**DEVELOPING SCENARIO**

Name:Rishabh Kumar(2022402)

Devesh Hooda(2022154)

Daksh (2022142)

TOPIC: Entertain Me

**PACT ANALYSIS**

**PEOPLE:** The people involved in the scenario will include people from all the age groups, as people from all the age groups require entertainment. Teenagers, adults and kids are involved. It will also include people with disabilities.

**ACTIVITIES:** The people should get involved in the activities for entertainment.

The activities could involve reading, gaming, on-demand television, and music.

**CONTEXT:** Reading is universally accessible due to its varied methods of access, which include all persons involved in the household (braille, audio, text & digital).

* Physical Aspect: Already accessible methods ensure everyone is involved.
* Social Aspect: Activities can engage a larger group in the entertainment areas so they cater to a crowd.
* Psychological Aspect: Entertainment is a form of stress relief, thus a stress buster.

**TECHNOLOGY:**

* Audio & Video Interface
* Speech Recognition
* Touch Inputs
* Animation & Visuals

**Scenario:**

Once there was a family, which consisted of young and old. They had a happy life and what completed it was their personal Home Entertainment System [HES]. It provided them with options as well as managed how the activity would proceed. It was like a godsend to the once stale home now bustling with life and laughter.

On Movie Night, it provided them with a variety of genres, from Comedy to Horror. The family chose the film they wanted to watch. Once there, the System also created an Ambience depending on the genre. It sure was a blissful experience for them.

On Gaming nights, the System took them on a rollercoaster ride of games, from multiplayer to casual to 2-D games, ensuring that they had their hands full and the enjoyment to its utmost. They won some and then they lost some, but the experience is what’s worth the while.

On Relaxing weekends, the System plays music pertaining to what the residents are doing, to create a sense of oneness with the surroundings. It fulfils its duty to cater to its users' needs, help them improve their daily life experiences and in turn, helped them create not just bonds, but also memories