ART 40638 - Principles of User Experience (UX)

Homework 6 : User persona

November 6 2016

REST

REST is a little game box with an antenna on it. You connect it to a display, and you have few games that you have to control by approaching and moving your hand or ngers to the antenna. It is designed to motivate (mostly kids) through re-education of the upper limbs. I need to design the case and physical aspect of the product.

Persona

We created Lucas to be our primary persona. REST focuses on children re-education, and Lucas profile has been narrowed with a neuro-paediatrician. The user centered design of REST should be axed around Lucas' needs and expectations. Choosing only one persona will resolve the conflicts we might encounter trying to make REST satisfy different users.

This approach speeds up the design flow, and secondary personas will receive coverage of their needs and expectations, once Lucas' have been fixed. The persona can be viewed on the last page.

Pictures have been taken from this site : http://maggiesmadcaplife.blogspot.com/.

Scenario

– It's Wednesday, and Lucas just got home from school. It's sunny outside, as always in San Diego. He would have normally come home on his scooter, but he broke his right elbow 6 weeks ago, and just got his cast off. Nobody uses the TV in the living room. He has all his afternoon free, but can't play outside, since his right elbow would hurt him. He decides to wait for his brother to get back from school to play xBox with him, and meanwhile wants to play on REST. He feels he can beat his brother's score on the circles game.
– REST is already plugged to the TV. Lucas switches the TV and REST on. REST boots and displays the principal menu. Since the HDMI cable isn't very

long, he sits on the floor in front of the TV. He needs to select the game, and he's prompted to calibrate the antenna. The 2 buttons are too close and he needs to look which one to press while putting his hand at the desired position.

– The game launches, and Lucas wins the first 2 levels quite easily. He's happy to master those levels, but he knows the 3rd level gets hard for him. His brother didn't beat the 4th level, and he wants to be the first one to beat it.

– Lucas manage to beat the 3rd level, and tries the 4th one. It's hard, and his arm gets tired a little, but he feels he is getting closer and closer. He's really motivated by the fact that he is getting very close to win each time.

– The casing should be really stable at this point, because if vibrations are transmitted to the antenna through the floor or table, the gameplay would loose precision.

– His arm gets tired, so he tries another game instead. When he returns to the menu, he receive a stamp for today's exercises. He's proud because he unlocked a new level on the 3rd game for which he wanted to play. For the 3rd game, he needs to work synchronisation between both his arms. Lucas plugs the 2nd antenna module. For this game, he will work vertical gestures instead of the horizontal gestures of the circles game, so he needs to reposition the antenna.

– Again, he's prompted some calibration, and can play the game. This game is quite mind-challenging because he needs to de-synchronize his arms, and the new level adds new patterns with random rhythms.

– Lucas still wants to beat his brother on the circles game, so he returns to this game. This time no calibration is necessary. He finally manage to beat the 4th level. He's really happy, and the 5th level seems really hard, so he will challenge his brother when he gets home.

– When his brother Thomas gets home, he wants to play xBox, but Lucas tell him about the new level and how he beat him. Thomas decides to give it a go, because he likes how the game works magically without touching the antenna.

This scenario depicts how motivation works for Thomas. Since Thomas is competitive, he needs incentives.

This scenario shows that some levels are progressively unlocked based on the user's progression. This is important so that Lucas keeps exercising at the right pace.

Also, it shows that the case should allow different configuration and easy positioning in different orientations, while maintaining a good stability.