***Phase 2 – Breakdown***

*-deadline: 17/10/2018-*

1. We need a name for the project – To be discussed;

Ideas:

* GameEduTech;
* FunEdu;
* LrnThruPlay;

1. We need to start the documentation and format it according to the standards (Dan’s going to do that);
2. We need to answer the following questions:
3. What types of users will use the interface?
   * Knowledge level required: University student/High-school Graduate;
   * Knowledge level as a device user: PC;
   * Special user requirements: none.
4. Context of use relevant to the project:
   * Learning environment (quiet, but can be noisy);
   * At home/university/wherever you want to and have access to the internet;
   * Activities are short enough, so disruptment of the workflow will have minimum impact;
5. What types of things will users try to accomplish with this interface? (Motivation);
6. What applications are currently used by the specified users to accomplish the identified goals?
7. Will the users be coordinating this interface with other tools? If yes, what kind of design considerations you followed to facilitate this cooperation?

*Note*: Dan’s already tried to answer the first 2 (the answers are found next to the questions), but suggestions/improvements to the answers are more than welcome!

1. Task analysis examples:

* Present a detailed description of **2 user tasks which are highly specific to the application domain;**
* Describe:
  + What kind of user is doing the task;
  + What is the user doing?;
  + Why is the user doing this?;