Take the research you did in LA1.2 and start to find patterns in the users. Some of the users might have had similar goals, or had similar problems to overcome. Maybe some of the users were younger and more technically proficient, while other users struggled.

Use these groupings to start identifying personas and then create storyboards of 3 typical user journeys.

Storyboards:

1:

2:

3:

Level 1:

Review the research you did with your users. Were there any similarities across them that you can start to pick out?

Start constructing a mental image of what a typical user would be like, and what their goals and concerns are.

Build the personas, giving them names, occupations, interests, goals, concerns etc. These personas are going to help you have something to check back against when making design decisions.

Once you've drawn up your personas, place them into 3 storyboard situations. Try using different contexts and platforms, as well as different goals.

The drawings or illustrations used in your storyboard don't need to be artistically brilliant, but they should be drawn to help you understand the user journeys different personas might go on.

Allow the storyboards to highlight potential issues and feed back into your design.

Make sure to be documenting the process as it will form part of your submission for the Module Assignment.