

3D Persona - Template



Role: Teacher

User type:

Consumers or Businesses who use video calling software to present something while away from their computer

Familiarity with VR/AR: N/A, since our project is not about AR or VR

Emotional sensitivity:

Concerned with being able to control an online video call without being physically close to it

Emotion target:

Reduce or eliminate feelings of frustration or annoyance

Mood goal:

Make gestures feel natural

Presence goal:

Feel useful and convenient

User goals:

Control a video call, while they're away from their computer

User tasks:

Use hands and make certain gestures towards the camera

Story arc:

Use hand gestures during the lesson when necessary.

Agency:

Everywhere within view of computer camera

Diegetic events:

N/A

Sound events:

N/A

Movement events:

Hand and arm movement



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