

Milestone - 1 Team - 25

Identifying Users

For a *Life Skills App for School-Aged Children (8–14)*, here's a breakdown:

1. Primary Users:

- **School-Aged Children (Ages 8-14):** These are the direct and main users of the application. The app's features, design, and content will be primarily tailored to their needs, cognitive abilities, and engagement styles.
 - *Sub-segmentation is vital here:*
 - **Younger Group (e.g., 8-10 years old):** Will need simpler language, more visual cues, immediate feedback, and potentially more gamification. Their understanding of abstract concepts is still developing.
 - **Older Group (e.g., 11-14 years old):** Can handle more complex information, may appreciate more autonomy, relatable scenarios, and possibly social (but safe) features if applicable. They are more aware of peer dynamics.

2. Secondary Users:

- **Parents/Guardians:** They are key enablers and stakeholders. They will likely:
 - Grant permission for app usage.
 - Be involved in the initial setup (e.g., creating accounts, setting preferences).
 - Want to monitor their child's progress or engagement.
 - Potentially use the app to facilitate discussions or activities related to the life skill.
 - Be the purchaser if the app has a cost.
 - Look for safety, privacy, and age-appropriateness.

- **Educators/Teachers (Potentially):** If the app has features that could be used in a classroom setting or to supplement curriculum (e.g., a module on digital citizenship or financial basics), teachers might guide students to use it or incorporate it into lesson plans. They would look for alignment with learning objectives and ease of use in a group setting.

3. Tertiary Users:

- **School Counselors/Psychologists:** Might recommend the app to students struggling with specific areas (e.g., emotional regulation, time management) if it proves effective and trustworthy. They benefit from the child's improved well-being.
- **App Administrators/Developers (Your Team):** You interact with the system for maintenance, updates, and support.
- **Extended Family (e.g., Grandparents, older siblings):** While less direct, they might be interested in the child's development and could be indirectly involved if parents share progress or if the app facilitates family conversations around the chosen skill.

User Stories

Primary Users: School-Aged Children (Ages 8–14)

1. As a **school-aged child**,
I want to track my homework and manage my time,
so that I can stay organized and complete my assignments without last-minute stress.
2. As a **school-aged child**,
I want to receive reminders to take breaks,
so that I can maintain healthy habits and avoid feeling tired during study sessions.
3. As a **school-aged child**,
I want to chat with a friendly or some close aide when I feel sad or anxious,
so that I can express my feelings and get support even when adults are not available.
4. As a **school-aged child**,
I want to keep track my pocket money and savings,
so that I can learn good saving habits.

Secondary Users: Parents/Guardians

6. As a **parent**,
I want to receive regular updates on my child's progress and app usage,
so that I can support their learning and well-being without being intrusive.
7. As a **parent**,
I want to set privacy controls and monitor app content,
so that I can ensure my child's safety and age-appropriate engagement.
8. As a **parent**,
I want to suggest or approve personalized motivational messages for my child,
so that they feel encouraged and supported in their daily routines.

Secondary Users: Teachers/Educators

9. As a **teacher**,
I want to assign interactive life skills modules to my students,
so that they can practice these skills alongside their academic curriculum.
10. As a **teacher**,
I want to track students' progress in life skills activities within the app,
so that I can identify students who need extra support and provide timely interventions.

Tertiary Users: School Counselors/Psychologists

11. As a **school counselor**,
I want to recommend the app to students struggling with emotional regulation or peer pressure,
so that they have a safe, guided resource to build resilience and self-confidence.

Tertiary Users: App Administrators/Developers

12. As an app **administrator/developer**,
I want to analyze anonymized usage data and feedback,
so that I can continuously improve app features, accessibility, and engagement for all user groups.

Sample Evidence of Interviews

Interviewer Name	Interviewee Name	User-Category	Type of User	Short Video/Audio proof
Siddhardh	Shashank	Parent	Secondary	Click Here
Sinu Maria	Cerin	Teacher	Secondary	Click Here
Jeevan	Gauri	Student	Primary	Click Here
Pankaj	Himakshi	Parent	Secondary	Click Here
Pankaj	Shivani (Himakshi's Daughter)	Student	Primary	Click Here
Pankaj	Nilima	Parent	Secondary	Click Here
Pankaj	Simran (Nilima's Daughter)	Student	Primary	Click Here
Sinu Maria	Aleena	Student	Primary	Click Here
Sinu Maria	Christina	Student	Primary	Click Here