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Scenario A – Designing a Personal Health-Tracking App

(Think: a mobile companion that helps busy professionals stay on top of fitness, sleep, and nutrition.)

1. Problem statements

- **PS-A1:** *“Busy young professionals need a way to consolidate their fragmented health data in one place because juggling multiple single-function apps is time-consuming and confusing, which results in missed wellness goals and declining motivation.”*
- **PS-A2:** *“First-time fitness app users need straightforward feedback on daily habits because generic dashboards feel overwhelming, which results in abandonment within the first week.”*

2. Research methods & rationale

Method	Why it fits this project
In-depth interviews with 8-10 target users	Reveals how they currently cobble together fitness, sleep, and diet info, uncovering emotional triggers behind drop-off.
Diary study (2 weeks)	Captures day-to-day friction points when switching between apps and wearables in real context.
Moderated usability tests on low-fidelity prototype	Validates whether the single-hub concept actually lowers cognitive load before heavy dev work.

3. Personas

Persona	Priya — “The Time-Strapped Analyst”	Arjun — “The Re-starter”
Age / Demographics	27 y/o, F, Bengaluru, analyst at fintech startup	34 y/o, M, Hyderabad, sales manager
Goals	Hit 10 k steps & 7 h sleep without thinking; see progress at a glance	Lose 8 kg, lower BP; stick with a plan longer than 1 month

Persona	Priya — “The Time-Strapped Analyst”	Arjun — “The Re-starter”
Behaviors	Commutes by metro, uses smartwatch + food-logging app; checks stats late night	Joins gym every New Year, disengages when numbers feel meaningless
Pain points	App-hopping, confusing calorie breakdowns, data doesn’t sync	Overloaded dashboards, discouraging red “failure” badges
Motivations	Maintain energy at work, bragging rights on leaderboards	Doctor’s warning, wants to keep up with young kids

Scenario B – Redesigning a Local Government Service Portal

(Residents apply for permits, pay taxes, and lodge complaints online.)

1. Problem statements

- **PS-B1:** *“Homeowners need a way to complete permit applications without in-person visits because the current form flow forces redundant data entry, which results in wasted time and perception of bureaucratic inefficiency.”*
- **PS-B2:** *“Citizens with limited digital literacy need clearer guidance to pay property taxes online because dense jargon and hidden fees confuse them, which results in late payments and penalties.”*

2. Research methods & rationale

Method	Why it fits this project
Contextual inquiry at municipal help centers	Observes real-world work-arounds (e.g., printing forms to re-enter data) and uncovers systemic blockers.
Surveys emailed after portal use	Quantifies frequency of specific pain points (e.g., form abandonment rates, helpline calls).
Accessibility audit + remote usability testing with screen-reader users	Ensures redesign meets WCAG and works for aging residents and low-vision users.

3. Personas

Persona	Mrs. Lakshmi — “The Pragmatic Homeowner”	Mr. Rahim — “The Small-Town Shopkeeper”
Age / Demographics	52 y/o, F, suburban Chennai, college-educated	45 y/o, M, tier-3 town near Coimbatore, high-school grad
Goals	Renew building permit without queuing at the office	Pay taxes & renew shop license from phone to keep store open
Behaviors	Uses laptop evenings; prints docs for records; calls son for tech help	Relies on budget Android phone; prefers Tamil UI; pays last minute
Pain points	Re-typing the same address on every page; unexplained field errors	Tiny text, no progress indicator, unclear fee breakdown
Motivations	Save time for family; avoid penalty fines; feel self-sufficient	Keep business compliant; avoid travel costs; pride in doing it solo

These two scenarios illustrate end-to-end UX thinking—from crisp problem statements through method selection to empathetic personas—ready to guide focused design and testing.