

User Personas for Seek and Sight

Jordan - ADHD

Age: 6

Disability: Attention Deficit Hyperactivity Disorder (ADHD)

Learning Challenges:

- Difficulty focusing for extended periods
- Easily distracted by visual and auditory stimuli
- Needs frequent breaks and high interactivity

Learning Preferences:

- Short, engaging activities (2-5 minutes)
- Interactive games with immediate feedback
- Reward systems (points, badges) for motivation

Design Considerations:

- Use gamified timers or progress bars
- Include animated characters giving verbal instructions
- Minimize clutter and avoid overwhelming sound effects

Maya - Dyslexia

Age: 7

Disability: Dyslexia

Learning Challenges:

- Struggles with decoding words and letter reversals
- Difficulty recognizing sight words
- Lower reading confidence

Learning Preferences:

- Repetitive, multisensory reading activities

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- Use of visual mnemonics and color-coded letters
- Text-to-speech options and audio guidance

Design Considerations:

- Dyslexia-friendly fonts (e.g., OpenDyslexic)
- Highlight syllables and word parts
- Reinforce words with audio and animation

Liam - Comprehension Challenges

Age: 8

Disability: Language Processing Disorder

Learning Challenges:

- Difficulty understanding verbal instructions
- Trouble recalling and sequencing stories
- Struggles with inferencing and main idea

Learning Preferences:

- Visual storytelling with illustrations
- Step-by-step guided questions
- Simple vocabulary with picture cues

Design Considerations:

- Use animated scenarios with follow-up questions
- Incorporate visual cues and emotion icons
- Break content into small chunks with comprehension checks

Zoe - Autism Spectrum Disorder (with music sensitivity)

Age: 6

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Disability: Autism

Learning Challenges:

- Sensory sensitivities, especially to sound
- Difficulty with transitions and expressive communication
- Prefers routine and structure

Learning Preferences:

- Customizable sound levels and visual settings
- Visual schedules and structured game sequences
- Music-based games (with sensory-friendly options)

Design Considerations:

- Provide settings to turn off or soften music
- Include calming visuals and predictable patterns
- Use repetition and visual prompts to reinforce learning