


Project Step 2 - User & Task & Domain Analysis

1. User Analysis

Meera Sharma



Student
(Primary User)

Age: 21
Gender: Female
Education:
Undergraduate student

Introvert ■ Extrovert
Thinking ■ Feeling
Judging ■ Perceiving

Motivation:
Meera wants to understand Indian mythology better, not just for her studies but also because she's personally interested in how these stories relate to Indian culture. She's looking for a platform that can help her to grasp the connections between different mythological figures and their significance.

Usage Environment :
Primarily at home or in the university library, usually on her laptop during her study sessions.

Communication Patterns:
Prefers interactive content that keeps her engaged, such as quizzes, videos, and visual storytelling, rather than heavy text. She enjoys seeing timelines or maps that show how different stories and characters connect.

Computer Experience:
Moderate – Meera uses her laptop frequently for study purposes, online research, and watching educational videos. She's comfortable with technology but appreciates platforms that are easy to navigate.

Domain Experience
Basic – She has read parts of the Mahabharata and Ramayana but finds it hard to keep track of all the characters and their roles.

Distractions:
As a university student, she often gets interrupted by social media, family, or other coursework.

Relationships:
Meera often discusses her findings with her classmates, and sometimes seeks guidance from her professors to understand mythology better.

Interview Insights

Meera expressed that she often feels overwhelmed by the volume of information available online and struggles to find one reliable source that gives her a clear understanding of Indian mythology.

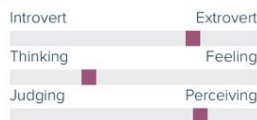
She highlighted that she enjoys platforms that allow her to interact with the content, such as watching a short video or taking a quiz to test what she's learned.

Rajiv Mehta



Enthusiast / Hobbyist

Age: 35
Gender: Male
Education:
Completed a Master's
degree in Business
Administration



Motivation:

He has a deep interest in Indian mythology and wants to explore beyond the common stories. He's keen to understand the symbolism and cultural impact of these figures.

Usage Environment :

Usually at home during his free time, using a desktop or tablet.

Communication Patterns:

Prefers in-depth articles, videos that delve into the stories, and the option to interact with other enthusiasts through discussions or comments.

Computer Experience:

High – Rajiv is comfortable using different online platforms and spends a significant amount of time researching his interests online.

Domain Experience

Intermediate – Rajiv has read various interpretations and often participates in online forums about mythology. He enjoys comparing different stories and their meanings.

Distractions:

Work-related tasks or family responsibilities occasionally pull him away.

Relationships:

Engages with friends who share similar interests and actively participates in online mythology communities.

Interview Insights

Rajiv mentioned that it's frustrating when different websites offer conflicting information about the same mythological story. He emphasized the need for a platform that provides accurate, well-researched content.

He also shared that he enjoys learning through a mix of videos, detailed write-ups, and having the ability to discuss or share his thoughts with other like-minded individuals.

Dr. Anjali Mehta



Educator / Researcher

Age: 45
Gender: Female
Education:
Ph.D. in Ancient Indian
History



Motivation:

As an educator, she's looking for a reliable, comprehensive platform that she can use as a teaching resource. She also wants to access accurate, in-depth information for her research and presentations.

Usage Environment :

Primarily in her office at the university or at home using a desktop computer.

Communication Patterns:

Prefers structured, academic-quality content with references, along with visual aids like maps and timelines to explain complex topics.

Computer Experience:

Moderate – Dr. Mehta uses a computer mainly for her academic work, such as research and preparing lecture materials.

Domain Experience

Advanced – She has a thorough understanding of Indian epics but seeks tools that combine visual storytelling with textual research to make her lectures more engaging for students.

Distractions:

Academic responsibilities and consultations with her students

Relationships:

Regularly collaborates with fellow researchers and teaches students who rely on her expertise.

Interview Insights

Dr. Mehta often struggles to find resources that are both accurate and visually engaging. She pointed out that many existing sources are either too simplified or overly complex for her students.

She expressed the need for downloadable resources and well-referenced articles that she can incorporate into her teaching materials.

Observations from Real Work Environment

Students like Meera are often overwhelmed by large chunks of information and lose interest quickly if the content is not engaging. They need visuals and interactive elements to help them understand complex stories.

Enthusiasts like Rajiv are looking for platforms where they can engage deeply with the content and share their perspectives. They value accuracy and want the freedom to explore different interpretations.

Educators such as Dr. Mehta need accurate, structured resources to support their teaching. They appreciate when content is supplemented with visual aids and references that make it easier to present information to their students.

Conclusions and Justifications

Interactive and Engaging Content: Since students like Meera often face distractions, the platform should provide interactive elements (e.g., quizzes, videos) to keep them engaged and make the content memorable.

Accurate and In-depth Information: For enthusiasts like Rajiv, the platform must maintain high standards of accuracy and provide a space for discussions. This will help address the issue of inconsistent information he encounters.

Academic Rigor: To meet the needs of educators like Dr. Mehta, the platform should offer well-researched content with references and visual aids, ensuring it serves as a credible educational resource.

By carefully considering these observations and insights, the platform can be designed to cater to a diverse range of users, ensuring that it effectively meets their needs and enhances their understanding of Indian mythology. This approach will help create an engaging, reliable, and educational experience for everyone interested in this fascinating subject.

2. Task Analysis

Task 1: Exploring Mythological Characters

Enable users to explore and learn about various mythological characters, their roles, character, and significance within Indian epics like the Mahabharata, Ramayana, and Puranas.

1. Exploring Mythological Characters
 - 1.1 Browse Mythological Characters
 - 1.1.1 View list of characters organized by epic or role
 - 1.1.2 Filter characters by name, role, or epic
 - 1.2 Select a Character
 - 1.2.1 Click on a character to view detailed information
 - 1.3 View Character Details
 - 1.3.1 Display character biography and significance
 - 1.3.2 Show related stories and multimedia content
 - 1.3.3 Provide links to explore related epics or stories

Task 2: Discovering Mythological Stories

Allow users learn about important legends or incidents from Indian epics, discover their moral lessons, and observe the roles played by legendary Characters.

2. Discovering Mythological Stories

2.1 Browse Stories

- 2.1.1 View a list of stories categorized by epic or theme

- 2.1.2 Filter stories by character or theme

2.2 Select a Story

- 2.2.1 Click on a story to view its details

2.3 View Story Details

- 2.3.1 Display story summary and involved characters

- 2.3.2 Show moral teachings and lessons

- 2.3.3 Provide related multimedia content

- 2.3.4 Offer links to related characters or epics for further exploration

Task 3: Providing Feedback

Allow users to provide feedback, rate mythological characters or stories, and engage with the community through discussions or comments.

3. Providing Feedback and Engaging with the Community

3.1 Submit Feedback

- 3.1.1 Provide textual feedback or comment

- 3.1.2 Rate character or story based on personal experience

3.2 View and Respond to Feedback

- 3.2.1 Display feedback from other users

- 3.2.2 Filter feedback based on ratings or recency

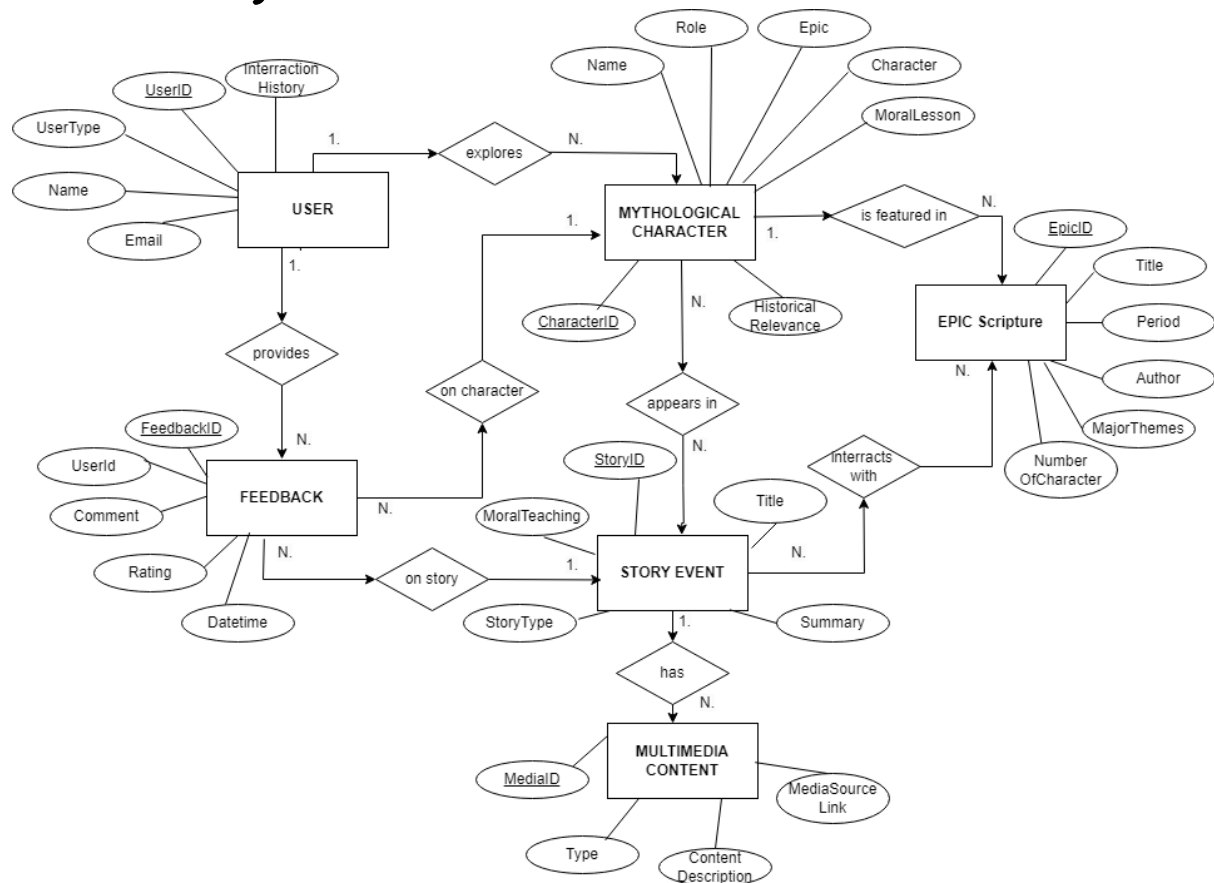
- 3.2.3 Respond to other users' comments

3.3 Rate Characters and Stories

- 3.3.1 Provide a rating for characters or stories

- 3.3.2 Contribute to overall ratings for content

3. Domain Analysis



Entites:

1. MythologicalCharacter:

- **Attributes:** CharacterID (PK), Name, Role, Epic, Character, MoralLesson, HistoricalRelevance, MediaLink.

2. EpicScripture:

- **Attributes:** EpicID (PK), Title, Period, Author, MajorThemes, NumberOfCharacters.

3. StoryEvent:

- **Attributes:** StoryID (PK), Title, Summary, MoralTeachings, StoryType.

4. User:

- **Attributes:** UserID (PK), Name, Email, UserType, InteractionHistory.

5. MultimediaContent:

- **Attributes:** MediaID (PK), Type, ContentDescription, MediaSourceLink.

6. Feedback:

- **Attributes:** FeedbackID (PK), UserID (FK), Comment, Rating, DateTime.

Relationships and Multiplicities:

1. Character is Featured in Epic:
 - One-to-Many - One epic contains many characters, but a character can belong to one or more epics.
2. Character Appears in Story/Event:
 - Many-to-Many - A character can appear in multiple stories, and a story can include multiple characters.
3. User Interacts with Story/Character:
 - Many-to-Many - A user can interact with multiple characters or stories, and each character or story can be interacted with by multiple users.
4. Story/Character has Multimedia Content:
 - One-to-Many - A character or story can have multiple multimedia contents, but each multimedia content is associated with one story or character.
5. User Provides Feedback on Character/Story:
 - One-to-Many - Each user can provide feedback on multiple characters or stories, but each piece of feedback belongs to one user.