



Lucas S.

12 yo, male. Broken right elbow playing outside, and he's right handed.

He has time in the afternoon, after he gets home from school.

His big brother has a xbox. He likes playing outside on his scooter, but also likes playing with his brother on xbox on the living room TV. His father watch a lot TV.

His family are modest, San Diego, has a fair health coverage, but not much living space.

Not meticulous, often break things

PERSONALITY INTP

Quiet, contained, flexible, logical
Seeks logical process and knowledge

Competitive with his brother

Doesn't care about his handicap

REFERENCES & INFLUENCES



CHILD PATIENT

"Thomas doesn't let me play with him on xbox." - about his brother

TECHNOLOGY EXPERTISE



UX GOALS

- ↑ Having fun
- Ease of use and manipulation
- Game progression and motivation
- Diversity, repeatability

DEVICES & PLATFORMS



MUST DO

Entertain

Luca should want to play even if he wasn't injure

Minimize interaction

Lucas doesn't want to bother with intricate commands and calibrations. He has a broken arm and is quite clumsy.

Challenge progression

For Luca to keep playing games must be challenging, but he should be able to progress

MUST NEVER

Injure

Luca shouldn't risk to injure himself while playing

Annoy

The product is "dead" once the user gets annoyed

Complexity

Lots of buttons and processes before playing gets in the way of a child with a broken right arm

BRAND RELATIONSHIP

User seeks Fun
Motivation
Arm recovery
Alternative to boring exercises

User lvl 1
Didn't knew the brand

Usage Everyday or so during recovery. Might keep playing after

"It works like magic, and it's cool : first time the parents and doctors wants me to play some video games"