# Scenario

## Scenario: Learning About Zoo Animals with Sarah

## **Background**

Sarah is a 6-year-old girl who loves animals. She's using a tablet at home to explore a new educational app that teaches kids about zoo animals, their diets, and habitats. Her mother helps her set up the app for the first time.

### Scenario

# 1. App Launch with Animal Background

When Sarah opens the app, she is greeted by a colorful, animated background with various zoo animals. The app prompts her mother to enable Bluetooth, and once connected, it automatically moves to the login page.

#### 2. Login Page

Sarah's mother assists her in logging in, setting up a personalized experience. After logging in, Sarah is taken to a screen where she can select different animals to learn about.

## 3. Exploring an Animal

Sarah taps on the icon for a "Tiger." The screen displays a tiger in a jungle setting, and a friendly voice introduces the tiger and its habitat, saying, "This is a tiger. Tigers live in forests."

### 4. Interactive Question

After the introduction, the app prompts Sarah with a question: "Can you help the tiger find where he lives?" Two habitats appear on the screen, a forest and a savannah. Sarah uses her finger to drag the tiger to the forest. The app gives positive feedback, saying, "Great job! Tigers live in forests!"

## 5. Learning through Feeding

The app then asks Sarah, "Can you find what tigers eat?" Images of grass, fish, and meat appear on the screen. Sarah drags the meat to the tiger, and the app congratulates her with cheerful sounds.

## 6. Gesture-Based Quiz

To reinforce learning, the app asks a final question about the tiger's diet. Sarah can answer by raising 1, 2, or 3 fingers to select the correct option. She raises 3 fingers for the correct answer, receiving positive feedback.

#### Outcome

Sarah enjoys interacting with the app by moving and feeding animals, making learning hands-on and fun. The combination of dragging and gesture-based answering keeps her engaged, while her mother appreciates the app's educational value.