

PACT Analysis

People

Children (anyone under 10) and their parents/guardians are the primary target audience for this application. Most parent/guardians are present in the learning process via reading along with their child on the application. Children on the other hand are present as they are the main beneficiaries of the application. Children often have short attention spans and could lose interest quickly, which requires the application to consider time spent on app and its appeal. Children and parent/guardians can come from all different cultural backgrounds and can speak various languages, if the app is to reach a broad audience, that is something that would need to be taken into consideration.

Activities

The purpose of this application is to provide a more fun and contemporary twist on traditional learning methods, innovating the learning experience to be more hands on, interactive and engaging. Children can go on the app and experience their learning brought to life in a manner that is stimulating, engaging and educational. The activities will most often be used by both the child and parent in cooperation. The activity frequency on the app is entirely up to the routine establish by the parents and children; however the average use would be very frequently - daily. For the story-telling features of the app, each story on the application will require a reasonably short amount of reading/viewing time. And as for the story-creation features of the app, the amount of time spent will be up to the child and the limitations set my parents/guardians.

Contexts

With the application focusing on story-telling and story-creation, the app can be used during anytime of the day, and even as a night bed-time story option. Considering the demographic, the app will probably be used in the comfort of the parent and child's own home. However, the app can also be used in any environment given that there is adequate internet connection for it to run. For example, the app can be use during class story times between teachers and students.

Technologies

Technologies being used to run this interface would be a mobile application that support augmented reality features. The input from users would primarily be touch and gesture based, to allow navigation around the app. Access to camera to allow the scanning of user's physical environment would also be required for the AR to run. Output will manly be screen display on whatever mobile device the app being used on. To accommodate for users with disability like visual impairment, audio output will be used.