ABOUT DANIEL

Age: 57

Location: Wellington, New Zealand

Field of study: Physics & Programming

Occupation: Lecturer

DANIEL'S PROFILE

TECHNOLOGY CAPABILITY

SYSTEM KNOWLEDGE

PEERWISE EXPECTED USE

BEHAVIOURAL VARIABLES

Activities: Daniel is a lecturer at Victoria University, teaching physics and programming whilst spending his spare time completing research in his office. He often goes out for dinner with his wife as they both work long hours and don't always have time to cook. Daniel is aware he should be more active but has changed little in his lifestyle to assist this.

Attitudes: Daniel is a visual teacher often using chalkboards to communicate his ideas. He is always prepared to learn new theories and due to his friendly nature he enjoys talking to people in the hallway. He is very empathetic towards his students as he previously was a course coordinator before he realised he got his enjoyment out of passing his knowledge down to others.

Aptitudes: Daniel is good at learning new systems and is highly technology literate. He explores the limits of systems to quickly become a power user. His time management is poor as he often gets engaged with his research or talking to fellow lecturers and loses track of time.

Motivations: Daniel wants a way to overview groups and ensure his students have easy access to collaboration platforms that are engaging, and students can contribute anonymously and don't have to worry about being correct.

Skills: Daniel is skilled in the area of computers which allows him to pick up new programs and systems easily. He regularly spends time tinkering in Terminal to refine his setup and work efficiency.

Weaknesses: Daniel believes that there are certain ways that interfaces "should" function based on his experience with other systems. He becomes frustrated if he thinks something doesn't make sense or is over complicated for no apparent reason.