

PACT Analysis

People	Activity	Context	Technology
Primary Users: Young children (ages 5-10)	Explore Animals: Select animals to learn about them	Physical: Indoor use	Device: Tablets, smartphones
Learning Style: Visual, kinesthetic learners	Interactive Learning: Feed animals, match to habitats	Social: Individual or with adult supervision	Interface: Large buttons, bright visuals
Motor Skills: Limited, simple gestures preferred	Quizzes: Short, interactive questions with feedback	Cultural: Multilingual potential, sensitive content	Audio: Animal sounds, voice feedback
Stakeholders: Parents, Educators	Games: Drag-and-drop for engagement		Software: High-quality graphics