Elements of Design Documentation for the Listed User Personas

1. The Elderly
2. The Younglings
3. The College Students

For the elderly, three considerations would be drowsiness, possible Alzheimer’s, and lack of technological know-how. Good workarounds would be anti-Alzheimer’s medication (this is a real thing and can happen anytime) and getting them involved hands on with what I would be hypothetically presenting. This bit would prevent the urge to sleep because it gets their minds working and by partaking in the handling of tech, their knowledge of whatever technology they might be testing would increase by a large margin.

For the Younglings, problems would be restlessness, nonstop hunger, and the constant need to have their minds occupied by something. By incentivizing them with food for behaving, they would have a goal to reach through following the rules which leads to attentiveness. By getting them to be attentive, they will want to try the technology being presented. By trying the technology being presented, their minds would be occupied by playing with the tech they’ve been given which, again, leads to good behavior and attentiveness.

College Students would most likely be tired from a previous class, bored, or generally uninterested in what would be presented. To not have these things happen, the only thing that needs to be done would be to involve them in the presentation. Brain activity will increase to reduce drowsiness, boredom will be busted, and interest in the presentation would skyrocket from just this one action you would do.