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INFM 480

User Stories/Scenarios

Isabella's Scenario

Persona Overview:

Isabella, 15 years old, is a high school sophomore with a love for adventure games. She uses gaming as a way to relax after her studies. However, she often gets carried away and plays late into the night, affecting her grades and leaving her feeling stressed about balancing school and fun.

Problem:

Isabella wants to enjoy her favorite games but struggles to stick to a healthy schedule. Her parents worry about her screen time but don't want to take gaming away completely.

Scenario with Proposed Tools:

After her parents enable the console's new parental control features, Isabella starts receiving playful "wind-down" reminders an hour before bedtime. These reminders show up as colorful notifications with a countdown timer and messages like: "Time to start wrapping up! School success > dragon treasure!" Additionally, the parental control system includes a dashboard for Isabella's parents to review her gaming time. They sit down with Isabella once a week to review her game hours and plan for healthy breaks, making her feel included in the process.

Outcome:

The tailored reminders and family discussions help Isabella manage her gaming time without feeling punished. She finds herself less tired during class, her grades improve, and she still enjoys her gaming hobby responsibly.

Sophia's Scenario

Persona Overview:

Sophia, 28 years old, is a marketing professional with a packed schedule. Gaming is her

way to decompress, but she often finds it hard to stop playing after a stressful day. She ends up sacrificing time she could use for exercise or hobbies like reading.

Problem:

Sophia wants to balance gaming with her personal goals but often feels guilty when she plays for too long. She's looking for a way to enjoy gaming without letting it dominate her free time.

Scenario with Proposed Tools:

Sophia tries the new integrated reminders on her console, which let her set weekly gaming limits. She sets playful but firm alerts like: "Hey Sophia, don't forget that book you wanted to read tonight!" She also uses the platform's built-in gaming report, which provides her with a visual summary of her gaming hours and compares them to her set goals.

Outcome:

Sophia loves seeing her progress in managing her screen time. The reminders help her transition to other hobbies without feeling like she's missing out, and she feels more in control of her evenings.

Jason's Scenario

Persona Overview:

Jason, 42 years old, is a father of two and a casual gamer. He enjoys gaming with his kids but wants to ensure they don't spend too much time playing, especially on school nights. He also wants to teach his children about balanced gaming habits.

Problem:

Jason struggles to manage screen time for his children without constant arguments. He wishes for a system that helps guide his kids toward healthier gaming habits without making him the "bad guy."

Scenario with Proposed Tools:

Jason enables the family management tools on their console, setting age-appropriate playtime limits for his children. The console automatically notifies his kids with friendly messages like: "Playtime over! Family dinner time awaits!" The system also sends Jason a weekly report of his kids' gaming hours. He uses it to talk to them about balancing screen time with other activities like sports and reading.

Outcome:

Jason finds it easier to manage his family's gaming habits without arguments. His kids respect the reminders, and Jason feels confident that they're learning healthy habits for the future.

Mia's Scenario

Persona Overview:

Mia, 23 years old, is a college student who loves online multiplayer games. However, she often spends hours gaming with friends and finds it hard to juggle her academic responsibilities.

Problem:

Mia struggles to set boundaries for gaming, especially when her friends want to play for hours. She's looking for a way to enjoy gaming without compromising her schoolwork.

Scenario with Proposed Tools:

Mia tries the new social gaming report feature, which shows her when she's most active and when her longest gaming sessions occur. She uses the data to plan shorter sessions, prioritizing her academic schedule. Mia also activates an automatic "study mode," which limits gaming during key hours and sends her gentle nudges like: "Your next game will be waiting after the study grind!"

Outcome:

Mia balances gaming and academics better with the help of the tools. She still enjoys gaming with her friends but feels more in control of her time, reducing her stress around school deadlines.

Derek's Scenario

Persona Overview:

Derek, 35 years old, is a health-conscious fitness trainer who enjoys gaming but worries about staying too sedentary. He wants to integrate gaming into a healthy lifestyle without losing track of time.

Problem:

Derek often plays for long stretches, forgetting to take breaks to move or stretch. He's looking for a system that encourages more active habits while gaming.

Scenario with Proposed Tools:

Derek uses the platform's personalized break reminders to schedule movement breaks every 60 minutes. These breaks suggest quick exercises like: "Time for 5 squats or a short walk. Ready, set, go!" He also integrates the reminders with his smartwatch, which tracks his activity levels and sends subtle prompts to get up and move.

Outcome:

Derek finds gaming sessions more enjoyable and energizing with the active reminders. He

appreciates how the tools keep him mindful of his health goals without disrupting his gaming experience.