

# e-Knownet: Users' requirements analysis

## Interview Results

Eugenides Foundation, Greece  
October 2008

# Agenda

- Interview background
- Target Group Info
- Pedagogic Design
- Media Design
- Conclusions

The two selected examples, that interviewees were given, are:

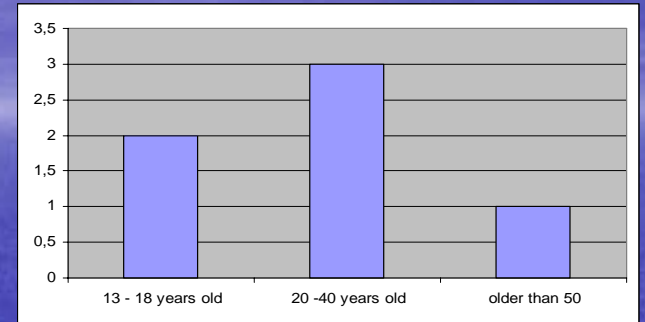
[http://www.makingthemodernworld.org.uk/stories/defiant\\_modernism/04\\_ST.02/?scene=6](http://www.makingthemodernworld.org.uk/stories/defiant_modernism/04_ST.02/?scene=6)

and

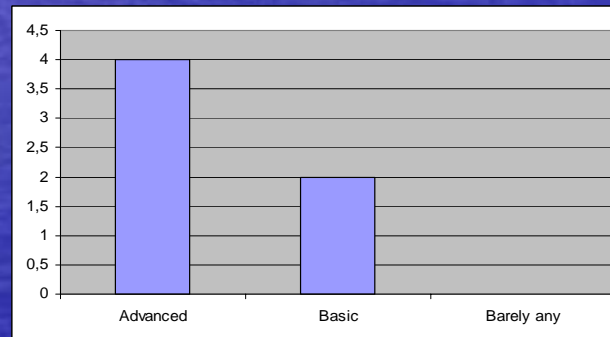
[http://www.exploratorium.edu/cooking/bread/bread\\_science.html](http://www.exploratorium.edu/cooking/bread/bread_science.html)

# Target group info

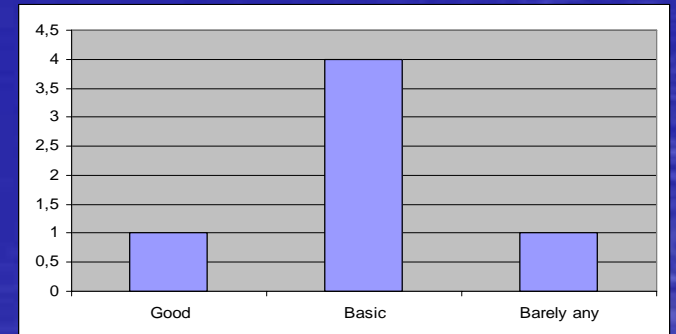
Age



Knowledge

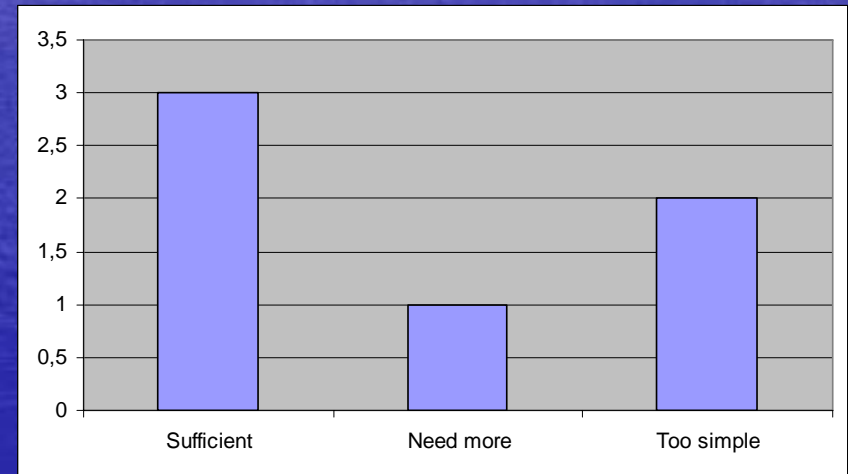


e- experience



# Pedagogic design: General Remarks (1)

- Topic of interest:  
Fusion (100%)
- Presentation
- Illustrations-animation:  
Necessary (100%)
- Understandability:  
Medium difficulty (100%)



# Pedagogic design: General Remarks (2)

- Additional info:  
100%: yes
- Info about real situation:  
100%: yes
- Interaction:  
100%: yes

## Other:

- ✓ many alternative texts
- ✓ short descriptions
- ✓ less terms
- ✓ hypertexts
- ✓ more links

# Media design: General remarks

- Design:  
100%: too simple
- Text readability:  
100%: low
- Orientation:  
100%: simple
- Amount of illustrations:  
100%: not sufficient
- Speed of animation:  
100%: good

## Other:

- ✓ more 3D photos
- ✓ videos  
(pleasant/funny – scientists)
- ✓ interactive animations
- ✓ games – questions
- ✓ impressive multimedia

# Conclusions

- How to trigger our audience?
  - Need to be more direct
  - Need to use practical examples
  - Need to make ourselves clear
  - Need to interact: pose questions, create games
- How to make ourselves better?
  - Get feedback
  - Systematic Questionnaires / Interviews
  - Enhance technical knowledge, but never forget...
  - ...to follow the stream of society !!!