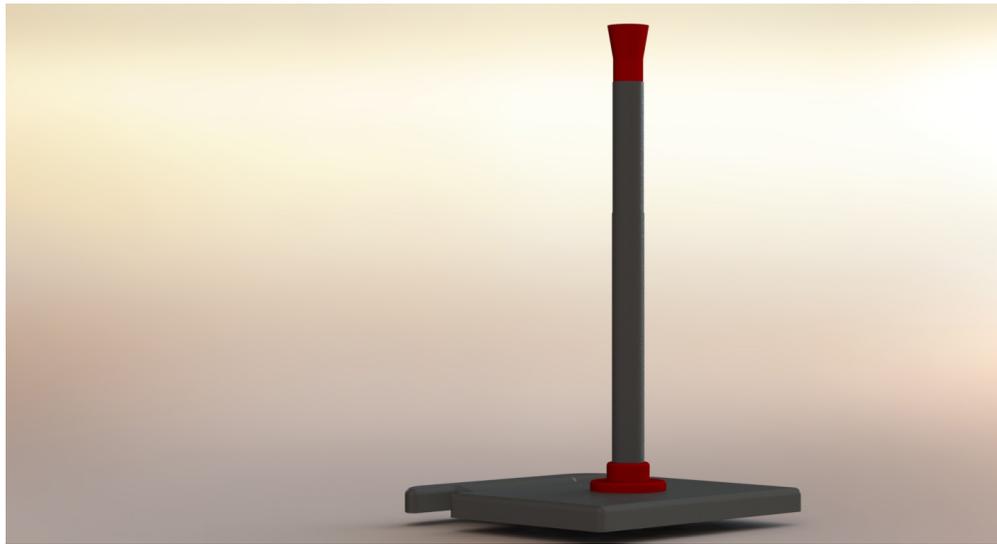
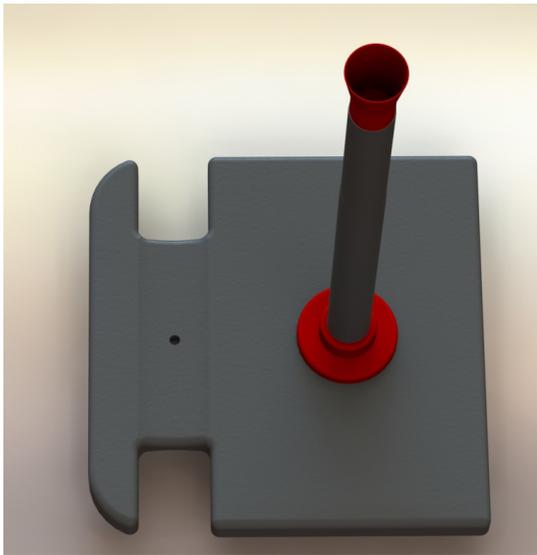
PROTOTYPING



When designing the prototype I was told not to worry about how the prototype necessarily looks but to focus on the function and well the product works. I got a few colleagues to come outside and test the idea with me to see how they thought the product worked and to look to see if their was any changes they would make.

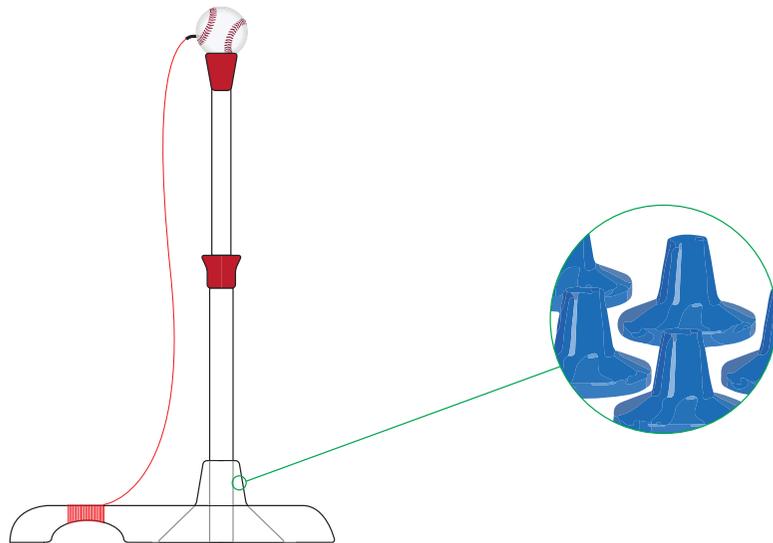
REPLAY TEE

CONCEPT ONE



REPLAY TEE

FINAL CONCEPT



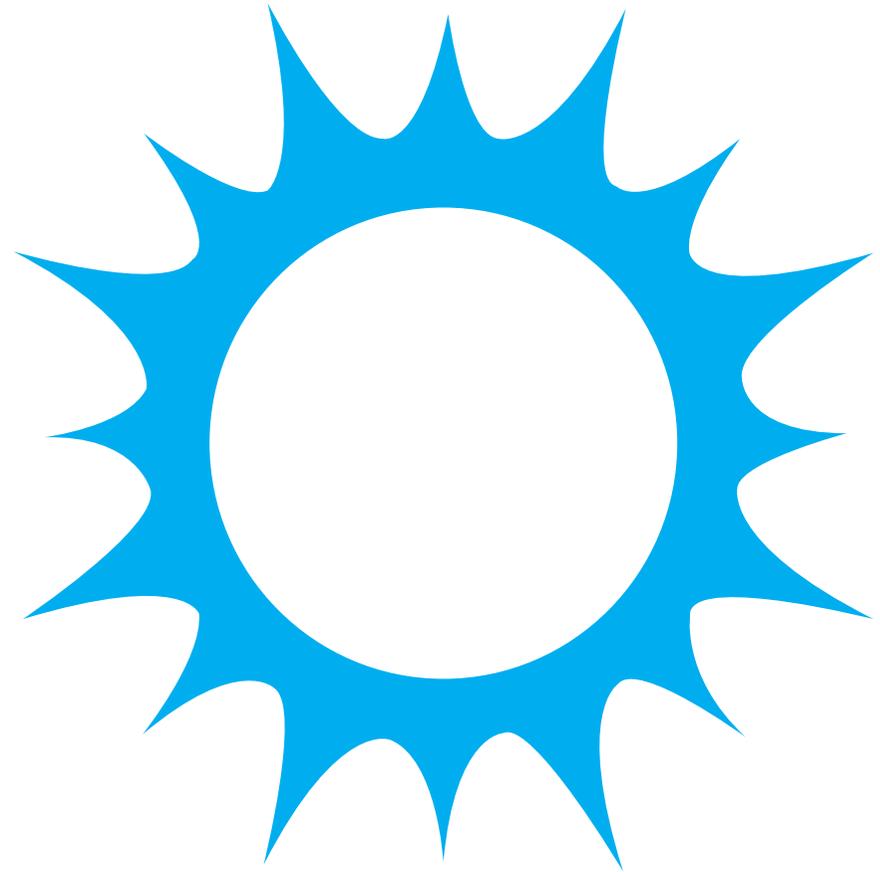
**QUICKPLAY
REPLAY TEE**

REPLAY TEE

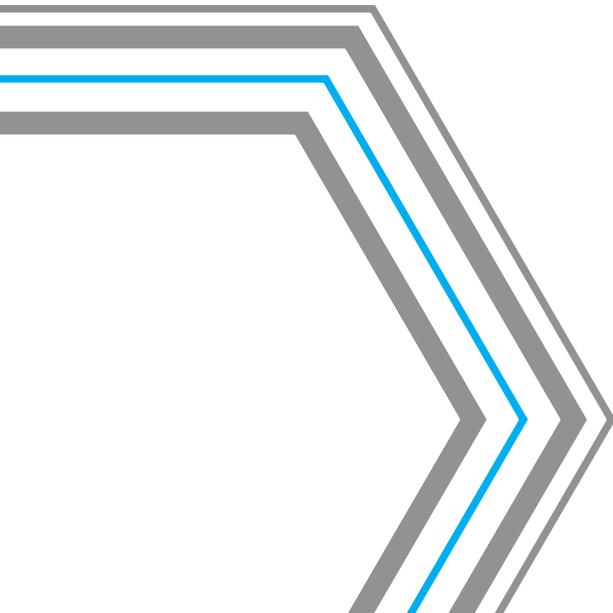
MOVING ON

After the Replay Tee was finished it was closing in on the end of my placement so the designs and all of my work was past over to my colleagues so they could decide on the design and pushing the design forward over the next few months.

I was told by my boss that if they became too busy during summer I will be needed to help with this project

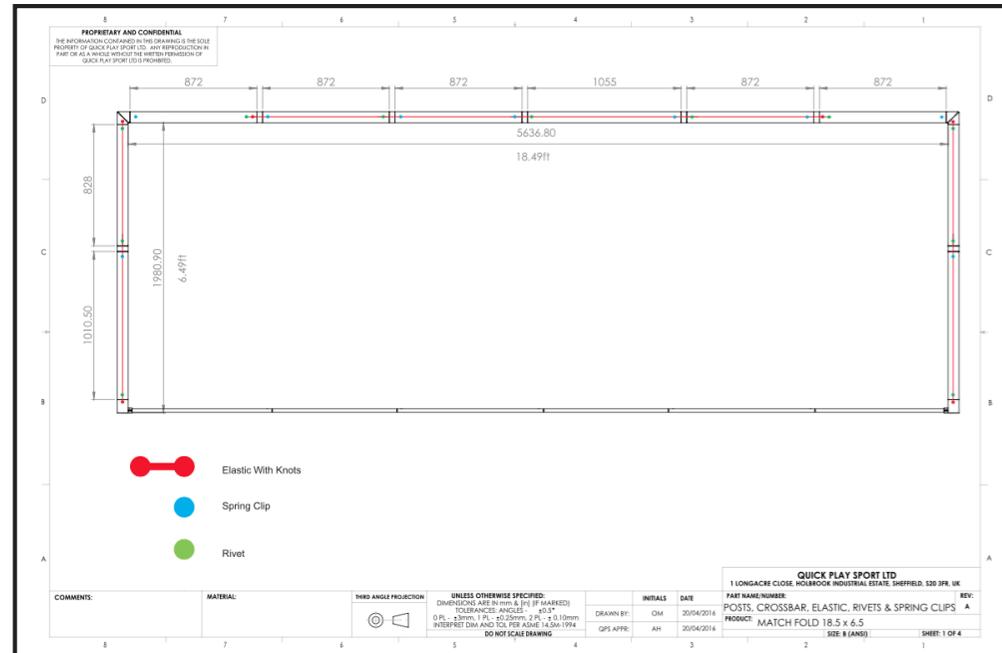
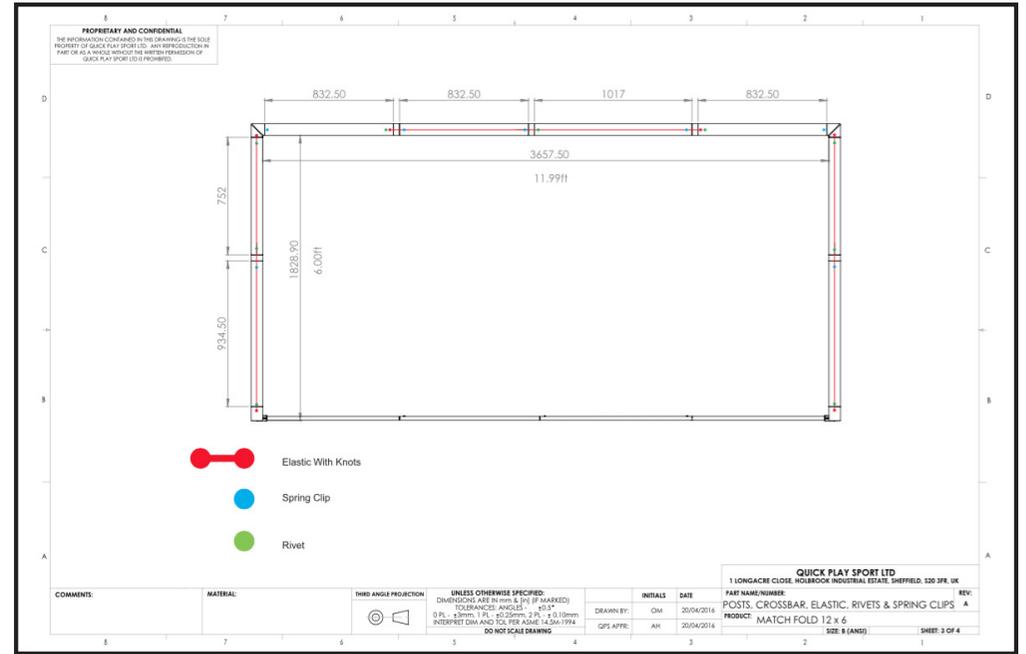
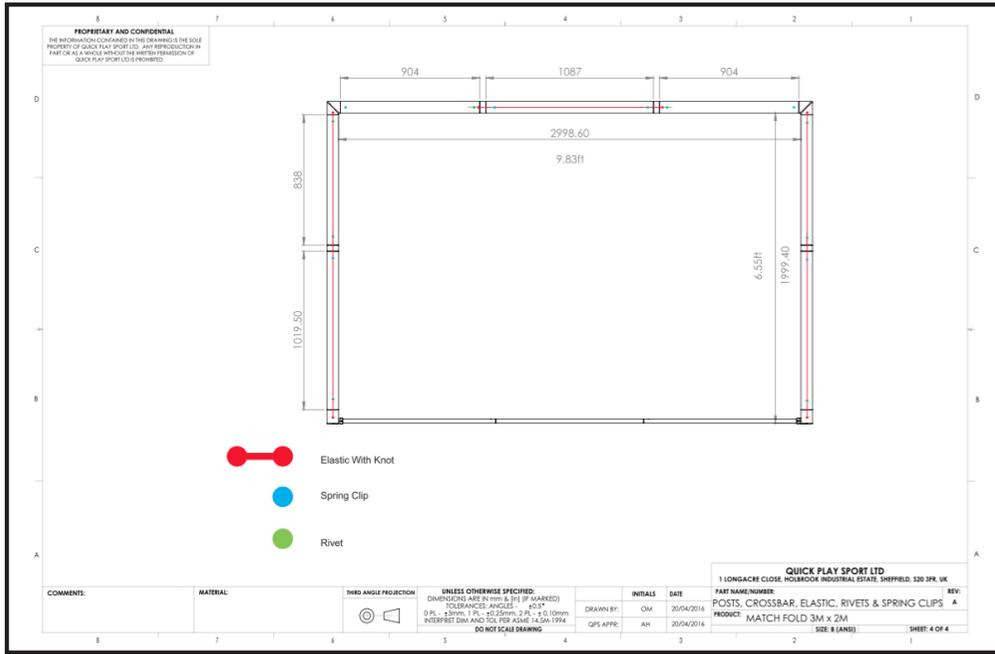


MANUFACTURING
MATCH GOAL & TARGET NET



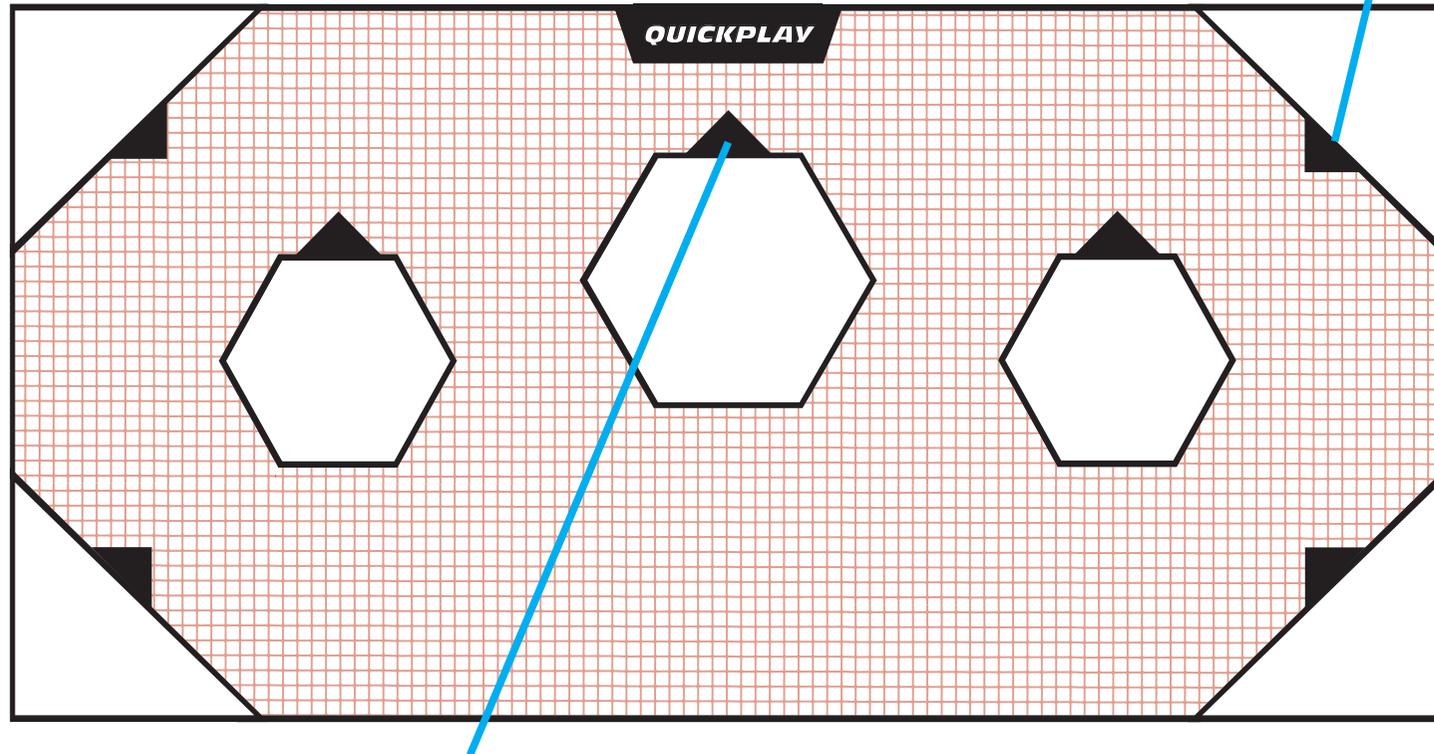


During my time at QuickPlay I was involved in making the Match Goal prototype. Above is the old version, the new version is unable to be shown at this current time as it is being processed through a patent lawyer.



At one point during placement I was asked to critically analyse a new prototype for a total new product. The match target is a target net for shooting training in football. This is a visual representation, the white shapes are where the user is aiming.

We noticed that these triangles that were where the numbers were placed was being covered by the net when it turned inside out so this placement needed to be changed.



One thing we noticed when testing the prototype was that the numbers that were on these triangles should have the ability to be changed to increase the user ability and allow coaches to create drills using different numbers in different positions.

MATCH TARGET

NEW IDEA

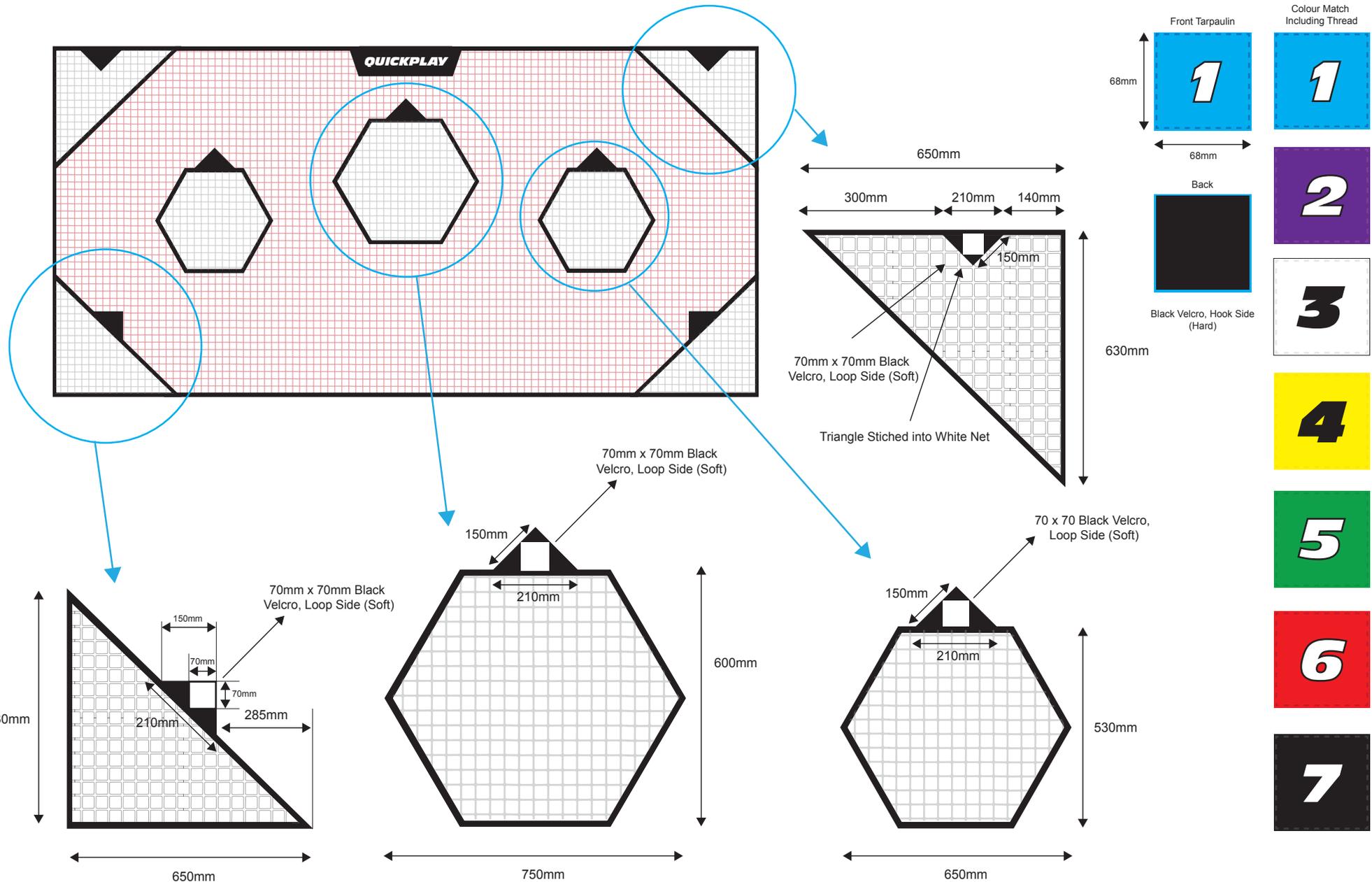
We tested the new inter-changeable numbers ideas on the prototype by printing out some graphic numbers then laminating and sticking Velcro on the back side. This allowed us to try out some shooting drills.

The coach would pass the ball to the player and then shout out a number, the player has to locate and shoot at the number shouted.

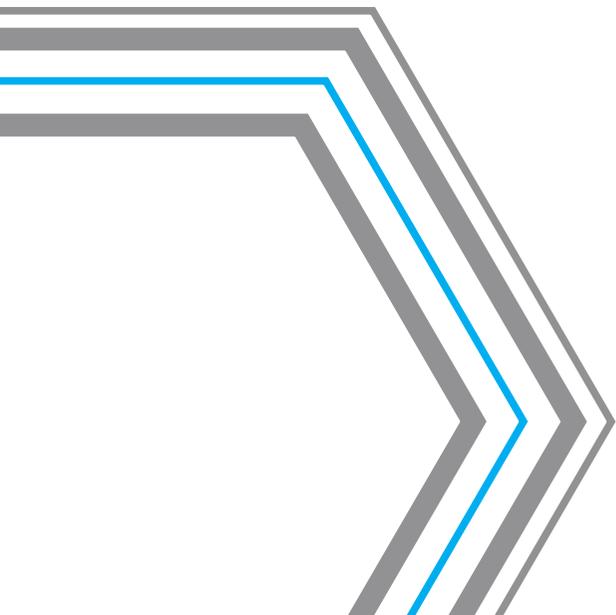
Making these numbers changeable allows the players to forget where each number is situated.



MATCH TARGET



RE-DESIGNING
PRO REBOUNDER & MATCH SHELTER



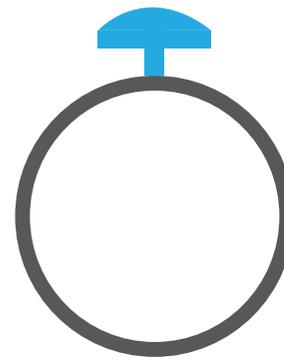
PRO REBOUNDER



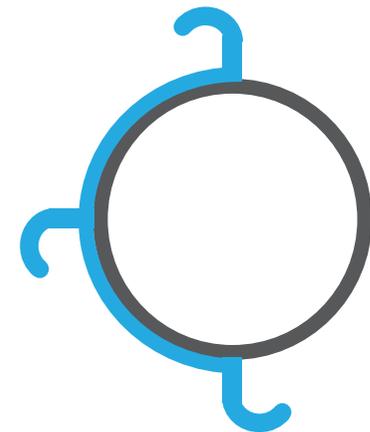
This above is the current method of tensioning the net the user uses a to given in the packaging to pull the net over these Rivets sticking out the bar.

The new method we discussed and designed during the meeting was using a three point-attachment. This would allow the user to re-tension the net to then next hook along when it became slack rather than tying a knot in the elastic.

When tested it was also found to be a much easier method to attach the Pro Rebounder's net to its frame.

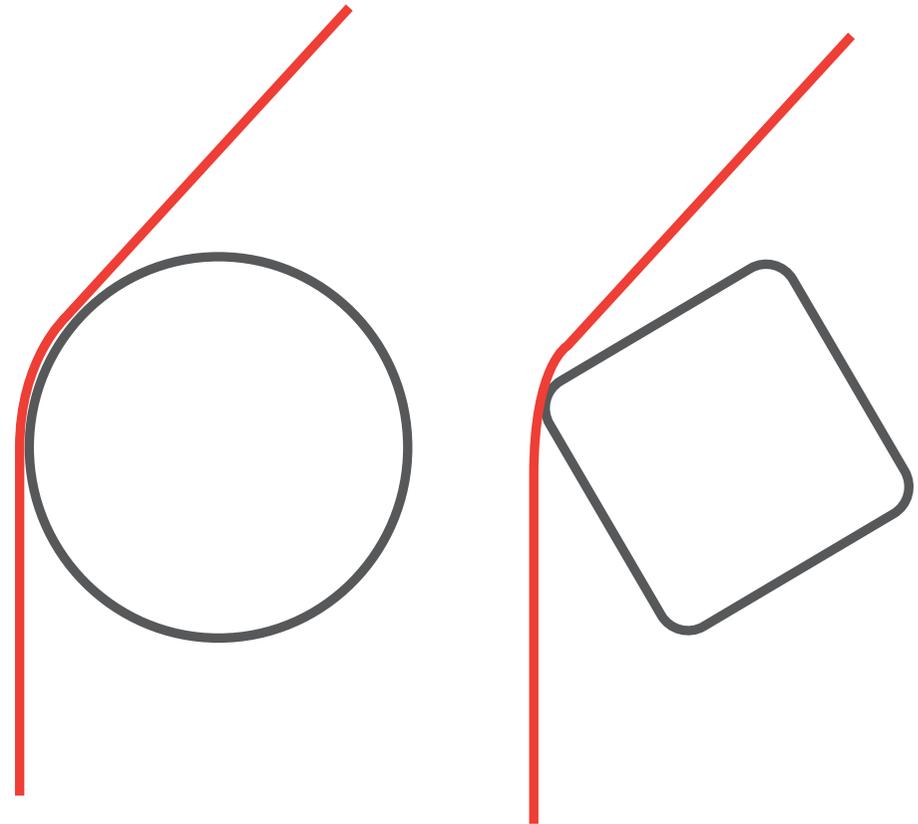
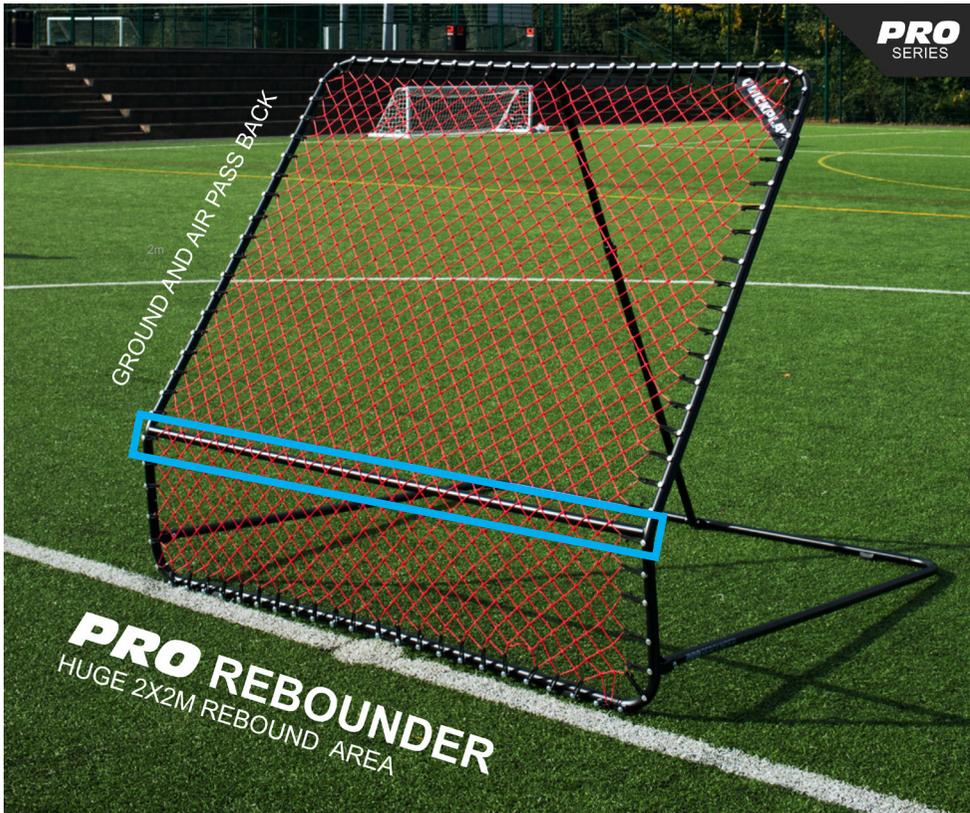


Old Method



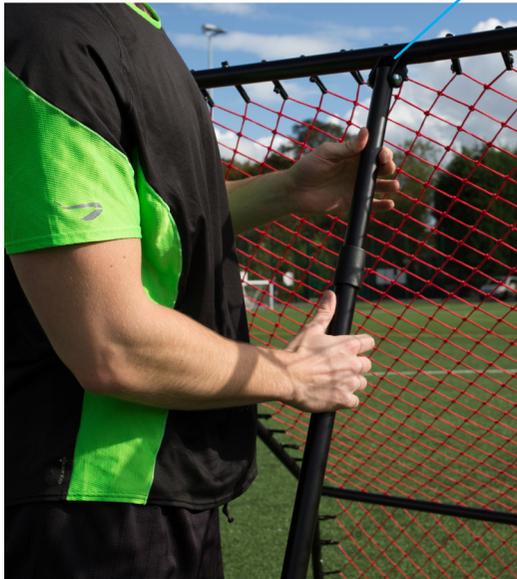
New Method

PRO REBOUNDER

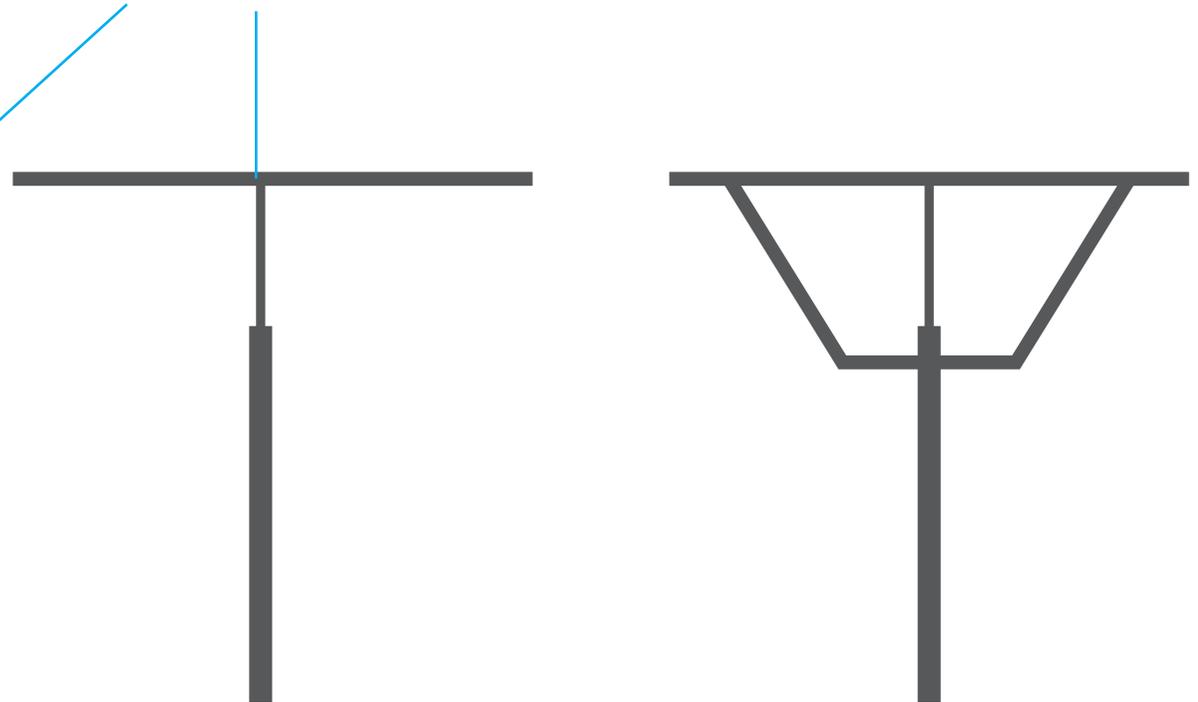


The idea to resolve this issue was to use a bar with a cross section shaped as a square. At the right angle this would only create a small point of contact where the net and the bar where in contact. This would reduce the dampening effect the bar has on the ball when it rebounds.

PRO REBOUNDER



ONE POINT OF CONTACT



The third issue looked at supporting the structure of the Pro Rebounder. We first tried using straps on a Pro Rebounder to see if these could help improve the structural integrity of the product. We found that attaching this to the right place enabled us to have a more secure product. To resolve this on the actual product we thought of using a “U” shape bar that will attach to the bar back and the top of the rebounder.



Back Support Bar

Horizontal Bar

Net Attachment

QUICKPLAY

MATCH SHELTER

Me and another designer set to work that afternoon to try and think of a new method to attach the Shelter to its frame. The method to the right shows how the Shelter wrapped around the frame featuring two eyelets that were sewn into the fabric and then held together with a toggle.

How We Decided

After the afternoon we had around 4 ideas that we could pick from. To decide we created a matrix on Excel. The matrix let us rate each design method out of 10 for things like manufacturing ease of use, price and aesthetics.

This matrix method is something I am definitely going to keep doing in the future to make quick and intelligent decisions



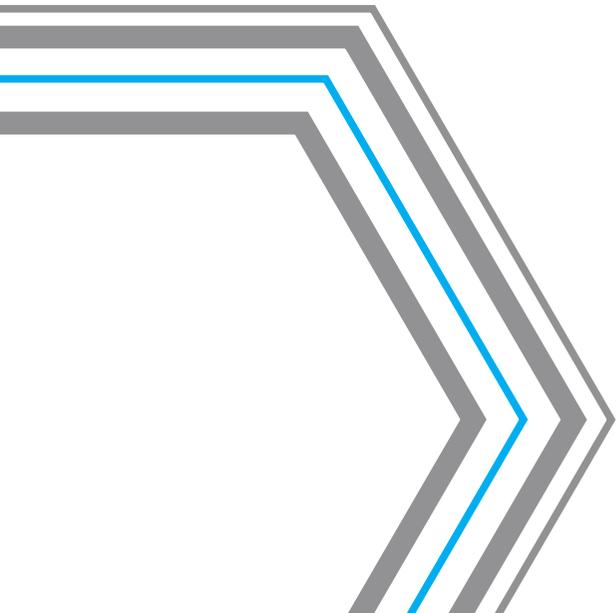
OLD METHOD



NEW METHOD

OTHER

FILMING, MARKETING AND PHOTOSHOP





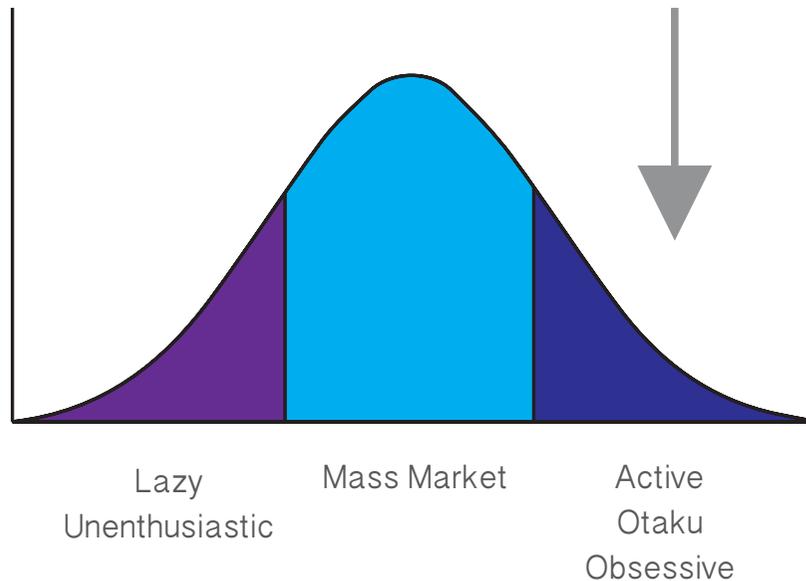
FILMING



Otaku is a Japanese term to explain someone who has an obsessive interest in something. This term was explained to use during a marketing meeting. It was used to explain to us that we need to target our products and marketing techniques at people who have a love for sport and football, such as Football Coaches, parents and their children and lastly schools. Doing this was proved to show who is more likely to want to buy one of our products. (Seth Godin, TED Talk)

An important part of marketing was to make sure that what we do as a company is communicate with people that are being active listeners. In the modern age of consumers is important to aim the market at people who are going to be active listeners.

One important phrase was to market something in a way that it is “remarkable”. Remarkable means not only is it good but it gets people to make a “remark” on the product, people talking will = sales.



QUICKPLAY™

eCOACH

TRAINING APP

WITH SUPER SLOW MOTION VIDEO COACHING

The eCOACH is designed to work with our range of spot rebounders with their "soft pass system". eCOACH is an APP that delivers Pro standard football coaching on your phone, PC or tablet. With 30 detailed video training drills, eCOACH helps develop all aspects of a players game. Individual and team drills focus on passing, shooting, control, dribbling, volleys and free kicks. The APP gives targets for each training drill taking you through the levels, from Beginner to Player to PRO.

Available on the **App Store** **ANDROID APP ON Google play**

SELECT DRILL

DRILL DESCRIPTION

CONE LAYOUT

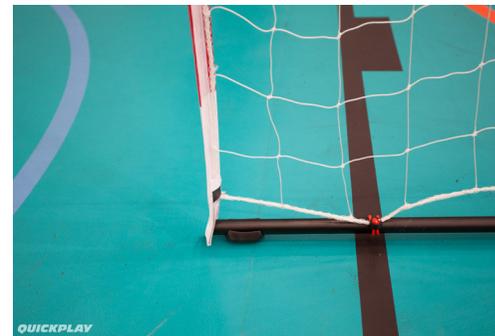
PERSONAL TARGETS

DRILL AND TECHNICAL COACHING VIDEO

Some graphic work for the companies E-Coach app I constructed for Marketing Purposes.



PHOTOSHOP



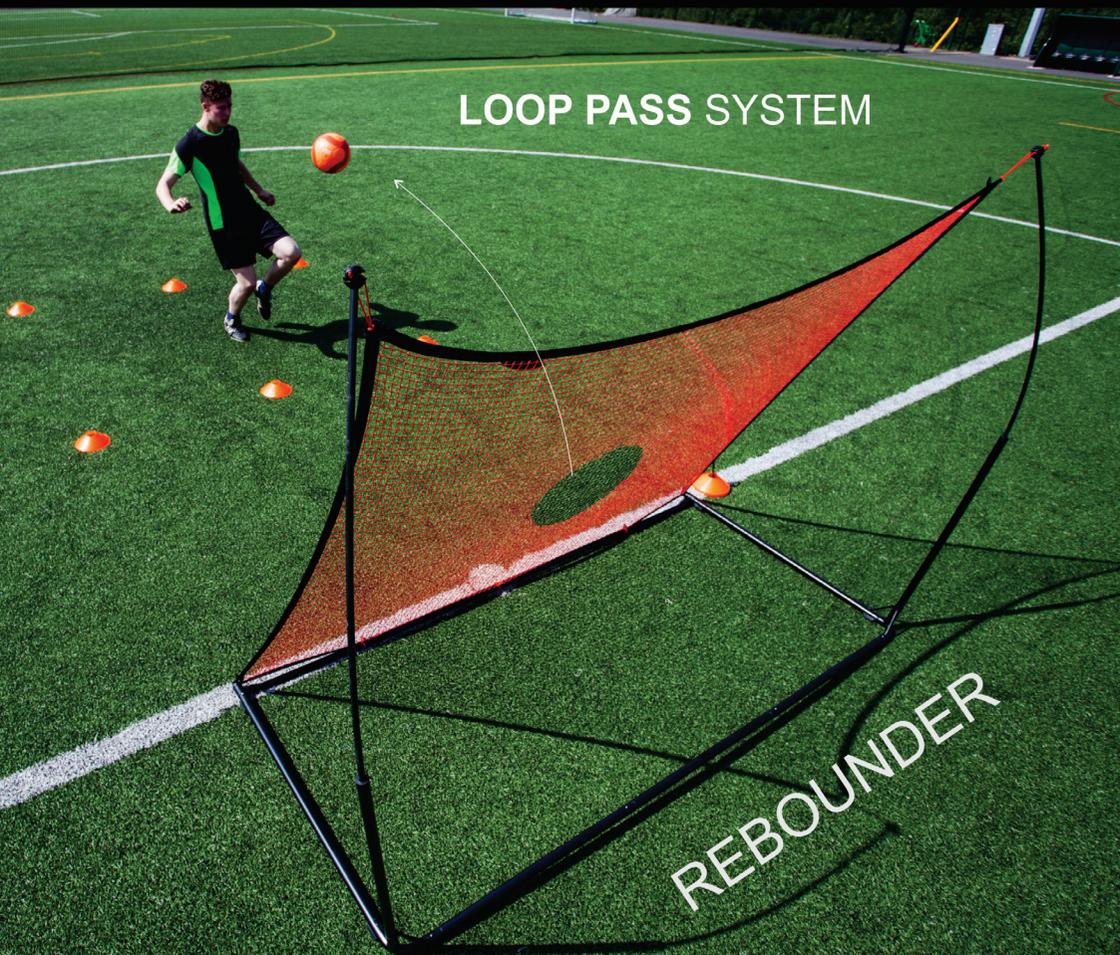
SPOT™ ELITE 2IN1

8x6'
COMPLETE TRAINING SYSTEM

2
PARTS
YEAR
GUARANTEE



PACK
INCLUDES
6 CONES



QUICKPLAY

