| People | Activity | Context | Technology |
| --- | --- | --- | --- |
| Age: 8~15 | unlock new crops and tools | location | camera |
| Professionality: novice ~ expert | learn about different crops | time | human activity recognition |
| Affiliation: student, unemployed | load content based on context | language | tuio |
| Persona: learn by doing, track progress | change content based on activity | professionality | bluetooth |
| Physical Aspects: 140 ~ 185 cm in height, no problems or disorders | change interface based on Identity | age |  |
|  | change theme based on time | identity |  |
|  | change interface based on language |  |  |
| Age: 21+ | display content based on age |  |  |
| Professionality: intermediate ~ expert |  |  |  |
| Affiliation: parent, teacher |  |  |  |
| Persona: track their children’s progress, teach children about agriculture |  |  |  |
| Physical Aspects: no mental or physical issues |  |  |  |

Scenarios:

1. Child plays the game, child knows the controls:
   1. Child opens the app
   2. Child uses bluetooth to connect with the app
   3. App checks if child is registered
      1. If not registered, device MAC address is registered first
   4. App logs in child to their respective account
   5. App displays gui and specific data related to account
   6. Child uses gestures to select game start
   7. Game displays multiple plant pots
   8. Child uses tui objects to play
2. Parent wants to check on their child’s progress:
   1. Parent opens the app
   2. Parent connects to with app via bluetooth
   3. App checks if device is registered
      1. If not registered, device mac address is registered first
   4. App logs in parent to their respective account
   5. App displays user interface different from the one for children
   6. Parent uses {gestures??} to select the option of viewing how their child is doing
   7. App displays the current child’s progress, their points, what they unlocked as well as historical data on how they’ve been doing