**Demographic Features**

Age Range: 15-35 years (typically individuals open to innovative technologies and alternative control methods).

Gender: All users regardless of gender (female, male, or non-binary).

**Occupation Groups:**

All students and graduates considering an academic career

People with physical disabilities or who are temporarily unable to touch the screen.

Technology enthusiasts and innovative solution seekers.

Professionals looking for efficient control methods

**Technical Knowledge and Experience**

Technological Proficiency: Beginner to advanced (users may have experience with gesture-based applications or mobile navigation).

Experience Level:

Limited or no experience with controlling mobile applications using hand gestures.

Open to trying new gesture-based technologies for mobile interaction.

**User Behaviors and Expectations**

Motivations:

Continuing to browse LinkedIn while doing work or getting your hands dirty.

To control LinkedIn with an innovative and engaging hand-gesture method.

To navigate LinkedIn more efficiently without relying on manual touch or swipes.

To explore modern, hands-free control methods.

Goals:

Accurate Gesture Detection: Users expect gestures like "like," page scrolls, or menu navigation to be recognized quickly and correctly.

Seamless Performance: Users expect smooth execution of LinkedIn actions like scrolling, liking, or menu switching.

Easy Learning Curve: Users prefer simple, intuitive hand gestures that require minimal training.

Challenges:

Users may struggle to remember specific hand gestures for different functions.

Inconsistent gesture detection can cause frustration and interrupt the user experience.

Prolonged usage may cause fatigue if gestures are overly repetitive or complex.

**Scenarios (Use Cases)**

**Name: Semih - University student**

Age: 21

Occupation: Industrial Engineering

Goal: To navigate LinkedIn efficiently using innovative gesture-based controls, especially in situations where traditional touch functionality is unavailable.

Use Case Scenario:

Semih dropped his phone on the ground, which broke the screen touch feature.

Semih, while on the LinkedIn homepage, slides his finger in the air over the camera to scroll down and continues browsing.

He sees an informative post shared in multiple images and opens the image by touching his index finger and thumb together once.

He moves on to the next photos by making a right-to-left swipe gesture in the air with his finger.

He makes the stepping back gesture and goes back and likes the photo by giving the thumbs up sign.

**Name: Erkan – University student**

Age: 21

Occupation: Industrial Engineering

Goal: To interact with LinkedIn seamlessly despite physical limitations.

Use Case Scenario:

Erkan cannot touch the screen because his fingers are burned, but he wants to read the notifications he receives on LinkedIn.

While browsing the LinkedIn homepage by scrolling down the page, he goes to the notifications by raising 4 fingers with the back of his hand.

He reads the notifications by scrolling down the page.

He scrolls up the screen once to reveal the buttons to return to the homepage.

He goes back to the homepage by raising 1 finger with the back of his hand.

**Name: Ali – University student**

Age: 20

Occupation: Department of Tourism and Hotel Management

Goal: To manage LinkedIn interactions more efficiently while multitasking.

Use Case Scenario:

While eating, Ali wants to look at the job postings on LinkedIn.

He raises his 5 fingers with sweat to enter the job postings page.

He scrolls down the page and examines the job postings.

He clicks on the posting with a single touch to read the details of an ad he likes.

He scrolls down the page to read the details of the ad.