This repository   Search      **Explore**    **Gist**    **Blog**    **Help**

ppyordanov / **ABBI3**   PRIVATE

# User Personas

ppyordanov edited this page 17 hours ago · 11 revisions

General user personas description:

**Personal**:

- age group:

  - while the target age group of the bluetooth ABBI bracelet are primarily children and younger people (up to 15-20 yars of age), the Android application is going to be aimed not only for rehabilitation and improvement of spatial awareness of blind people of all ages
  - it is also aimed for use by researchers and experimenters during their studies, also suggesting that all age groups need to be considered

- target gender: male and female persons

- level of education: does not apply

- physical condition:

  - disability:
    - people with impaired vision (due to age-related sight loss or other causes)
    - total blindness (congenital or adventitous)
  - people with no disabilities:
    - experimenters (example: research students)
    - blind children's parents (in order to assist the child's interactions with the surrounding environment)
    - small children - the sound signals emitted by the ABBI bracelet could help small children to gain spatial cognition quicker in a non-intrusive way

**User Motivation**

- user's needs - sound-based stimuli in order to eliminate/ reduce the visual information representation on the UI to a minimum

- tasks the user group might be aiming to achieve:

    - gain a better spatial awareness:
        - familiar settings: home, personal room, known open space; improve environment interaction performance
        - unfamiliar settings: places that have not been visited before; catalyse the learning process when familiarizing with the environment

- user's typical environment:

    - dynamic/ static:
        - dynamic - the environment is constantly changing (influenced by external factors) during the process of interaction and learning (example: public places)
        - static - the environment remains the same/ relatively unchanged during the process of interaction (example: personal bedroom)
    - partially observable - the potential user's surroundings are, in most cases, partially observable; this is partly influenced by the fact that visual stimuli cannot ve perceived at all or the user needs assisstive technology - such as magnifying software to interact with the application (in the case of partial blindness)
    - deterministic/ stochastic task environment - in essence, the distinction between events:
        - in which the user interacts with others to produce a desired outcome (stochastic)
        - and events which the user undertakes by themselves (the next state of the environment is completely determined by its current state and the action executed by the system user) (deterministic)

---

**ABBI3 System**

*University of Glasgow, School of Computing Science, GIST, 2015*

---