**Project Kick-off:**

After the introduction lecture about the technical interaction design in the first week. Kick-off meeting for the project started in the second week and we are a group of 1 member

Young people now a days

The main goal for our project revolves around developing a web chat application applying the design thinking principles that will learn throughout the semester. Implementation part of the application will make use of markup language HTML, CSS styling, and client-side programming languages using JavaScript react libraries. Although, the context to whom our project will be applicable will be explained by focussing on the users we choose. To understand this, firstly we will be defining the user group and then select a target group among the user group. The needs and the expectations of the user group can be derived by performing the empathy research. Further details on what methodology we choose to undergo empathy research and the reason how it can be benefitting our project will be furtherly explained in the respective sections below.

**User group and target group:**

Understanding the use context is important as the success of the software highly depends on how well it fits its environment and the use context (parnas, 1999). As we build the project on the chat application the focus will be to provide a channel with a user interface experience where the users can communicate to each other and respond or react to the messages whenever necessary in real time.

Firstly, after doing a brain storming session to pick the user group, we agreed with students at IT university of Copenhagen. Based on fact where there are multiple social media platforms where most students prefer to communicate yet there has not been a common platform where maximum number of students would be interested in and our primary reason of choosing students as our user group will be dependent on these criteria.

Secondly, we proceeded doing a bit more detailed research about the idea of the project, user group and we had selected the target group for the project, who are the students at IT university of Copenhagen who are interested in playing football can use the app for their daily communication purpose. The requirements from the target people is described in the next section where it deals with empathy research

**Empathy research:**