



TEAM ID: PNT2022TMID30344
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<div>SCENARIO</div> <div>Communication System for specially abled persons</div>	<div>Entice</div> <div>How does someone initially become aware of this process?</div>	<div>Enter</div> <div>What do people experience as they begin the process?</div>	<div>Engage</div> <div>In the core moments in the process, what happens?</div>	<div>Exit</div> <div>What do people typically experience as the process finishes?</div>	<div>Extend</div> <div>What happens after the experience is over?</div>
<div>Steps</div> <div>What does the person (or group) typically experience?</div>	<div>Checking for updates</div> <div>A person checking for any recently available technologies for deaf or dumb people</div> <div>Searching for solutions</div> <div>Deaf people who are not able to speak check for the updates in technology that helps them to communicate</div>	<div>Starting their usage</div> <div>As they begin to start the usage, they start experiencing the advanced features of this application</div> <div>Finding difficulties</div> <div>As they start to use the application they start to find the errors or some discomfort in handling the application</div> <div>Find solution</div> <div>They finally come to know about the application and use it in a comfortable manner</div>	<div>Start using the application whenever needed</div> <div>As they start to use, they see the features that are available for engaging the people</div> <div>They communicate with the app using CAN and that converts them into voice</div> <div>Good interaction between the user and the application takes place</div> <div>As they came to know about the app they start using the advanced features of this app</div> <div>As they get benefited continuously from the app key get familiar with it</div>	<div>They get certain updations in the application as they use the app continuously</div> <div>They also get knowledge about the steps that to be taken during new versions of the application</div>	<div>If they need any extension they will suggest any advanced feature in the app</div>
<div>Interactions</div> <div>What interactions do they have at each step along the way?</div> <div>People: Who do they see or talk to?</div> <div>Places: Where are they?</div> <div>Things: What digital touchpoints or physical objects would they use?</div>	<div>They keep interacting with technically strong people</div> <div>They go for places which provide the information or machines that helps deaf people</div> <div>They try to create new things by their intuition</div>	<div>During usage they interact with the mentors who help for their better usage of the app</div> <div>After getting clear they try to explain things to deaf and dumb people like them</div>	<div>Using the app they can communicate with each other and with the normal people</div> <div>They make communication much easier and does eliminate the feel of disability</div>	<div>After usage they suggest this type of apps to nearby friends</div>	
<div>Goals & motivations</div> <div>At each step, what is a person's primary goal or motivation? ("Help me..." or "Help me avoid...")</div>	<div>During this step, the motivation of the person is to find a better technological facility</div>	<div>The motivation of the people during this session is to understand the application</div> <div>To get to know the information of the project</div>	<div>To experience the advanced features of the application and make use of the system efficiently</div>	<div>They have a desire to share this to their companion</div>	
<div>Positive moments</div> <div>What steps does a typical person find enjoyable, productive, fun, motivating, delightful, or exciting?</div>	<div>They will get overall information related to advanced technology during the searching process of the application</div>	<div>They will come to know about the features and start utilizing the benefits of the application</div>	<div>They will enjoy the advanced features of the application and forget about their disabilities</div>	<div>They try to do good to their friends by suggesting this application to them</div>	
<div>Negative moments</div> <div>What steps does a typical person find frustrating, confusing, angering, costly, or time-consuming?</div>	<div>They get more information which will get them confused</div>	<div>They may get disappointed due to its limited facilities</div>	<div>They may even get addicted to this type of applications</div>	<div>This app may not be usable for their friends and they may get disappointed</div>	
<div>Areas of opportunity</div> <div>How might we make each step better? What ideas do we have? What have others suggested?</div>	<div>They get good ideas and information regarding advanced technologies</div> <div>They get more suggestions from different people</div>	<div>They may have an idea of using the application for good deeds</div>	<div>Making use of this advancement may make the person more satisfied and elated</div>	<div>They have such a better experience enough to teach this to their friends</div>	