Interview Analysis

I already knew a lot about my client as he was my GCSE teacher; therefore the purpose of this interview was more to get an insight of his views on the project and reasons behind the project. This interview has helped to reinforce his passion in learning. It's clear that he cares about teaching and has chosen to do this project because he feels that action needs to be taken.

When asked, he stated that the most important part of teaching is to make sure that the students are enjoying the lesson. That from that lesson they can see the enjoyment of learning. He believes that this will lead to students pushing themselves to learn new things. From this alone I can assume that no matter what format my project will take, I have to take both education and enjoyment into equal consideration.

It seems that due the success of his science club, he has become certain that there is definitely an interest in science that would go otherwise untouched and then decay if action is not taken. He has also accepted that his club alone will not address this issue. This has led to my client contacting me with these details.

As for my response to the project itself, it is very clear my client expects a very "hands on" experience. This was evidenced by his use of "online thing…" this hints that he's looking for impressive results rather than an impressive system. It also means that my client will have very little knowledge or interest in the technical programming accepts of the system. While this is fine, it means that any type of interview or progress report will have to involve porotypes and displays to ensure my client can fully visualise and understand the progression of the project.

As for the solution of the project, I have been given overwhelming freedom of design. When asked if my client had any format in mind and then given examples, he seemed ready to accept anything. Of course, even though he didn't give me any format, the focus on fun and enjoyment make me lean towards a game or a simulation.

This can be further boiled down into the key aspect that it probably will be the use of audio and visual output to create an enjoyable experience that I feel my client is seeking. This will increase the final projects appeal to visual learners- I feel that this fits my client's views. If objects are going to hold such a huge importance in the completion of the task, than maybe Java would be a logical decision when it comes to a choice of language.

There is also the concept of 'ramming' education down student's throats. To avoid this, my project will have to reach a certain level of subtle; the less aware the user is about the educational aspect of the project, the better. My client also spoke about the importance of the student asking questions and working out why. The project should reflect this- therefore I will address the difficulty of the method of obtaining information.

Finally, as the purpose of this project is to help promote fun in education and the enjoyment of learning- I also have to decide just how involved the project will be in this task. To further explain, the project could be design to only interest the user in the subject, causing them to go seek out additional information by themselves. On the other hand, the game itself could be both the educational and entertaining highlight, both options are well within the scope.