

Kaitlyn Paik

User Goals

//How will your users understand the content of the project?

I think that by formatting it in a quiz style will help users understand that they're using the information they already have to answer their question.

//How will your users understand the primary objectives?

My primary objective is to help users pick classes. In order to make sure my users understand that this quiz is specifically designed for class selection, I plan to

//What content and features do your users need, and in what form do they need it?

Some features I want to include is a progress/percentage done bar on the bottom, interactive icons, and to provide the depth of knowledge that the students want with tooltips/roll down effects.

//How do your users think your interactive projects should work and what are their experience levels with the type of media you or your team is creating?

I feel that as a whole, my users are fairly educated about interactive projects, seeing as they are design students. However, I would like to make my site intuitive enough that someone completely new to design would feel comfortable using the site.