

Overview

Ryan James is a 17-year-old junior in high school. He is a foster care child from New York. He has a sister, Riley, who is also in foster care and lives in a separate home from him. Ryan lives in a group home with six other teenage boys in foster care. Ryan shares a room with one other boy. All the boys share a TV and game system in the common room.

A Day in the Life

Ryan starts his day off by going to the local corner store to get breakfast. Ryan then walks to school where he gets out at 3. Ryan then plays basketball at the neighborhood park until it is time to get back to the group home for curfew and dinner at 9 pm. Once he is home he does his homework and prepares for the next day.

Work Activities

Right now Ryan does not have a job. He hopes to get a job at a sneaker store soon however being a minor he needs to have all his documents together to apply for jobs. Being that he is always in a new group home he lost the majority of his documents and has to request new ones and that process could take weeks.

Household and Leisure Activities

Ryan likes to play basketball with his friends at the park. He also likes to play video games with his foster brothers on the PlayStation. Ryan also enjoys looking for new and upcoming shoe releases.

Goals, Fears, and Aspirations

Ryan wants to go out of state for college. He plans on majoring in Kinesiology. He wants to become a physical therapist and work for an NBA team. Ryan also wants to go to Disney World in Orlando and eventually travel around the world. Ryan also hopes to make enough money to have to be a sneaker reseller as a side hobby.

Computer Skills, Knowledge, and Abilities

All the boys in Ryan's foster care agency were given an iPhone and Dell laptop. Ryan uses his computer to complete his schoolwork and play video games. Ryan is also familiar with an iPhone as he uses that on a day-to-day basis. Ryan did not grow up

having much access to technology but as he got into his teen years he owned a phone and computer and quickly familiarize himself with technology.

Market Size and Influence

This person is very important as their activity and goals are what we first centered the project around. Even though we have expanded the domain we are targeting, this persona is still important as we want younger adults and kids to be able to use the application with ease.

Technology Attributes

Ryan uses technology to communicate, keep up with social media, do homework, and play video games. Ryan owns an Instagram and TikTok account. He posts highlights of him playing basketball and videos of him with his friends on his social media account.

Technology Attitudes

Ryan is pretty confident in his use of technology. Since he uses technology every day he has gotten pretty comfortable in his use of a phone and laptop over the years. He is familiar with downloading things on the computer and using social media. He is not super tech savvy but does know how to figure out simple problems on a computer or phone.

Communicating

This person informally communicates with others through text messages and social media. When he formally communicates with someone like his case worker he does so through a phone call or emails. He keeps in contact with his sister regularly through text messages and phone calls.

International Considerations

This person has never left the country before.

References:

https://www.adoptuskids.org/_app/child/searchpResults.aspx

<https://www.ahrcnyc.org/services/home/residential/>

<https://www.ifoster.org/blogs/how-technology-is-impacting-the-foster-care-community/>