

FOOTBALL :
match up / flow / wireframes
adidas.com
10.03.2010 v.7

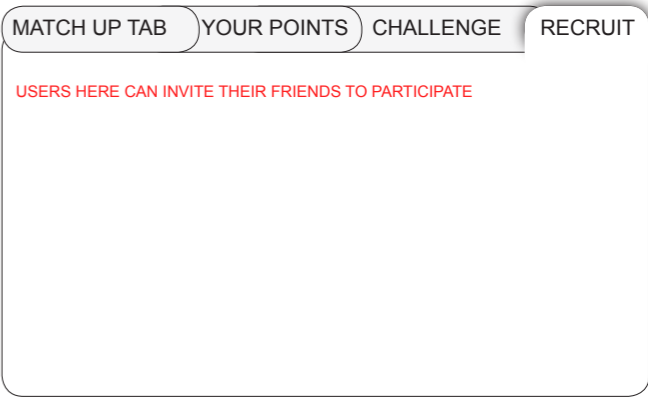
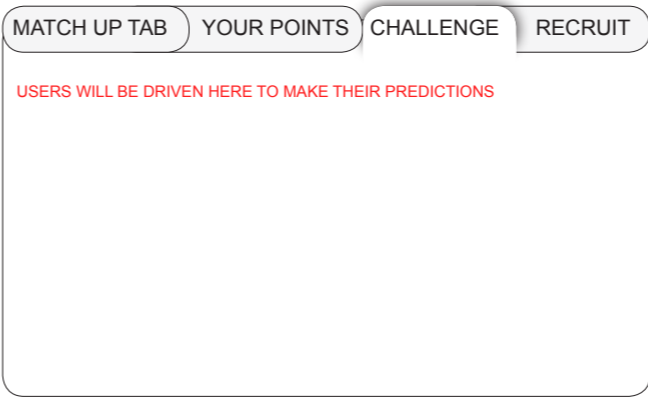
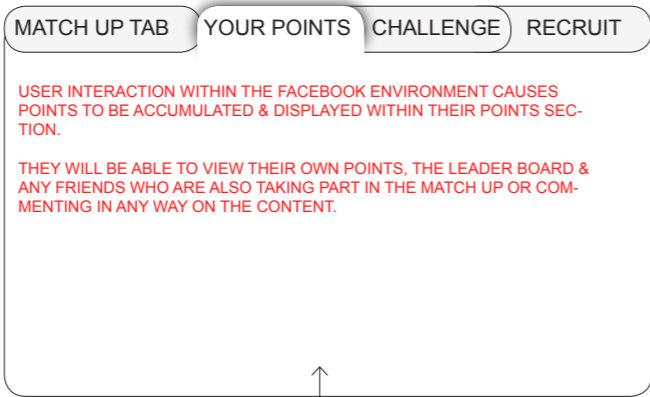
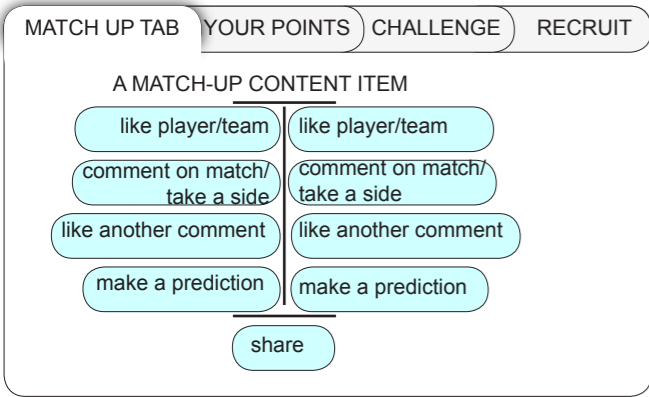
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- 8• CHALLENGE SET UP 2
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<USER IS LOGGED IN>

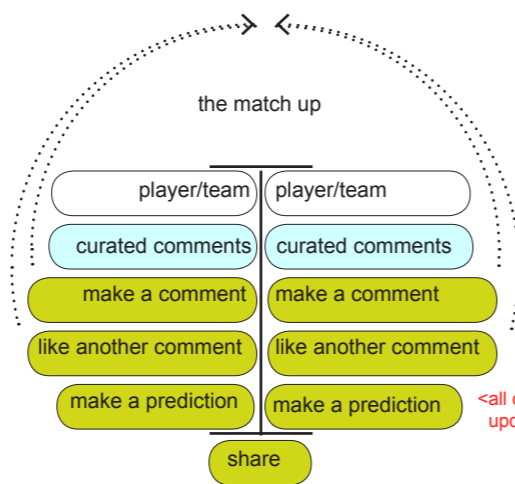
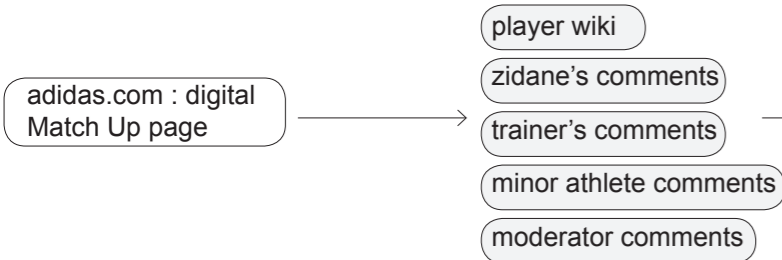


user clicks



comment/like/etc.

fb connect authentication



<all comments and likes updated to facebook>

<all comments and likes updated to facebook>

KEY

- facebook
- curated content
- .com requiring fb authentication

1. **MATCH UPS** YOUR POINTS ##### RECRUIT CHALLENGE LOGIN/OUT

2.

3. BIO 4. CHARTS 5. STATS

<data here>

###+ LIKES 6.

SOME KIND OF STAT HERE 000% 7.

SOME KIND OF STAT HERE 000%

SOME KIND OF STAT HERE 000%

SOME KIND OF STAT HERE 000%

8. SIDE WITH (NAME OF PLAYER/TEAM HERE) 9.

MOST POPULAR 10.

a. NAME b. ADMIN c. ADMIN d. ADMIN

12.36 I like this | Comment g. h. ##

e. NAME 000 points

12.36 I like this | Comment

FRIENDS 12. view all 13.

NAME 000 points

12.36 I like this | Comment

NAME 000 points

12.36 I like this | Comment

NAME 000 points

12.36 I like this | Comment

NAME 000 points

12.36 I like this | Comment

NAME 000 points

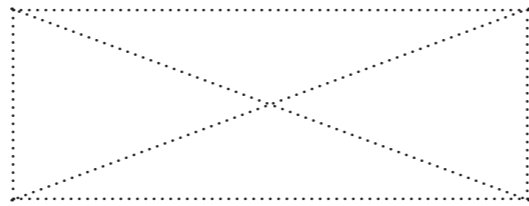
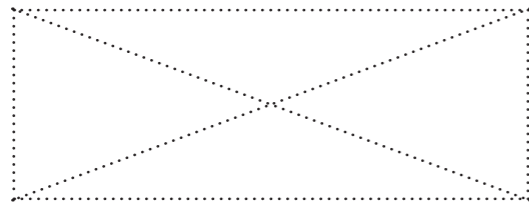
12.36 I like this | Comment

NAME 000 points

12.36 I like this | Comment

NOTES

- Navigation
 - match-ups (active)
 - your points (need to dynamically number of points in the navigation)
 - recruit
 - challenge
 - call to action : login/out (applicable to adidas.com only, this is a call-to-action, that the user clicks allowing the application to gather their Facebook data. The user ID will be stored in a cookie)
- Image
- Navigation : Bio (copy will be stored in static XML & will be per player/per language.)
- Navigation : Charts copy will be stored in static XML & will be per player/per language)
- Navigation : Stats (copy will be stored in static XML & will be per player/per language)
- Dynamic copy : total number of likes for the player/team (total will need to be driven dynamically)
- Dynamic copy : result of predictions
- Copy : side with Player/Team
- Call to action : language toggle
- Copy : most popular (display only the 3 most popular posts, unless something is being posted by the Administrator)
- Discussion thread (on adidas.com curated content)
 - image of Facebook user
 - copy : name of Facebook user
 - number of points or admin (if admin, the word admin displays in place of the number of points)
 - discussion copy (default to number of max characters for display from Facebook)
 - copy : timestamp (from Facebook)
 - copy : I like this
 - copy : comment
 - dynamic copy & icon : number of likes for discussion thread
- Friends : under friends show only the top 5 comments
- Drop-down : view all or view by friends only



BIO CHARTS STATS

<data here>

STATS CHARTS BIO

<data here>

###+ LIKES

###+ LIKES

- SOME KIND OF STAT HERE 000%
- SOME KIND OF STAT HERE 000%
- SOME KIND OF STAT HERE 000%
- SOME KIND OF STAT HERE 000%

- 000% SOME KIND OF STAT HERE
- 000% SOME KIND OF STAT HERE
- 000% SOME KIND OF STAT HERE
- 000% SOME KIND OF STAT HERE

SIDE WITH (NAME OF PLAYER/TEAM HERE)

SIDE WITH (NAME OF PLAYER/TEAM HERE)

MOST POPULAR

NAME ADMIN

Oludamque publicus consuperei publius; nos deludeninata maiorum det ortuus, audeo, nos cum, cae etiamqu odiisses con visse quem visulvi tatquam peruntemo urs des bonstam essulvi vivilnerei pere, quem cam. ##

NAME 000 points

Oludamque publicus consuperei publius; nos deludeninata maiorum det ortuus, audeo, nos cum, cae etiamqu odiisses con visse quem visulvi tatquam peruntemo urs des bonstam essulvi vivilnerei pere, quem cam. ##

MOST POPULAR

NAME ADMIN

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NAME 000 points

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FRIENDS view all

NAME 000 points

Oludamque publicus consuperei publius; nos deludeninata maiorum det ortuus, audeo, nos cum, cae etiamqu odiisses con visse quem visulvi tatquam peruntemo urs des bonstam essulvi vivilnerei pere, quem cam. ##

NAME 000 points

Oludamque publicus consuperei publius; nos deludeninata maiorum det ortuus, audeo, nos cum, cae etiamqu odiisses con visse quem visulvi tatquam peruntemo urs des bonstam essulvi vivilnerei pere, quem cam. ##

1.

FRIENDS

NAME 000 points

Oludamque publicus consuperei publius; nos deludeninata maiorum det ortuus, audeo, nos cum, cae etiamqu odiisses con visse quem visulvi tatquam peruntemo urs des bonstam essulvi vivilnerei pere, quem cam. ##

NAME 000 points

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NAME 000 points

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



NOTES

1. Commenting interface
 - a. graphic : Facebook users image
 - b. text entry box
 - c. call to action : publish the comment

2. **HIGH SCORE**

3.  4. FIRST LASTNAME
 5. POINTS : ####
 6. RANK : ####

7. **YOUR FRIENDS**

8. RANK	9. NAME	10. RIGHT PREDICTIONS	11. POSTS	12. INVITED FRIENDS	13. TOTAL
14. 1	15.  FIR LASTNAME	16. 55	17. 1.1111	18. 123	19. 2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
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1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345

NOTES

- 1. Navigation
 - a. match-ups
 - b. your points (active) (need to dynamically number of points in the navigation)
 - c. recruit
 - d. challenge
 - e. call to action : login/out (applicable to adidas.com only, this is a call-to-action, that the user clicks allowing the application to gather their Facebook data. The user ID will be stored in a cookie)
- 2. Copy : title
- 3. Image : graphic of Facebook user
- 4. Copy : first and last name of Facebook user
- 5. Copy : points (dynamically generated)
- 6. Copy : rank (dynamically generated)
- 7. Copy : title
- 8. Copy : rank
- 9. Copy : name
- 10. Copy : right predictions
- 11. Copy : posts
- 12. Copy : invited friends
- 13. Copy : total
- 14. Copy : Facebook users' rank (dynamically generated)
- 15. Copy & Image : Facebook users' image & name (dynamically generated)
- 16. Copy : Facebook users' right predictions (dynamically generated)
- 17. Copy : Facebook users' posts (dynamically generated)
- 18. Copy : Facebook users' invited friends (dynamically generated)
- 19. Copy : Facebook users' total (dynamically generated)
- 20. Navigation : dot navigation model

1. MATCH UPS


b. YOUR POINTS ####

c. RECRUIT
















d. CHALLENGE

e. LOGIN/OUT

2. HIGH SCORE

3.  FIRST LASTNAME
POINTS : #### 5.
RANK : #### 6.

7. YOUR FRIENDS

8. RANK	9. NAME	10. RIGHT PREDICTIONS	11. POSTS	12. INVITED FRIENDS	13. TOTAL
14. 1	15.  FIR LASTNAME	16. 55	17. 1.1111	18. 123	19. 2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345
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1	 FIR LASTNAME	55	1.1111	123	2.345
1	 FIR LASTNAME	55	1.1111	123	2.345



NOTES

- Navigation
 - match-ups
 - your points (active) (need to dynamically number of points in the navigation)
 - recruit
 - challenge
 - call to action : login/out (applicable to adidas.com only, this is a call-to-action, that the user clicks allowing the application to gather their Facebook data. The user ID will be stored in a cookie)

2. Copy : title

3. Image : graphic of Facebook user

4. Copy : first and last name of Facebook user

5. Copy : points (dynamically generated)

6. Copy : rank (dynamically generated)

7. Copy : title

8. Copy : rank

9. Copy : name

10. Copy : right predictions

11. Copy : posts

12. Copy : invited friends

13. Copy : total

14. Copy : Facebook users' rank (dynamically generated)

15. Copy & Image : Facebook users' image & name (dynamically generated)

16. Copy : Facebook users' right predictions (dynamically generated)

17. Copy : Facebook users' posts (dynamically generated)

18. Copy : Facebook users' invited friends (dynamically generated)

19. Copy : Facebook users' total (dynamically generated)

20. Navigation : dot navigation model

1.

2. CHOOSE A MATCH AND THEN CHOOSE YOUR SIDE. EACH TEAM HAS A REPRESENTATIVE PLAYER.

ONCE YOU HAVE CHOSEN YOUR TEAM YOU CAN'T CHANGE SIDES! SO CHOOSE WISELY. MAKE PREDICTIONS FOR THE PLAYER FROM THE TEAM FROM THE PROVIDE LIST.

THE MORE CORRECT PREDICTIONS YOU MAKE THE MORE POINTS YOU GET.

THE MORE POINTS THE BETTER CHANCE AT WINNING SOMETHING. GOOD LUCK!

The match area displays a grid of match-ups. Each match-up is represented by two teams (one with a red icon, one with a green icon) and a central grey box. A red '3.' is located in the center of the grid.

NOTES

- 1. Navigation
 - a. match-ups
 - b. your points (active) (need to dynamically number of points in the navigation)
 - c. recruit
 - d. challenge
 - e. login/out (for adidas.com only)
- 2. Copy : instructions
- 3. Interactive match area

INTERACTION

MATCHES WILL ONLY BE AVAILABLE FOR PREDICTIONS ONCE THERE ARE TWO TEAMS IN THE MATCH

1. MATCH UPS YOUR POINTS ##### RECRUIT CHALLENGE LOGIN/OUT

2. CHOOSE A MATCH AND THEN CHOOSE YOUR SIDE. EACH TEAM HAS A REPRESENTATIVE PLAYER.

ONCE YOU HAVE CHOSEN YOUR TEAM YOU CAN'T CHANGE SIDES! SO CHOOSE WISELY. MAKE PREDICTIONS FOR THE PLAYER FROM THE TEAM FROM THE PROVIDE LIST.

THE MORE CORRECT PREDICTIONS YOU MAKE THE MORE POINTS YOU GET.

THE MORE POINTS THE BETTER CHANCE AT WINNING SOMETHING. GOOD LUCK!

3. THIS IS MATCH ARGENTINA VS. NIGERIA, CHOOSE ONE. a. c. b. d.

5. MESSI'S THE MAN! b. c. make your prediction

- Epudae nonempe ritiber essit, coribus e
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe
- Epudae nonempe ritibe

d. e. f.

6. Congratulations! Your done. a. b.

NOTES

1. Navigation
 - a. match-ups
 - b. your points (active) (need to dynamically number of points in the navigation)
 - c. recruit
 - d. challenge
 - e. call to action : login/out (applicable to adidas.com only, this is a call-to-action, that the user clicks allowing the application to gather their Facebook data. The user ID will be stored in a cookie)
2. Copy : instructions
3. Interactive match area
4. Predictor PART 1
 - a. copy
 - b. call to action : close
 - c. graphic/call to action : flag of one of the two countries of the map
 - d. graphic/call to action : flag of one of the two countries of the map
 - e. call to action : goes to STEP 2
5. Predictor PART 2
 - a. graphic : of athlete
 - b. copy
 - c. call to action : close
 - d. check box choices with copy
 - e. scroll bar (if needed)
 - f. call to action : goes to STEP 3

INTERACTION

MATCHES WILL ONLY BE AVAILABLE FOR PREDICTIONS ONCE THERE ARE TWO TEAMS IN THE MATCH

PREDICTIONS WILL BE HOUSED IN A STATIC XML FEED.



















USER CAN CHOOSE FROM A NUMBER OF POSSIBILITIES AND THEY WILL BE STORED WITH AN ID IN THE DATABASE.

MAX NUMBER OF PREDICTIONS THAT A USER CAN MAKE FOR ANY ONE MATCH/PLAYER IS 5.

CHOOSE A MATCH UP FOR EACH TEAM
 ONCE YOU HAVE MADE PREDICTIONS
 THE MORE CORRECT PREDICTIONS
 THE MORE POINTS YOU WILL EARN

1.

RECRUIT/CHALLENGE YOUR FRIENDS a.

 First Lastname d. location e. <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	g.
 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	
 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	
 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	
 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	
 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	 First Lastname location <input type="checkbox"/>	

SUBMIT h.

NOTES

- 1. Navigation
 - a. copy : title
 - b. call to action : close
 - c. graphic : Facebook user
 - d. copy : name of Facebook user
 - e. copy : location of Facebook user
 - f. call to action : check box to choose this friend
 - g. scroll bar (if needed)
 - h. submit button

INTERACTION

RECRUITING WILL BE A LAYOVER EXPERIENCE