3 interaction design challenges:

The first potential design challenge would be how broad this app could offer match making services. Meaning, there are not only just undergraduate and graduate education, but also Doctorate, Research Doctorate Degrees, Postdoctoral Programs, different levels of Medical programs, and so on. Since, this project is a prototype of a platform, I would have to focus on the quality of the resources. Having a lot of educational branches might create further complications or general challenges to create an algorithm for.

The second challenge would potentially be simplifying one of the most tedious and stressful processes into a very simple, straight to the point information for people with lower language levels. Personally, preparation process for application and location requirements takes very long time, where making sure to find the right links with right information on the right time creates countless email or phone exchanges between students, parents and institutions. Sometimes families reach out to outside resources or companies to help fill out the applications for kids as well. Distilling this process into something way easier and shorter term is definitely a big goal and challenge at the same time.

And of course, the more advanced challenge is actually building a quiz-like algorithm for users to fill out in order to filter through personalized selections to achieve the goal of finding a major, as well as location in Dalphin. From a recent reading, with a topic about the "IKEA-Effect", it is documented that people like and prefer customized processes and products. Therefore, customizing a crucial life choice through series of questions would bring a lot of challenges to figure out the outcomes.