

User Goals

How will your users understand the content of the project?

Through an onboarding process that explains mental health issues amongst students, and then various functions of the applications that could help them. The point is to connect to them, and make them understand that they are not alone, and there are resources to help them.

How will your users understand the primary objectives?

Through an onboarding process which guides them through the process, a video leading to application possibly, and through the use of common icons and features which are comprehensible by a college audience.

What content and features do your users need, and in what form do they need it?

They need the ability to talk to an advisor or get tips about their issues on an immediate basis and on the go. They need to be able to locate what are the resources available to them on campus, and the cost of these resources. Preferably some of these resources would be free, since students are usually under huge loans, and they don't need added expenses.

How do your users think your interactive projects should work and what are their experience levels with the type of media you are creating?

My users think that they would get access to help as when they need it, in the most supportive, and safe space digitally. Since it's mainly a messaging platform, most of my users being students who are constantly surrounded by their phones should be familiar with this kind of technology. They would be experts in my opinion to understand the functions of a messaging application.