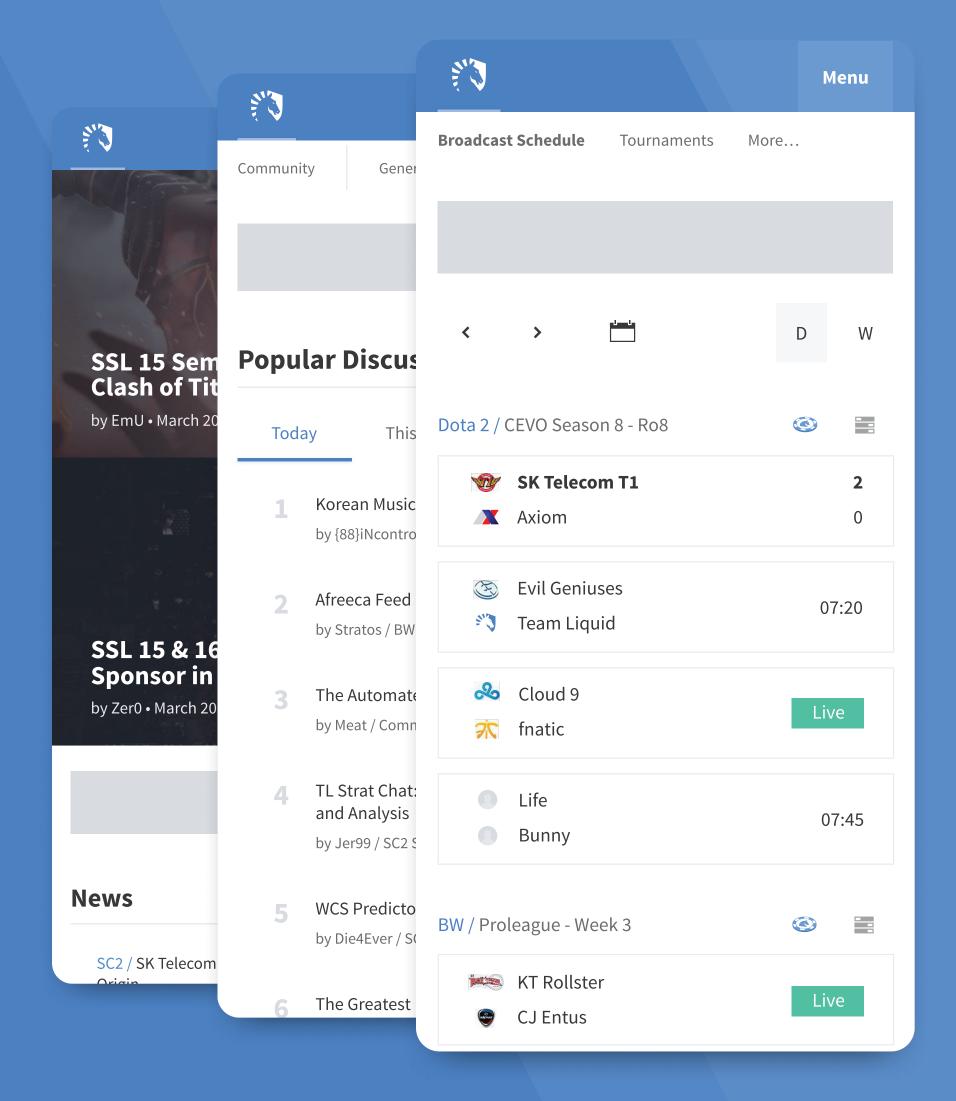
TeamLiquid.net, Version 2

Envisioning a New Future for Esports Communities

My Role: Project and Design Lead



1. Growing Interes



Business Problems

- Limited resources
- Satisfaction and growth
- The codebase

User Problems

- Hard to keep up
- Degraded relationships
- Overwhelming

- Unify Team Liquid's community websites.
- · Rebuild the experience around users.
- Build a more unified experience.
- · Create more sustainable product work.

2. Research Articul



Market research and analytics helped to fill in the remaining gaps.

(what was... not what could be)

3. Design Challeng

"How do I organize the new website into a form that optimally helps users with their needs?"

Products

News and Games, Events, Community

User Needs

TeamLiquid

Sections

Live Events

Community

User Profile

Staff

Footer

Special

Foots

Footer

Special

Footer

Special

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Special

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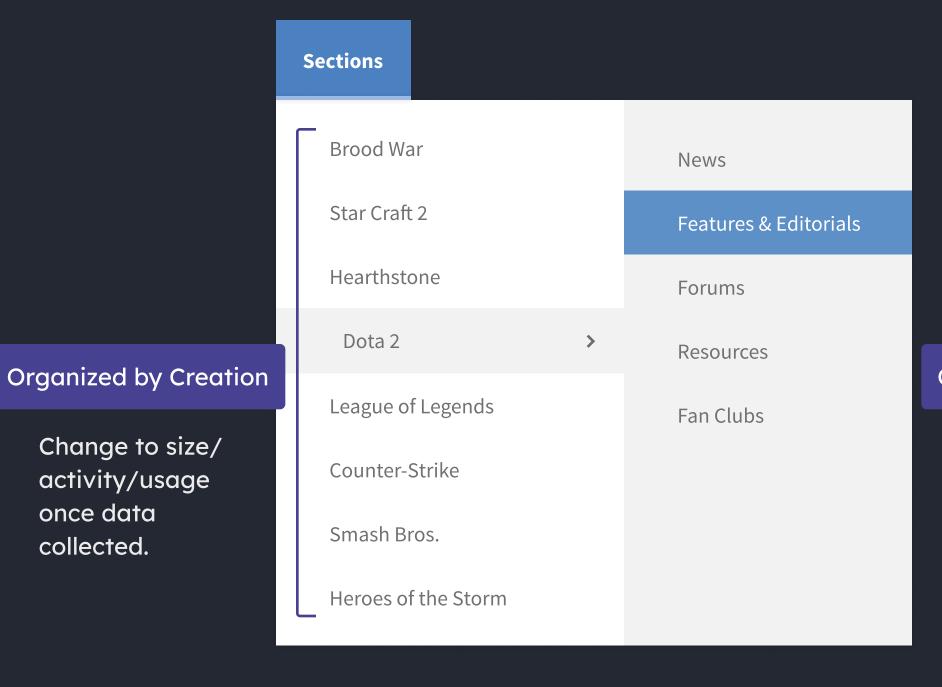
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Footer

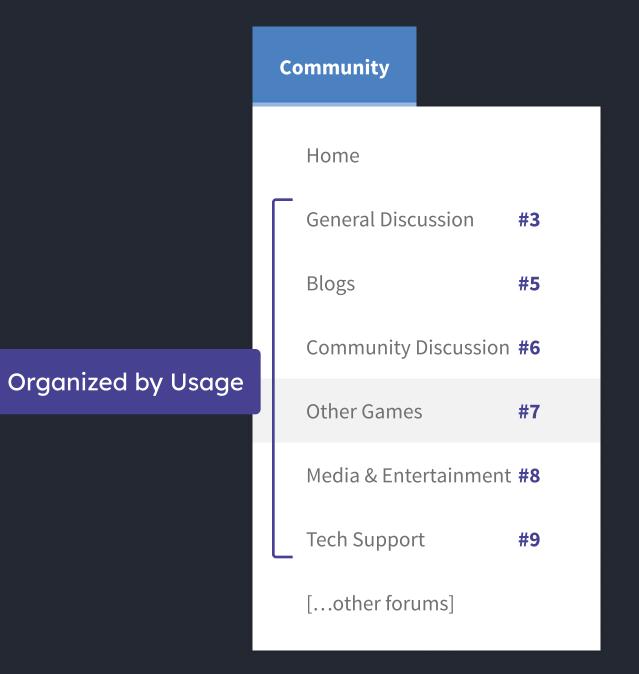
Special

Footer

Foot



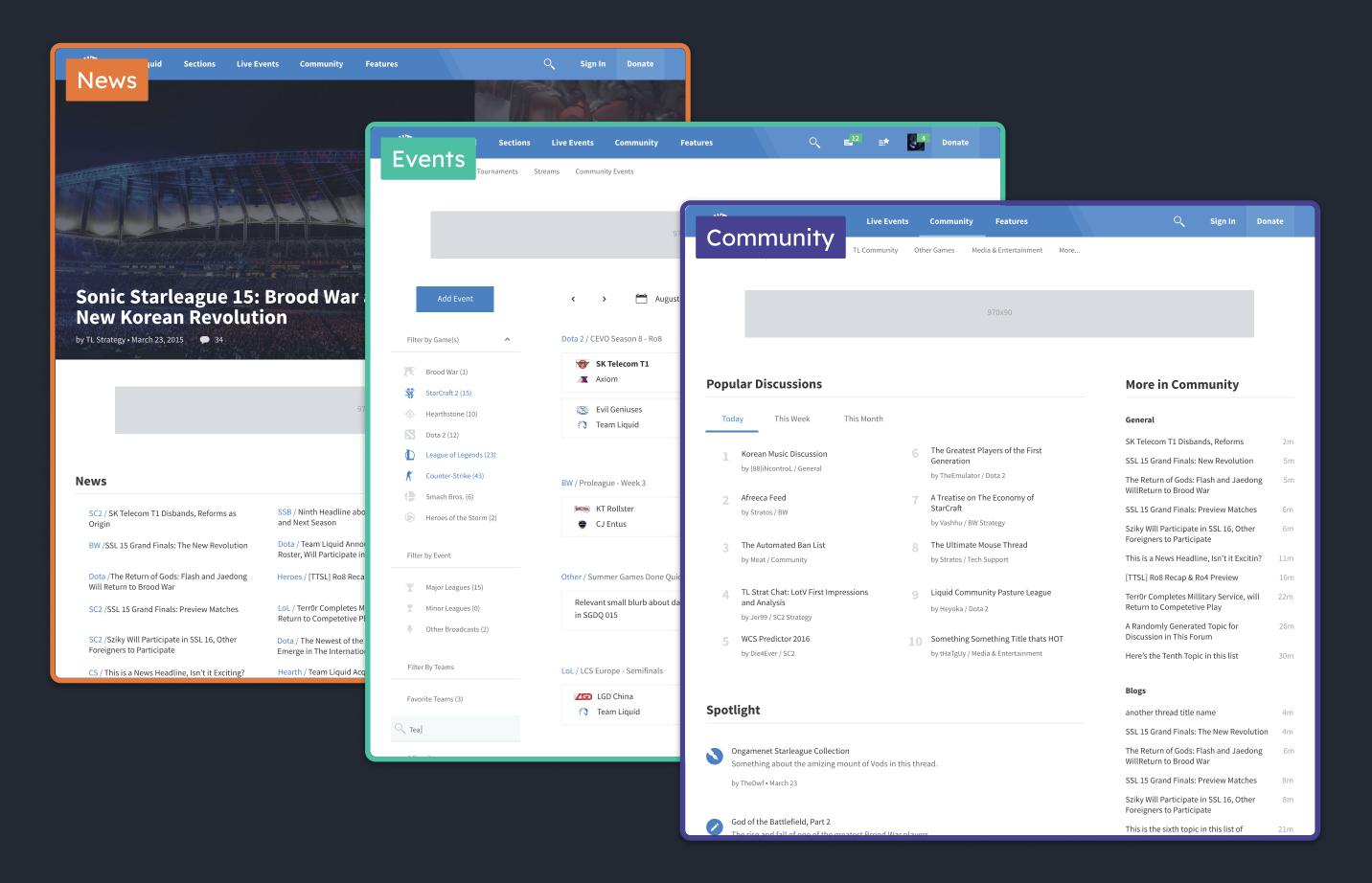
collected.





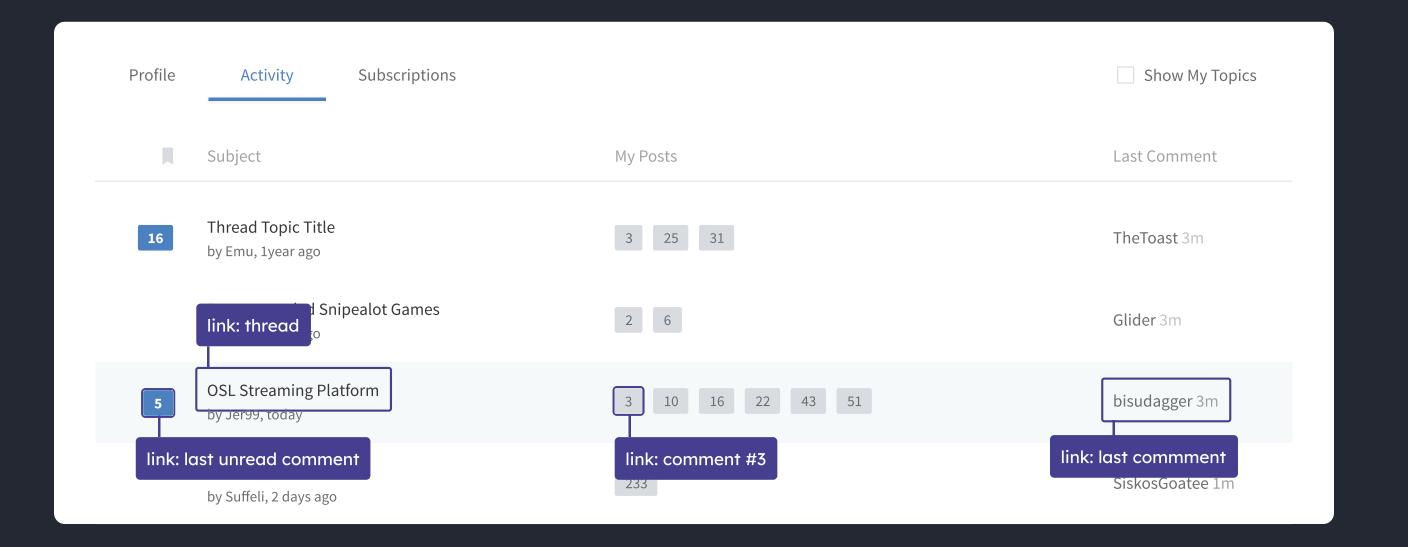
How do I break apart a single point of surveyal into many, and ensure that each branch is a meaningful piece of the overall experience?





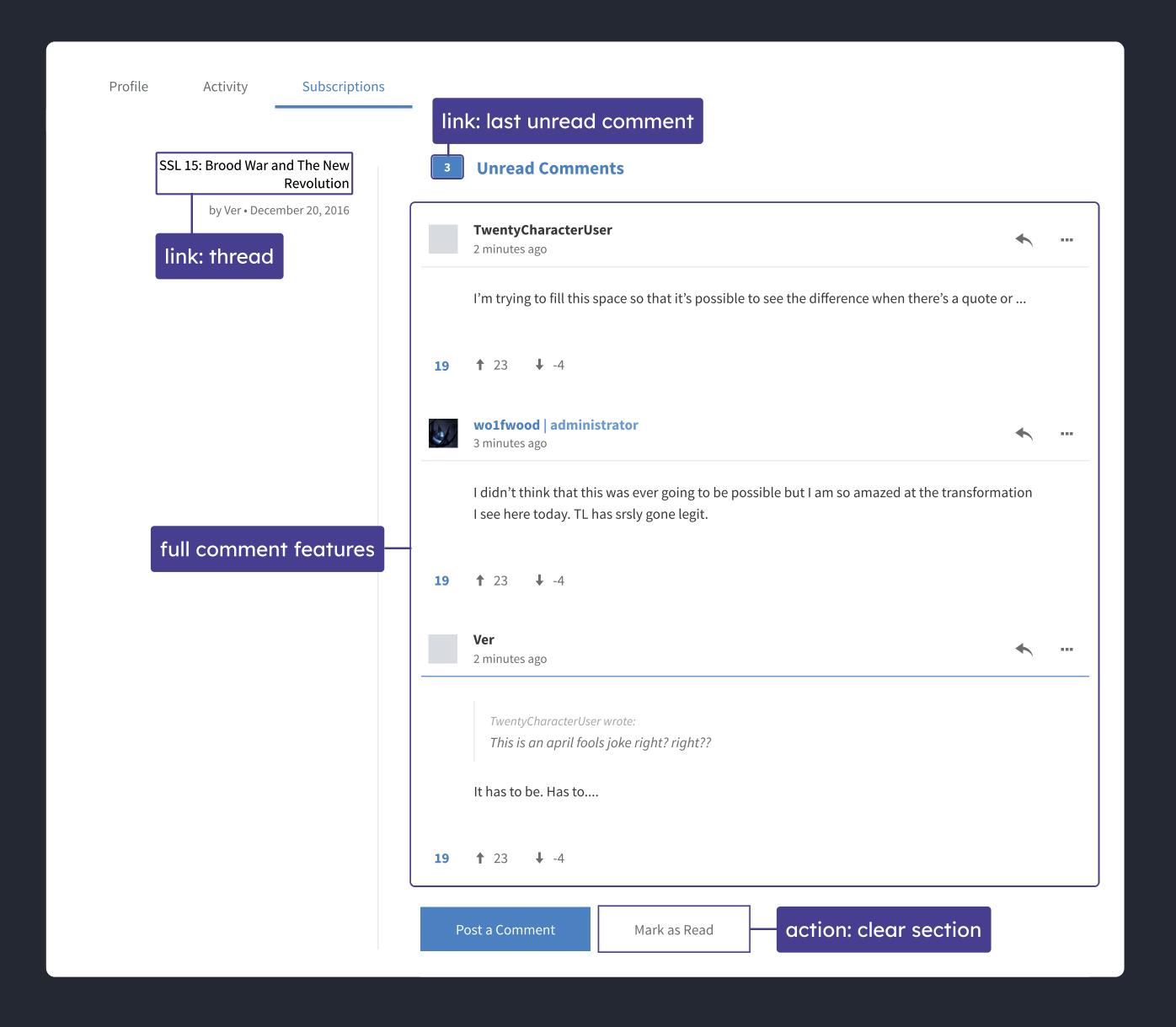
A wealth of content creates challenges for users...

How do you find what you love? And how do you find content you might like?

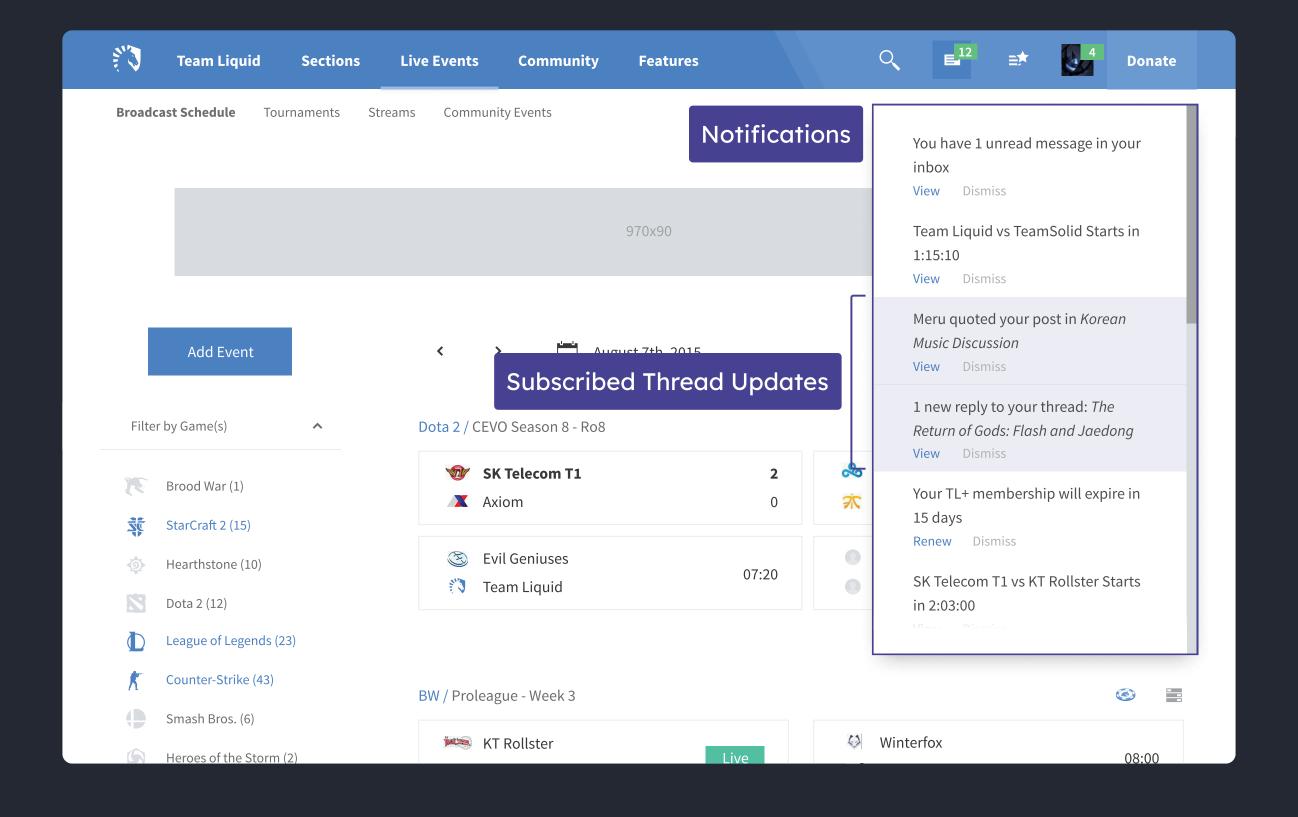


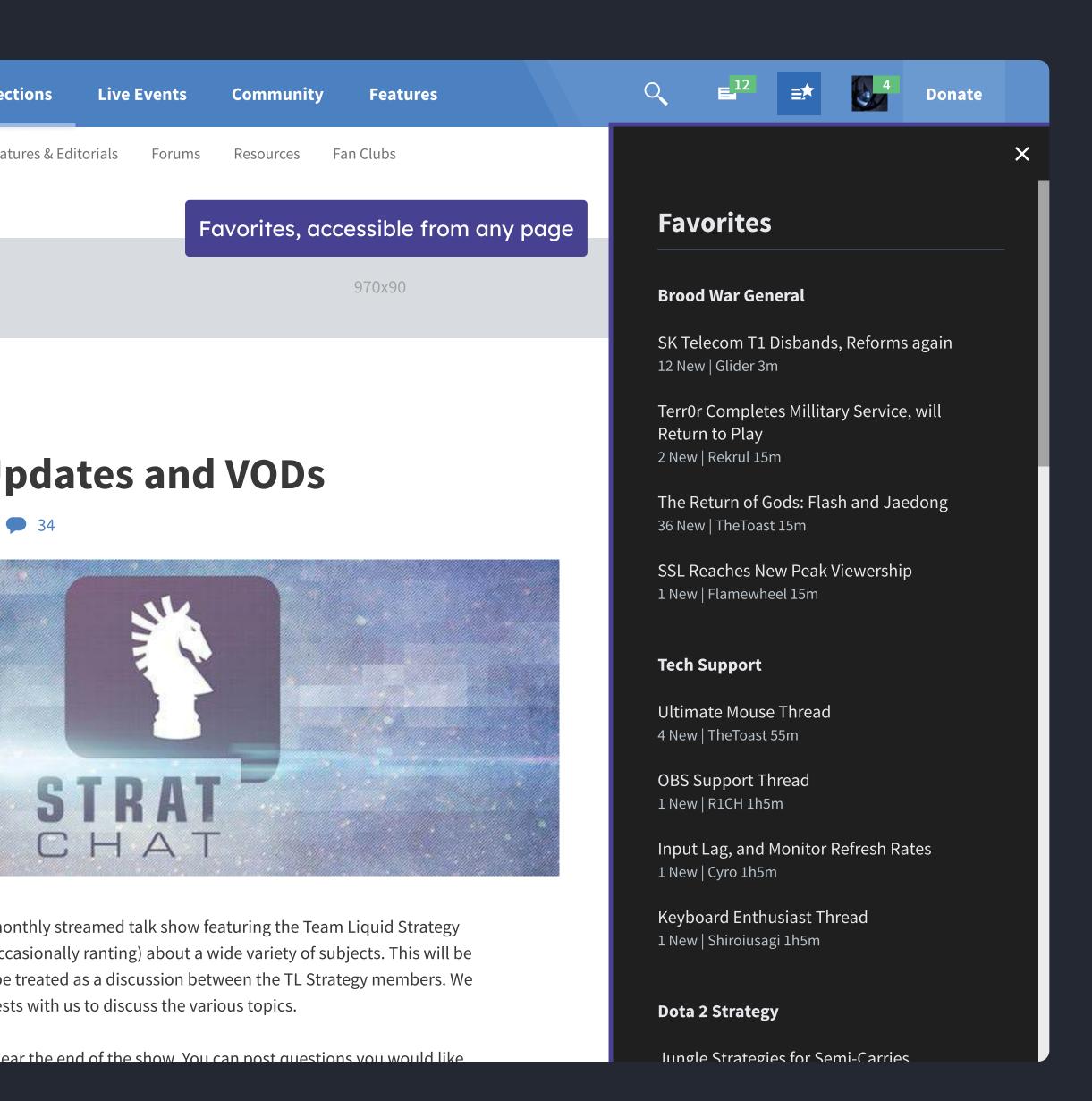
Post activity only helped so much...

Quick access to thread features helped users reengage faster.



Notifications could help users know when important replies happened.

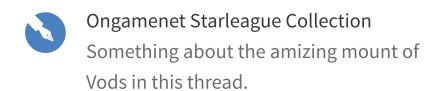




Favorite topics helped users curate what they loved, and access them anywhere.

So...what about the topics users didn't even know they might like?

Spotlight



by TheDwf • March 23

Designing TL.net, Paradigms and Thematic Links

> Just when you thought this couldn't get any crazier.

by wo1fwood • March 8

Razzia of the Blizzsters TheDwf goes in-depth about what LotV needs to do for Starcraft II.

by Karras • March 13

God of the Battlefield, Part 2 The rise and fall of one of the greatest Brood War players

by Ver • March 16

A Guide to Follwing he Chinese StarCraft

Looking for information about Chinese StarCraft? Look no further.

by Terminus • March 20

Counter-Strike, The Early Years Listen to a longtime pro on the cultivation of the early Counter-Strike scene.

by f0rest • March 7

Featured Blogs



Drawings! by Glider • June 6

Novis Aquis - Part III by wo1fwood • June 6



The International 6 in Photos: Day 6 by opertown • June 6



Birthday Cake Fun by NeverGG • June 6



Composing for TL by ImbaTosS • June 6



Food Porn! Moussaka

by kierpanda • June 6



SBT - Fathers Day Treasures

by Rahin • June 6



Backpacking in Sourby Golgotha • June 6 Backpacking in South East Asia



New Featured Blog Format, with a Longer

by disciple • June 6



A European Baloon Adventure by FuDDx • June 6

New Features

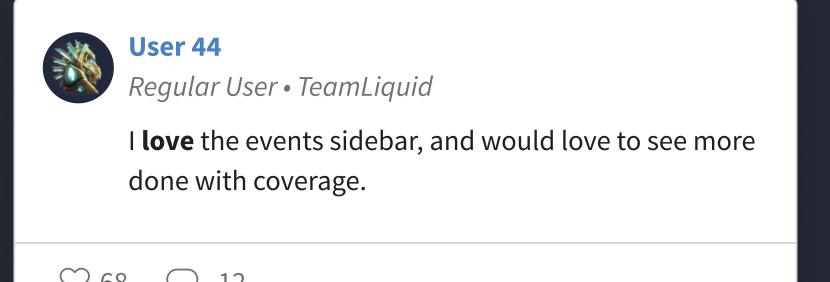
Popular Discussions

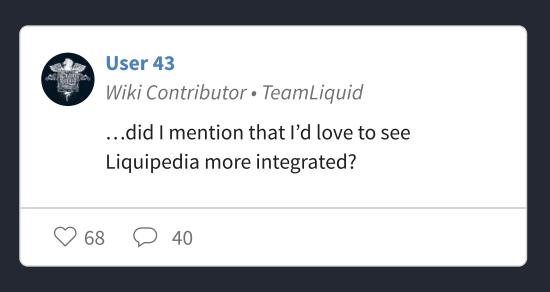
Today	This Week	This Month	
	Korean Music Discussion by {88}iNcontroL / General	2	Afreeca Feed by Stratos / BW
	The Automated Ban List by Meat / Community	4	TL Strat Chat: LotV First Impressions and Analysis by Jer99 / SC2 Strategy
	WCS Predictor 2016 by Die4Ever / SC2	6	The Greatest Players of the First Generation by TheEmulator / Dota 2
	A Treatise on The Economy of StarCraft by Vashhu / BW Strategy	of 8	The Ultimate Mouse Thread by Stratos / Tech Support
	Liquid Community Pasture I by Heyoka / Dota 2	League 10	Something Something Title thats HOT by tHaTgUy / Media & Entertainment

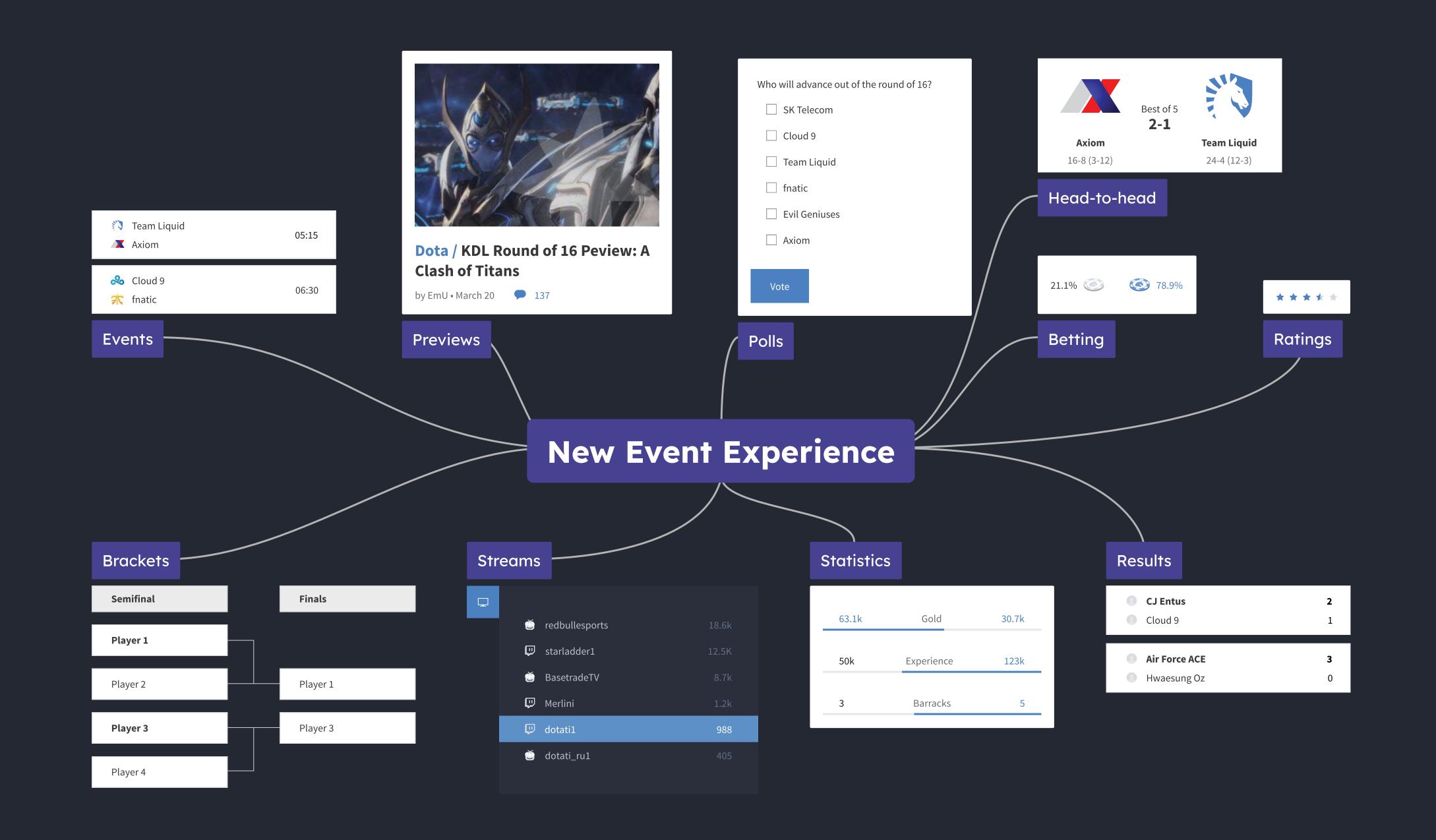
New Topics

Subject	Last Comment	
[TV] Hannibal by lichter • August 9	Mani 4m	
[TV] HBO Game of Thrones by zatic • August 9	gene 2h	
The Automated Ban List by iplaythings • August 9	SeeKeR 1h	
The Ten Commandments by FakeSteve • August 9	Vashuu 2h	
The Ultimate Mouse Thread by TheToast • August 9	S1l3ncr 3h	
Half Life 3 Revealed by wo1fwood • August 9	temerian 5h	

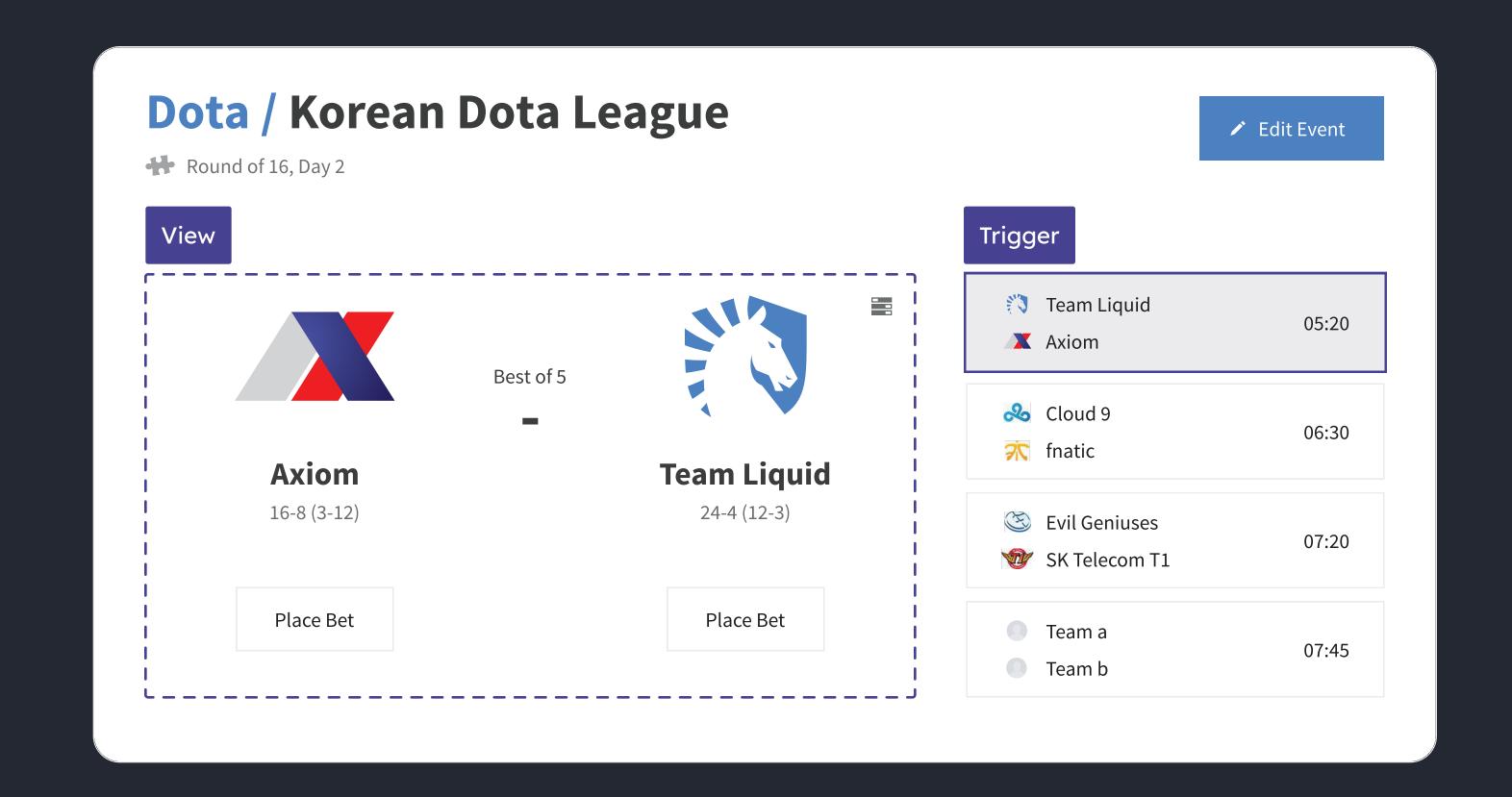




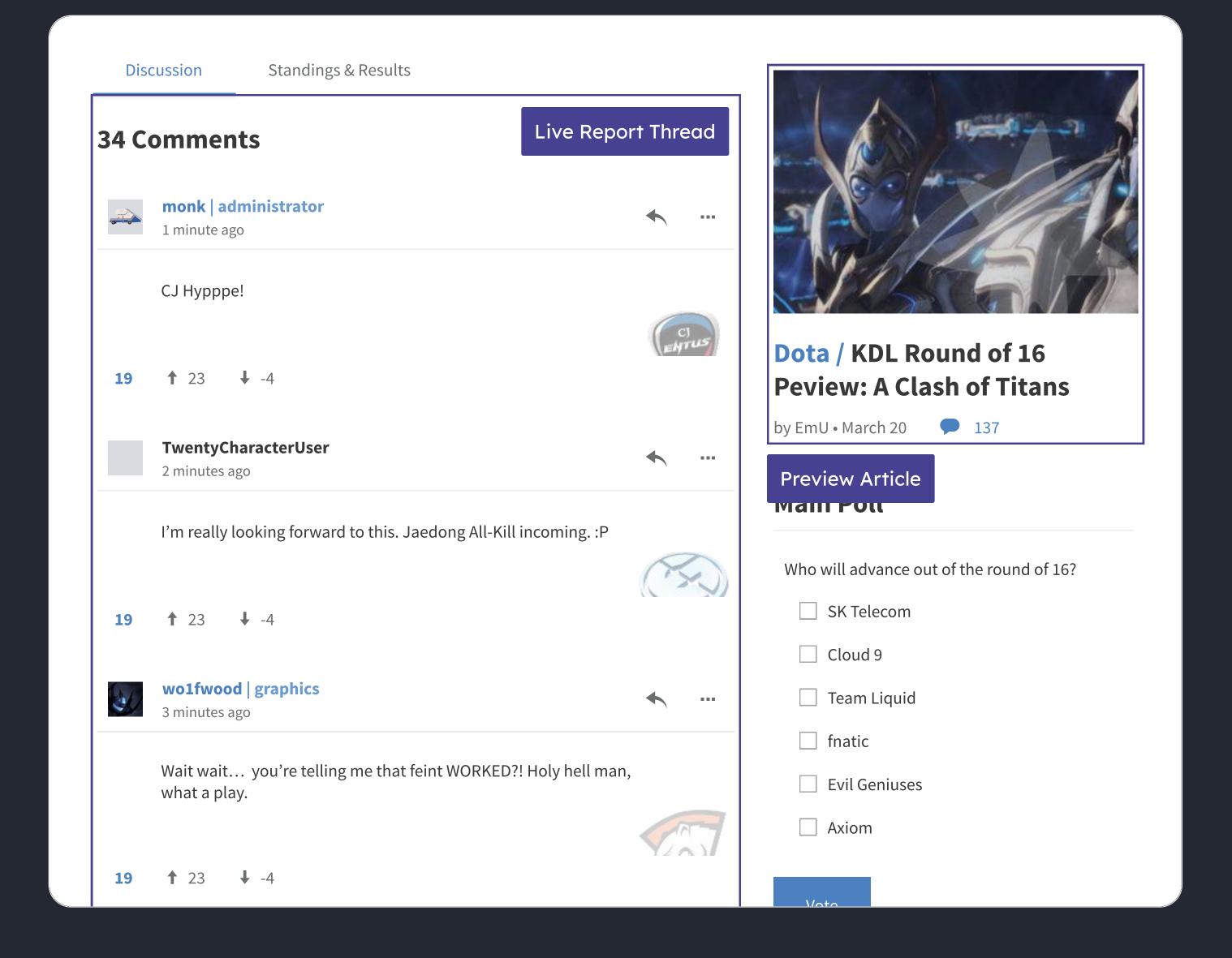




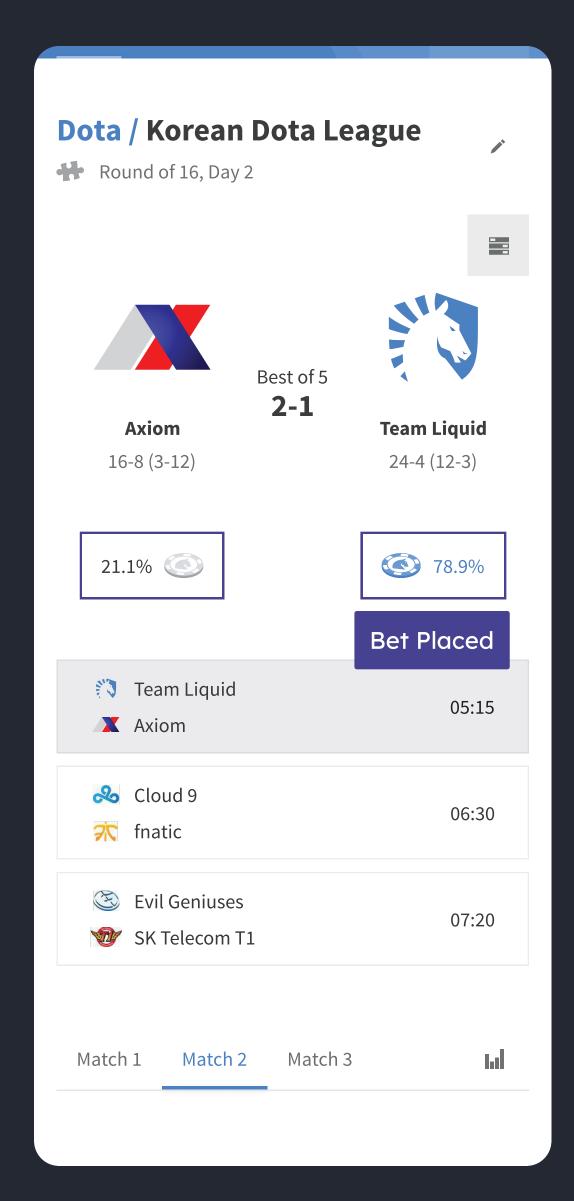
Matches were the centerpiece of the experience.

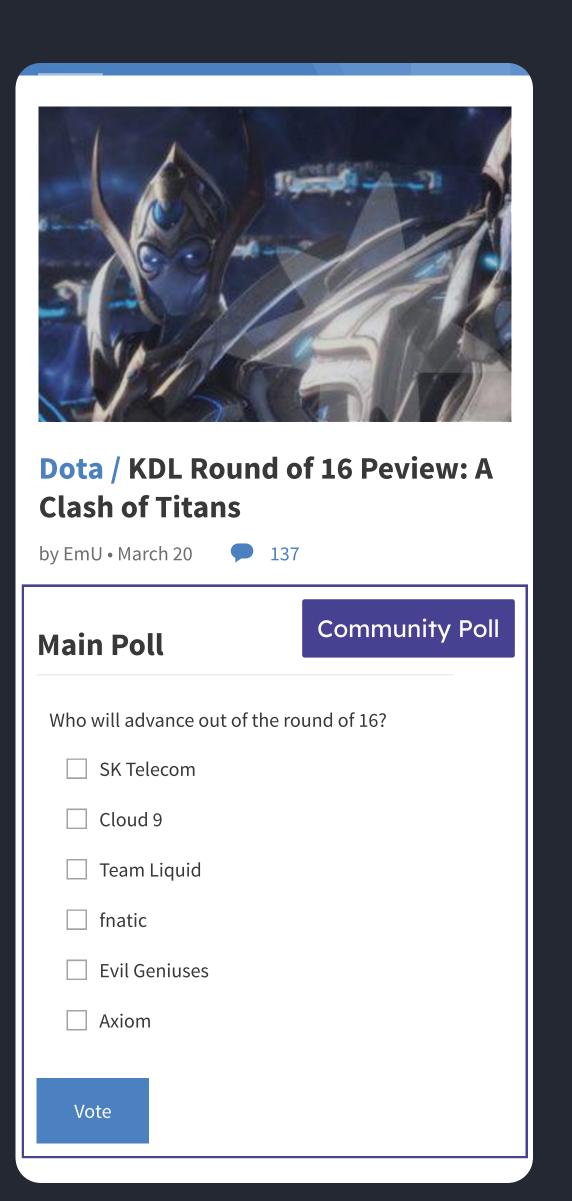


Preview articles and discussions were part of how the community engaged with events.



But "vibe checks" were also a fun activity to talk about/share.





Integrating Liquipedia results and brackets was a common sentiment from users.

Standings & Results Discussion **Results: May 7, 2015** CJ Entus Air Force ACE Cloud 9 Hwaesung Oz Evil Geniuses KT Rollster Team Liquid Jin Air Green Wings Results (for the day) Standings Liquipedia Brackets Semifinal **Finals** Quarterfinal

Player 1

Player 4

Player 6

Player 1

Player 6

Player 1

Player 2

Player 3

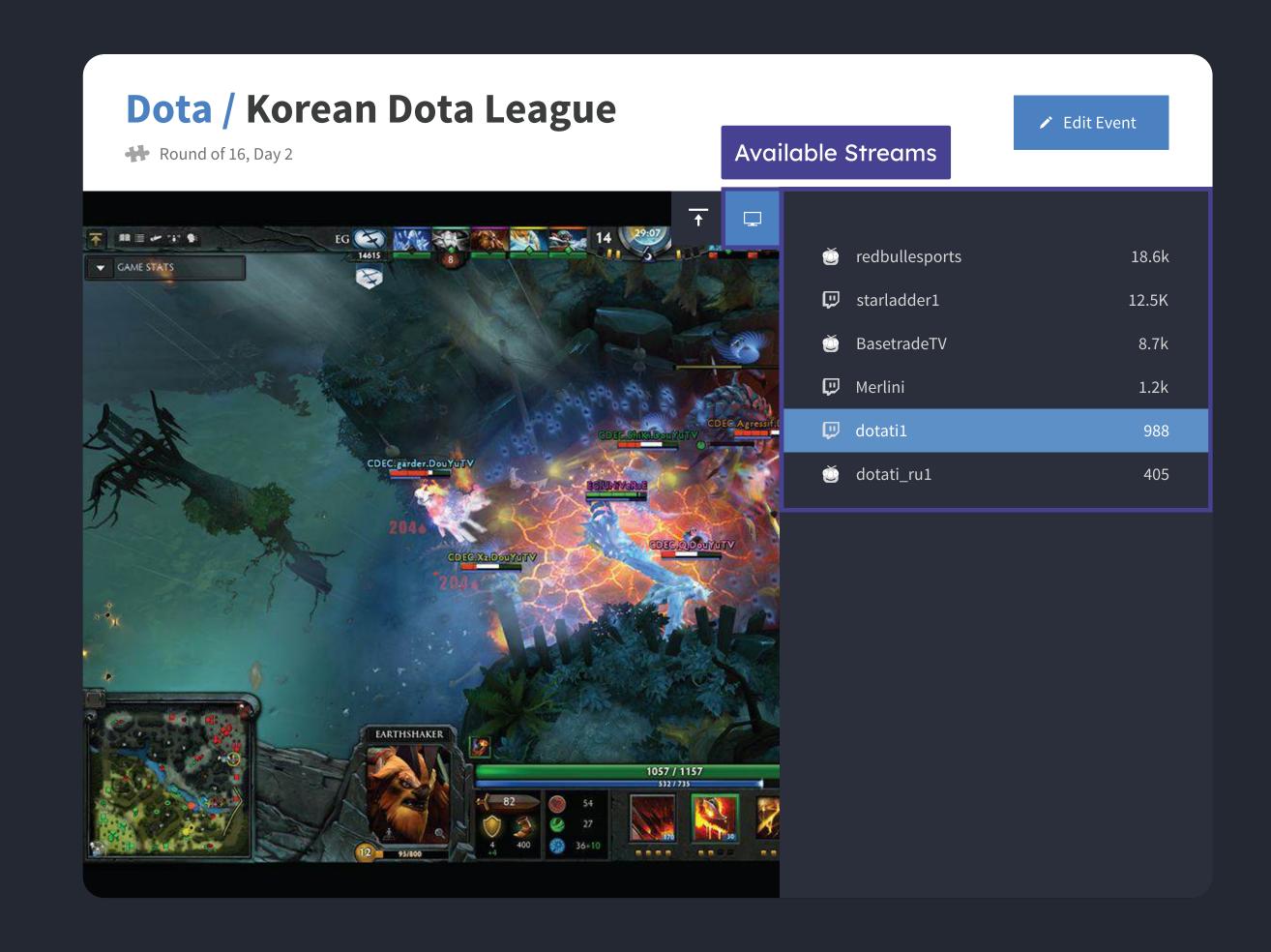
Player 4

Player 5

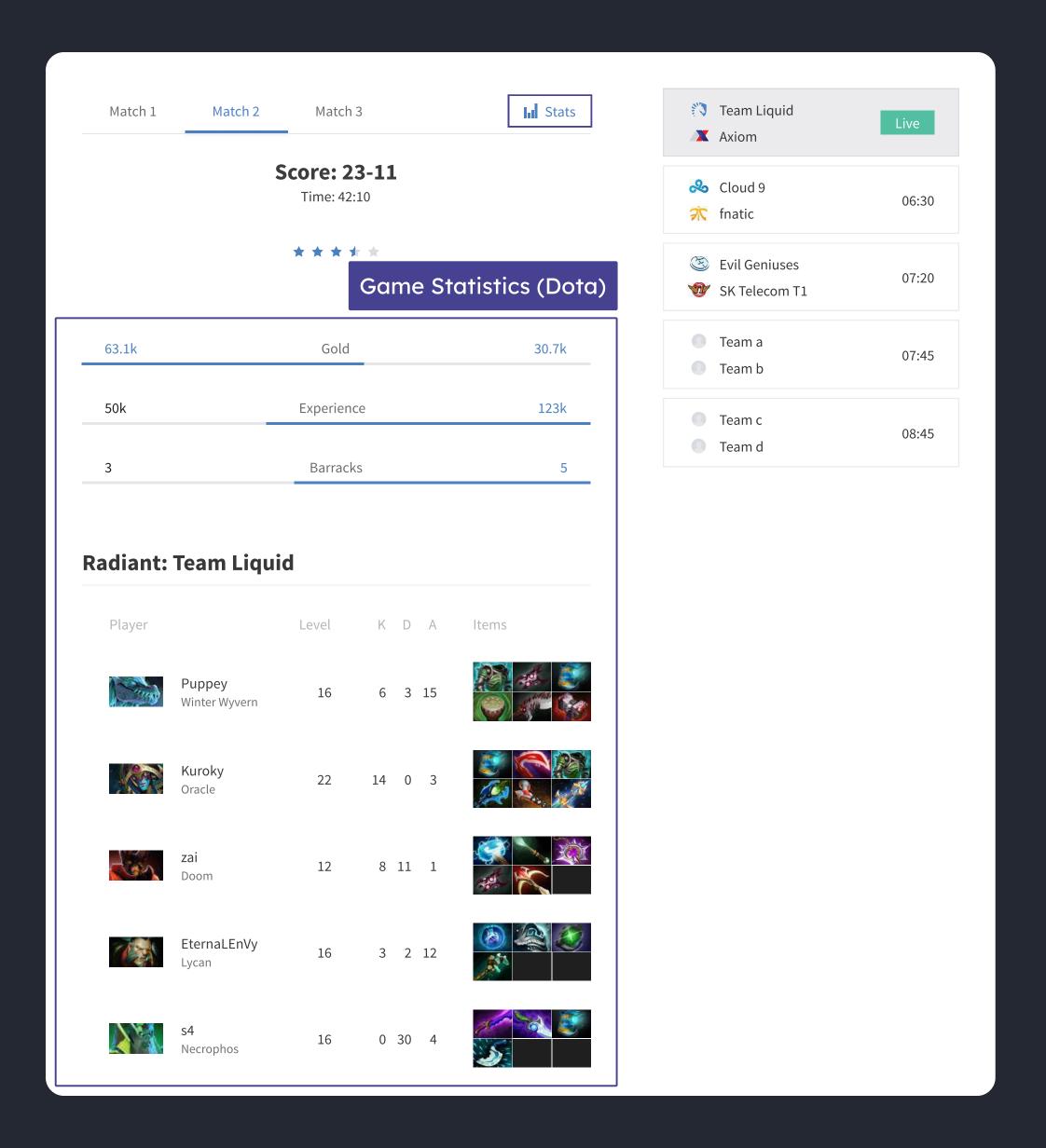
Player 6

2

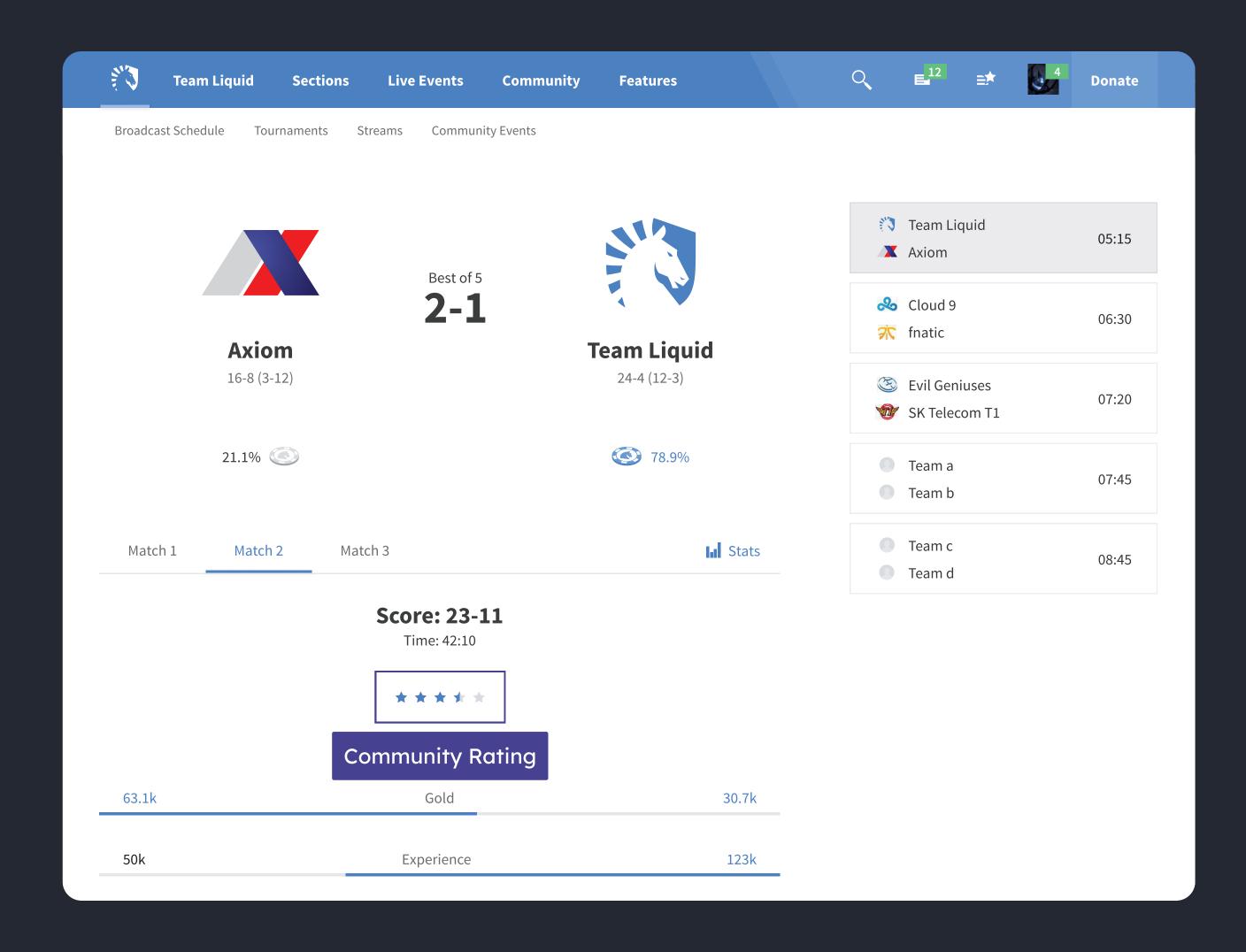
The live event experience improved users ability to find the right stream. Or ignore it.

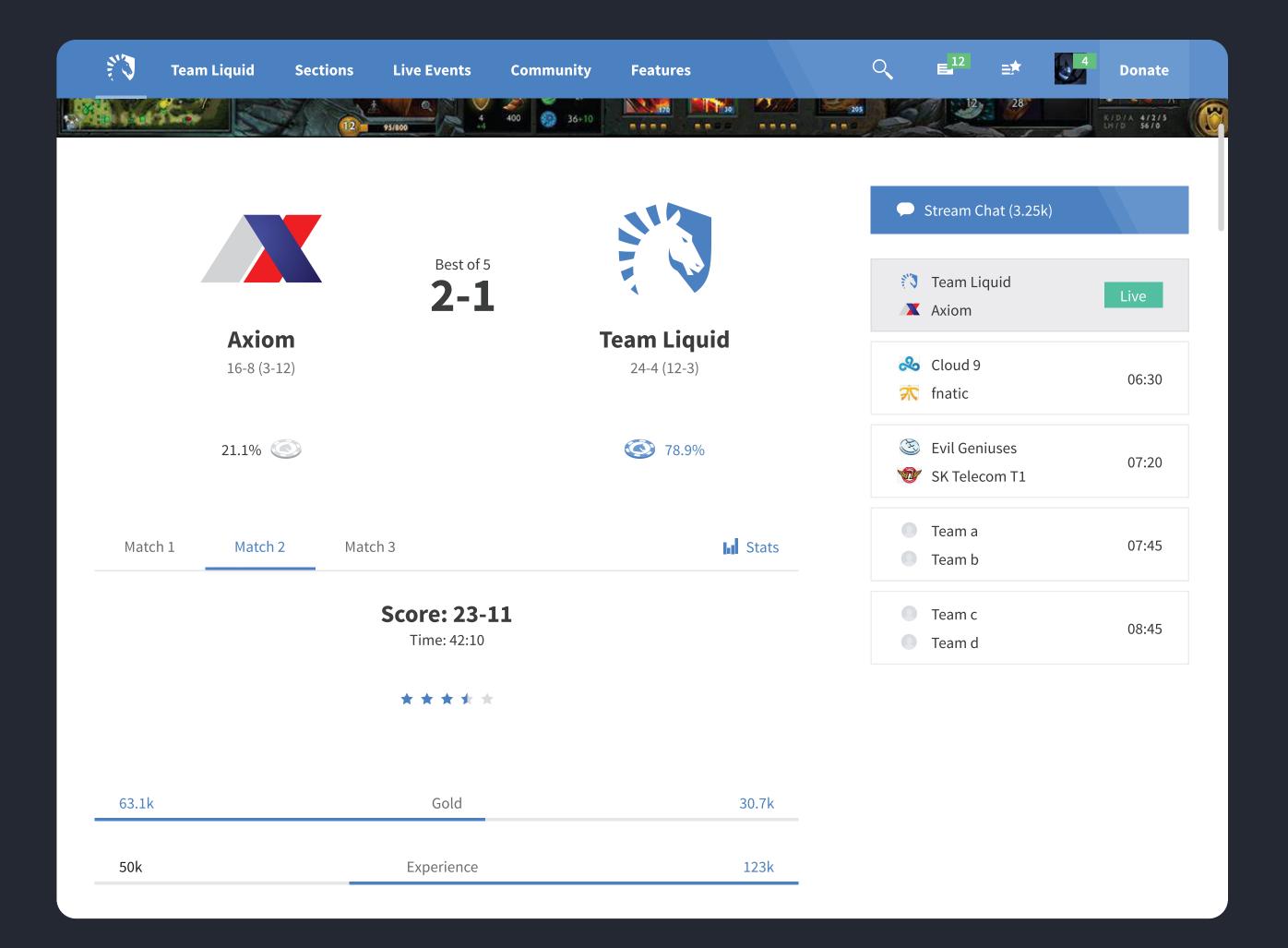


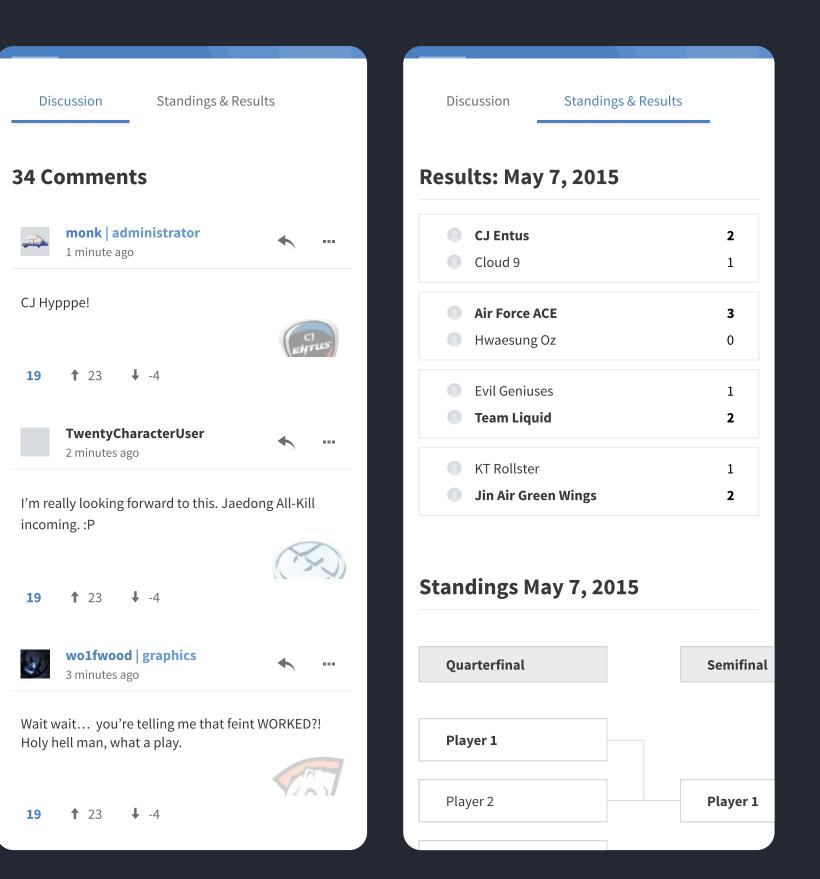
Match statistics was the biggest improvement to the experience. And it gave users the ability to turn off the stream (if needed).



Ratings were a small, but important feature.

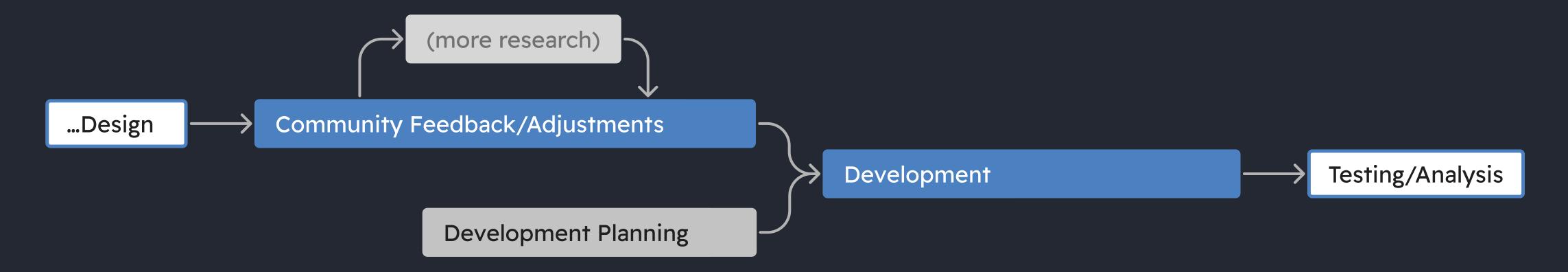






4. Not Shipping

Project, Next Steps



Project Lead Nik Jeleniauskas

Designers Nik Jeleniauskas

Research Participants The Team Liquid Community