Gong, Candy

DES 157

User Goals

How will your users understand the content of the project?

> The users will understand the content of the project by using the navigation and the order of the pages that will show information.

How will users understand the primary objectives?

> The users will understand the primary objectives from the beginning pages and maybe with tool tips that will tell the users what they need to do with the app.

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

> I think that the users would need a clear way of navigating to find the information that they would be interested in. For example, if they are looking for event from a certain club, there needs to be a way for them to find that club and see the events and information on the events on the calendar.

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

> The users on this app would use it when they are looking for certain information on a club or an event and it should work in a way that organizes the information so that it would be easy to find. I think their experience levels for this app should be high because it is an app that works on a phone and all students should use phones daily.