

ASSIGNMENT COVERSHEET

UTS: ENGINEERING & INFORMATION TECHNOLOGY			
SUBJECT NUMBER & NAME 31260 42017 Fundamental of Interaction Design	NAME OF STUDENT(s) (PRINT CLEARLY) FARABI YAFIE <small>SURNAME</small> <small>FIRST NAME</small>		STUDENT ID(s) 14458044
STUDENT EMAIL yafie.farabi@student.uts.edu.au		STUDENT CONTACT NUMBER 0431 432 649	
NAME OF TUTOR Shamim Hajhashemi	TUTORIAL GROUP Group 1		DUE DATE 06/04/2025
ASSESSMENT ITEM NUMBER & TITLE PERSONA			
<p>Boxes must be checked</p> <p> <input checked="" type="checkbox"/> I acknowledge that if AI or another nonrecoverable source was used to generate materials for background research and self-study in producing this assignment, I have checked and verified the accuracy and integrity of the information used. <input checked="" type="checkbox"/> I confirm that I have read, understood and followed the guidelines for assignment submission and presentation on page 2 of this cover sheet. <input checked="" type="checkbox"/> I confirm that I have read, understood and followed the advice in the Subject Outline about assessment requirements. <input checked="" type="checkbox"/> I understand that if this assignment is submitted after the due date it may incur a penalty for lateness unless I have previously had an extension of time approved and have attached the written confirmation of this extension. </p> <p>Declaration of originality: The work contained in this assignment, other than that specifically attributed to another source, is that of the author(s) and has not been previously submitted for assessment. I have rewritten any material provided by AI or other nonrecoverable sources and where appropriate acknowledged their contribution. I understand that, should this declaration be found to be false, disciplinary action could be taken and penalties imposed in accordance with University policy and rules. In the statement below, I have indicated the extent to which I have collaborated with others, whom I have named.</p> <p>No content generated by AI technologies or other sources has been presented as my own work and I have rewritten any text provided by AI or other sources in my own words.</p> <p>Statement of collaboration:</p> <p> </p> <p> </p>			
Signature of student(s) Yafie Farabi		Yafie Farabi	

ASSIGNMENT RECEIPT

To be completed by the student if a receipt is required

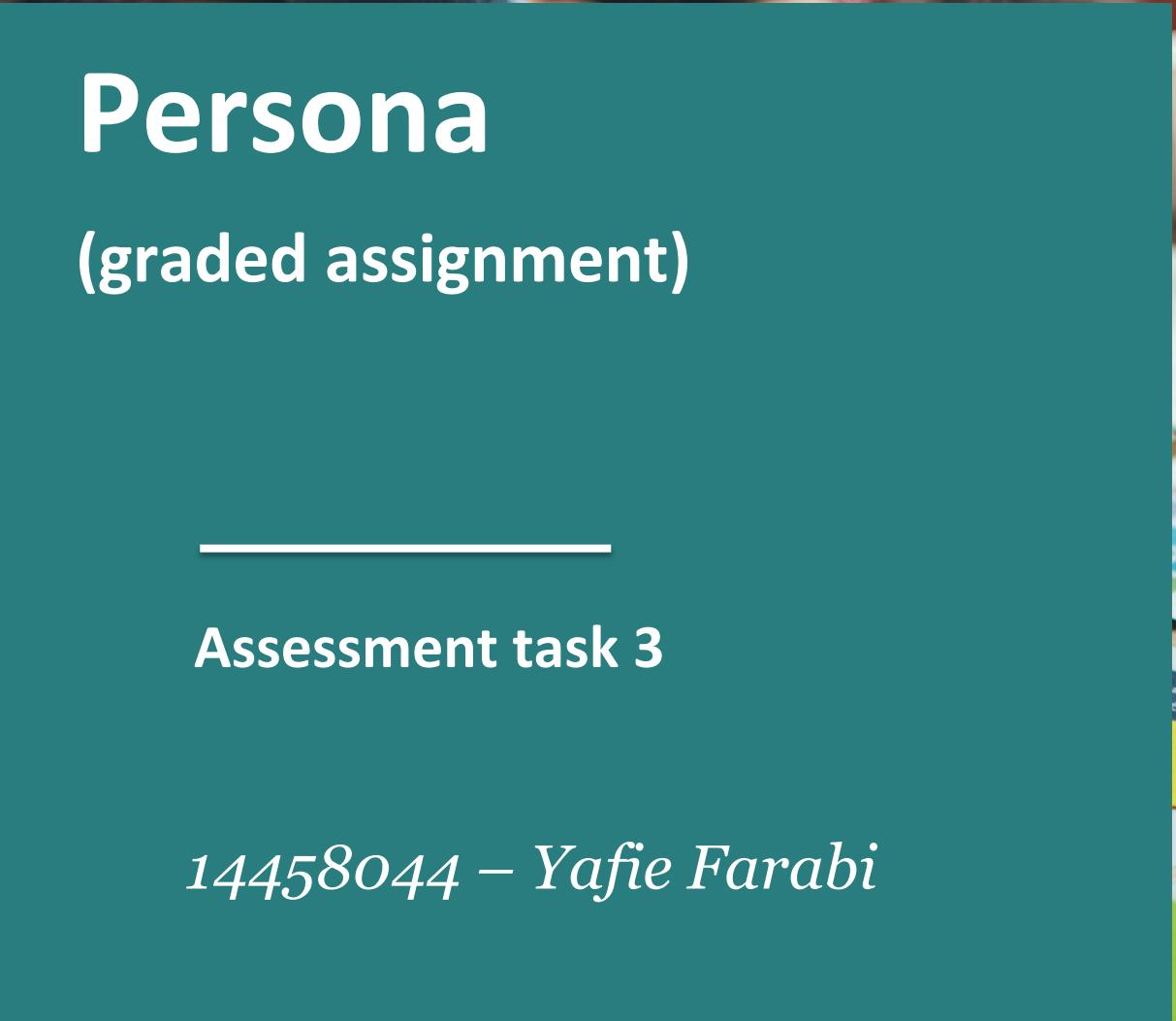
SUBJECT NUMBER & NAME	NAME OF TUTOR	
SIGNATURE OF TUTOR		RECEIVED DATE

Persona

(graded assignment)

Assessment task 3

14458044 – Yafie Farabi



Explanation

This is the first graded assignment of Assessment task 3 Design Project. It presents your **Group Persona** and the **preparation work** leading to its design. The timely completion of your individual interview and your individual persona draft are considered in the individual assessment of this submission.

This submission should include the following elements:

1. Group Persona (1-page, full size)
2. Group Declaration of Use of Gen AI & Reflection
3. Individual Appendix:
 - o A copy of the Interview Completion checkpoint submission
 - o A copy of the Persona Draft checkpoint submission
4. Reference list (if including external resources)

See Canvas / Assignments / Persona for all the details of this task submission.

Part 1: Group Persona

NOTE: The group persona was started in Week 7 tutorial and completed after class. This section of the submission is the same for all members of the group.

Insert your group in full size, making the most of the page space. If necessary, use a new page or remove these instructions. You can present a persona in landscape or portrait orientation (change the orientation of the page as needed).



ETHAN COLLINS

PROFILE

- Age: 25
- Study: Art Student Majoring in Psychology
- Work: Remote Digital Content Creator
- Family: Single
- Dependence: None
- Location: Sydney, AU

USER PROBLEM:

"After long hours of working, my back pain makes it challenging to unwind, even after work. I wish I had a workspace that supports my health without sacrificing productivity."

A DAY IN THE LIFE

Ethan lives alone in a small urban apartment that functions as both his home and office. His desk is positioned in his bedroom, just a step away from his bed, making it difficult to create a mental divide between work and rest. Natural light is limited, and the blinds are often drawn, giving the space a dim, enclosed feeling throughout the day. The apartment is filled with devices - a laptop, monitors, smart gadgets, and chargers scattered around - creating a tech-heavy atmosphere. The kitchen is small and rarely used for actual cooking; Ethan usually snucks or orders in, often eating at his desk while working. The living area is underutilised, often becoming a spot for clutter or passive screen time. While the space is quiet and practical, it lacks warmth and routine structure. Ethan's environment encourages extended hours of focus, but doesn't support relaxation or separation from work or study, making it hard for him to mentally unplug.

SKILLS



BIO

Ethan is a 25-year-old art student majoring in psychology who works remotely as a digital content creator. He appreciates the flexibility that remote work offers, but he struggles with back pain from sitting for long periods. Balancing his studies and work, Ethan finds it difficult to maintain a consistent routine and often neglects his physical health. His work environment restricts physical activity, and he feels isolated due to the long hours spent alone.

GOALS

- Improve work-life balance with a structured schedule.
- Improve posture and ease back strain with a more supportive, movement-friendly workstation.
- Stay productive without overworking.
- Incorporate more movement into his routine.
- Make mental and physical well-being a priority while working remotely.

NEEDS

- A flexible routine that supports work and well-being.
- An ergonomic workspace to prevent strain.
- Reminders for breaks and movement.
- Tech solutions to boost efficiency without fatigue.
- An adjustable setup that encourages daily movement with integrated tracking and a posture-friendly design.
- Time management tools for better scheduling.

INTERESTS

- Smart home gadgets.
- Productivity tools and apps.
- Ergonomic and tech-integrated furniture.
- Keeps up with trends.
- Building a personalised, comfortable workspace.
- Productivity and time-blocking techniques.
- Minimalism and decluttering.

TECHNOLOGY

- Laptop and external monitors.
- Smart home integration.
- Smart office gadgets.
- Ergonomic furniture.
- Wireless workspace.
- Smart lighting system.

THE DELIGHTS

- Enjoys the freedom of remote work.
- Feels motivated when in control of his own schedule.
- Finds joy in creative projects and digital design, particularly when incorporating technology.
- Values a calm, organised workspace.
- Hopes to stay healthy while being productive.

THE PAINS

- Struggling with back pain.
- Has a tough time following schedules.
- Guilt about wasting time on social media instead of studying.
- Concern about experiencing fatigue and burnout, which could impact his productivity.

HABITS

- Drinks coffee frequently.
- Works late into the evening.
- Rarely takes full breaks.
- Restless when sitting.
- Keeps a growing to-do list.
- Enjoys spending his free time gaming, doing graphic design, or drawing.

Part 2: Group Declaration of Use of Gen AI & Reflection

NOTE: This section of the submission is the same for all members of the group.

Complete the table below by adding the group members' names under the respective columns:

Used Gen AI (Copilot 365) to inspire persona drafts	DID NOT use Gen AI to inspire persona drafts
Rafael Costa Auto De Albuquerque	Anisa Etehad
Alex Law	Claymore Guthrie
Yafie Farabi	

Declare the group's use of Gen AI for this part of the project (refer to Canvas / Assessments / Use of Generative AI in this subject). Include also a distinct group reflection discussing the impact of using Gen AI in the creation of individual persona drafts to aid the creation of the group persona. Suggested length: 2 paragraphs, 200-400 words total.

Before we used Gen AI Microsoft Copilot 365 (Microsoft, n.d.), we initially thought it would be an incredibly useful tool to help us create thorough and organised personas based on our affinity diagram. Our goal was to expedite this process while maintaining the accuracy of the final output in relation to our research and design goals. We also understood that the quality of the prompts we gave would either make or break how effective the AI would be, meaning that if we inputted generic or badly constructed prompts, it might quickly result in outputs that are unclear or unrelated to what we want.

Each group member used a single structured prompt to build our own drafts, which incorporated details from our affinity diagram as aforementioned, but in order to instil more detail into our persona drafts, we also included the assignment criteria, such as user goals, behaviours, frustrations, and needs. By doing this, the AI produced well-structured drafts that provided us with an extremely solid starting point. Following that, each of these versions was modified and improved to better reflect the particular results of our insights. In this way, we saved time while brainstorming in class and were able to concentrate more clearly and confidently on honing the final group persona thanks to this approach.

Using Gen AI offered significant advantages. In addition to producing organised writing in a remarkably fast manner, it greatly assisted us in considering previously unconsidered perspectives. Adding to this, it made it immensely easier for some of us to start writing after we had a creative block. We found that, particularly in cases where the input lacked specific detail, the AI may produce lengthy and occasionally generic responses. Consequently, we often still had to use our own human judgment and critical thinking skills in order to make sure that the information was accurate and relevant to what we wanted to accomplish in our group persona.

Part 3: Appendix

NOTE: This section of the submission includes YOUR work only. Submissions made after the respective deadlines or presented here as new content will not be considered as valid for the assessment of this task.

Insert the core content from your **interview completion** and **persona draft** checkpoints as they were submitted in their respective assignment pages. You do not need to include the assignment cover sheets or document covers of each (i.e. include only the submission elements). You do not need to resubmit the original media file of the interview recording but indicate in the respective section that this can be found in the original submission point.

Part 4: Reference List

NOTE: This section of the submission is optional.

Include any resource used for the preparation of your individual or group work.

Microsoft. (n.d.). Meet Microsoft Copilot. <https://www.microsoft.com/en-au/microsoft-365/copilot/meet-copilot>