Albert Rager IV

Elements of Design Documentation

**Persona Representation: Children**

One consideration for child users is to keep the project’s vocabulary simple, for them to easily understand. Also, I should make the wireframe of the project very easy to navigate. Lastly, there should be labeled buttons and images as to make it more obvious how to advance through the project. To work with these considerations, I will have to keep in mind that everything in the project will need to be simplified in a way that is explanatory, yet possible for someone who is younger to follow in general.

**Persona Representation: Parents**

Not only should the project teach the audience about the material, but it should teach the audience how to potentially teach their children the material. Similar to the last persona; keeping the project educational in a way that can be taught to a child. This leaves possibility for a more complex/organized navigation system, as it is being used by an adult. To work with these considerations, I will have to keep in mind that the material may be used to teach people how to teach children. With this said, the material needs to be explanatory yet simple enough for a parent to explain it to their child.

**Persona Representation: College Students**

I need to decide if the material will be more professional style or if it will have some kind of comedic/unprofessional touch to it. Dealing with mature students, the material can be as complex as I want it to be, (however preferably more complex). Also, the navigation portion of the project can be as overly complicated as it needs to be, as it is being viewed by an adult student. To work with these considerations, I will have to keep in mind that the material is being seen by an adult student, and both the material and navigation should be more complex, as a student (especially in college) will most likely be taking this material into farther research.