

# Design scenario

## Worksheet

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### Activity:

Start with the use scenario with personas and a basic story that illustrates a series of user challenges with the technology. Go through each interaction point and describe how users will interact with the technology based on your design concept. Focus on the interaction: how does the user interact with the objects of interest? How does the

user discover how it works? How does the new concept address breakdowns? Is the system flexible enough that users can adapt it for their own needs? Hint: Try keeping the interaction points on separate cards or sticky notes to make it easier to modify the flow of the story and explore alternative designs.

Design scenario					
Group:		Project:		Date	
Persona 1		Persona 2		Extreme character	
Date:		Time:		Setting:	
Context:					
step 1					
step 2					
step 3					
step 4					
step 5					
step 6					