

Says

What have we heard them say?
What can we imagine them saying?

What are their wants, needs, hopes, and dreams? What other thoughts might influence their behavior?



Thinks

primary source of entertainment

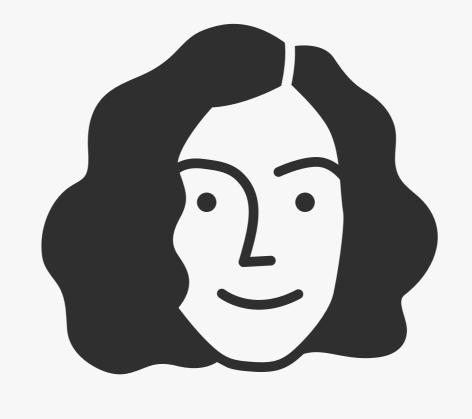
nent search for who having more subscribers

To
developing
skills

To explore unknown thinks

Brand promotions

ability to stream content



vaishnavi's team

Short summary of the persona

useful to gain knowledge

user Friendly

encourages creativity Relxation while using

inexpensive distribution of educational content

Does

What behavior have we observed? What can we imagine them doing?



What are their fears, frustrations, and anxieties? What other feelings might influence their behavior?

increase

issues

awareness

about social



