# QUICKSCAN - CANVAS

# Esports Forum and Stat Tracker - VLR Clone

**NAME:** Esports Forum and Stat Tracker - VLR Clone

**TICT**

**DATE:** July 1, 2025 10:16 PM

**DESCRIPTION OF TECHNOLOGY**

An enterprise software platform, inspired from the VLR Esports Platform, which provides a new Esports Platform experience together with a Stat Tracker about ongoing matches and events.

## HUMAN VALUES

Since this is a platform where users can make use of several social features and can interact with each other, there is of course an impact in the identity of the user. Because everyone can express their thoughts and emotions of the esports, users can feel more connected and interested in the world of esports. However, these same features could also create friction between users depending on how some of these features are moderated.

## TRANSPARENCY

Yes, to uphold transparency the data collection process is provided to users.

## IMPACT ON SOCIETY

The core problem of this project is the lack of a teractive, and scalable platform for Valorant esports fans to engage with real-time match data, historical statistics, community discussions, and other esport tools. Currently, while platforms like VLR.gg offer valuable statistics and basic forums, they are limited in the features they provide.

## STAKEHOLDERS

- Sid Grouwels

## SUSTAINABILITY

In order to make sure that the platform makes use of sustainable energy, the platform will be hosted by a cloud provider which is committed to using renewable energy sources.

## HATEFUL AND CRIMINAL ACTORS

Even though the platform is created to discuss esports topics, any large-scale social system comes with risks. The technology could be misused to harass other people or spread hate speech, or if account security is weak certain accounts could be taken over and could be used to impersonate others. This could lead potential breaches in GDPR regulations.

## DATA

Data can indeed be powerful but not perfect. This technology embraces data collection and will address its shortcomings by being transparent about the data collection process towards its users and not make any biased conclusions.

## FUTURE

If 100 million people would use this platform, it would become the most used esports platform ever. This would drastically change the behaviour towards esports.

## PRIVACY

The technology will not be used to collect personal data. The only data that can be linked to a personal matter are usernames and account credentials.

## INCLUSIVITY

The data for the platform is mainly collected through VLR. This is because they are the biggest providers and have official connections with the Valorant Esports scene. This causes our platform to also have a bias towards the data which VLR delivers.

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## HUMAN VALUES

**How is the identity of the (intended) users affected by the technology?**

To help you answer this question think about sub questions like:

- If two friends use your product, how could it enhance or detract from their relationship?
- Does your product create new ways for people to interact?…

## TRANSPARENCY

**Is it explained to the users/stakeholders how the technology works and how the business model works?**

- Is it easy for users to find out how the technology works?
- Can a user understand or find out why your technology behaves in a certain way?
- Are the goals explained?
- Is the idea of the technology explained?
- Is the technology company transparent about the way their…

## IMPACT ON SOCIETY

**What is exactly the problem? Is it really a problem? Are you sure?**

Can you exactly define what the challenge is? What problem (what 'pain') does this technology want to solve? Can you make a clear definition of the problem? What 'pain' does this technology want to ease? Whose pain? Is it really a problem? For who? Will solving the problem make the world better? Are you sure? The problem definition will help you to determine…

## STAKEHOLDERS

**Who are the main users/targetgroups/stakeholders for this technology? Think about the intended context by…**

When thinking about the stakeholders, the most obvious one are of course the intended users, so start there. Next, list the stakeholders that are directly affected. Listing the users and directly affected stakeholders also gives an impression of the intended context of the technology.

…

## SUSTAINABILITY

**In what way is the direct and indirect energy use of this technology taken into account?**

One of the most prominent impacts on sustainability is energy efficiency. Consider what service you want this technology to provide and how this could be achieved with a minimal use of energy. Are improvements possible?

## HATEFUL AND CRIMINAL ACTORS

**In which way can the technology be used to break the law or avoid the consequences of breaking the law?**

Can you imagine ways that the technology can or will be used to break the law? Think about invading someone's privacy. Spying. Hurting people. Harassment. Steal things. Fraud/identity theft and so on. Or will people use the technology to avoid facing the consequences of breaking the law (using trackers to evade speed radars or using bitcoins to launder…

## DATA

**Are you familiar with the fundamental shortcomings and pitfalls of data and do you take this sufficiently into…**

There are fundamental issues with data. For example:

- Data is always subjective;
- Data collections are never complete;
- Correlation and causation are tricky concepts;
- Data collections are often biased;…

## FUTURE

**What could possibly happen with this technology in the future?**

Discuss this quickly and note your first thoughts here. Think about what happens when 100 million people use your product. How could communities, habits and norms change?

## PRIVACY

**Does the technology register personal data? If yes, what personal data?**

If this technology registers personal data you have to be aware of privacy legislation and the concept of privacy. Think hard about this question. Remember: personal data can be interpreted in a broad way. Maybe this technology does not collect personal data, but can be used to assemble personal data. If the technology collects special personal data (like…

## INCLUSIVITY

**Does this technology have a built-in bias?**

Do a brainstorm. Can you find a built-in bias in this technology? Maybe because of the way the data was collected, either by personal bias, historical bias, political bias or a lack of diversity in the people responsible for the design of the technology? How do you know this is not the case? Be critical. Be aware of your own biases.…

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