

USER EXPERIENCE DESIGN EXERCISE 4

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SCENARIO:

A children's toy brand is considering creating a new educational technology product for preschool-age children. Using a contextual inquiry, an interviewer can observe a classroom full of children using the product, while being guided by their teacher. The interviewer can also observe some children using the product at home with their families. These interviews can help the interviewer understand whether or not the product is age-appropriate, engaging, and actually educating children as promised

QUESTION 4 :

Derive the few UX requirements from the work activity notes for a user story.

User Story: As a product designer for the educational technology product aimed at preschool-age children, I want to ensure a positive user experience to enhance engagement and educational effectiveness.

UX Requirements:

1. **Age-Appropriate Design:** The product must have an interface and content that are tailored to the developmental stage of preschool-age children (typically 3-5 years old). This includes age-appropriate visuals, language, and interactions.
2. **Engagement Metrics:** Implement a system to track and measure user engagement, such as the time spent on different activities, interaction patterns, and user feedback.
3. **Ease of Use:** The product should be intuitive and easy for both children and teachers/parents to use. Use simple navigation, clear icons, and minimal text instructions.
4. **Parental Guidance Features:** Include features that allow parents or family members to guide and monitor their

children's interactions with the product, such as parental controls, progress tracking, and educational content recommendations.

5. **Technical Stability:** Ensure the product's technical stability to minimize disruptions during use, both in the classroom and at home. This includes addressing technical issues promptly and providing clear troubleshooting guidance.
6. **Interactive Learning:** Incorporate interactive elements that promote active learning and participation among children. Use gamification elements, quizzes, and interactive storytelling.
7. **Multi-Platform Compatibility:** Ensure that the product is compatible with various devices commonly used by children, such as tablets, smartphones, and computers, to accommodate different usage scenarios.
8. **Observational Insights:** Continuously gather observational insights from real users (children, teachers, parents) to inform iterative design improvements. This may involve conducting regular usability testing and user interviews.

9. **Feedback Mechanism:** Include an easy way for users (teachers, parents, and children) to provide feedback and report issues directly within the product. Implement a feedback mechanism that is easy to access and use.
10. **Accessibility:** Ensure that the product is accessible to all children, including those with disabilities. Implement features such as adjustable font sizes, text-to-speech, and color contrast settings.
11. **Comprehensive Reporting:** Generate comprehensive reports on user behavior and engagement patterns, both for individual users and at an aggregate level. These reports should inform future design iterations.
12. **Collaboration with Educators:** Collaborate with educators (teachers) to integrate the product seamlessly into the classroom environment and align with educational goals. Provide resources and training to support educators in using the product effectively.