Job stories

Andrew: host residence events have a positive impact on the students. The recreational activities such as movie nights and fashion show improve interaction with each other. I spend most of my time on gaming and recreational activities.

Lisa: I wanted to take advantage of the technology, so I decided to design my website. I posted some of my artwork and labeled with price tags. I managed to sell a few of my artworks.

Linda: By using a computer and the internet I enrolled in an online earning program. I learned to create my own website. After a month I improved my research skills and IT knowledge.

Crazy 8s

High-tech vs. lo tech

Low-tech focuses on making the technological design simple that is user-friendly. As the purpose is to provide enhanced learning opportunities to the students, so it is more appropriate to simply technology (Brandon, Hirt, & Cameron, 2008). Low tech offers simple features compared to the high technology.

Resource dependent

The project depends on the resources provided by the investors that include the college funds. The shareholders have the primary responsibility for ensuring the provision of adequate funds for building technology.

Complex vs. simple

High technology is always problematic because the students are unable to understand its use. Also it takes more time to familiarize a larger population with advanced features. Simplifying technology is a cost-effective alternative. Simple techniques do not require huge investments.

Unique approaches

The approach focuses on building solution design: the team established the most adaptive architecture. Technology validation demands that the team ensures the project fulfills the business needs.

Scenario development

The modern dorms are created by using technology that emphasizes providing collaborative spaces for collaborating through high-technology tools. Scenario stresses on improving the customers' lifetime value, offering price flexibility and providing a competitive edge. The Hook Model is utilized because it assists users in resolving the underlying problem. The first component of the model is the trigger that calls for action and incited certain behavior in humans. It informs the user about what will happen next. The users encounter both internal and external triggers. The external triggers take instructions from the explicit instructions. External triggers work in the form of emails, websites, social sites, and other applications. Internal triggers are linked with the internal thoughts, feelings, and emotions of the users. Pre-existing routines of the users have a significant influence on the trigger. Emotions can be seen as internal triggers that are powerful enough to initiate an action (Fong, 2017). The action is the next phase of the model that motivates the user to act. Some thoughts are working behind the initiation of an action. Three important things that initiate an action include motivation, the ability to complete the desired action and activating behavior. Rewarding reinforce the users by encouraging them to solve the problem. Rewards are categorized into three categories depending on the needs of an individual. The user considers the reward of the tribe when he feels the need of connecting with other people. This makes him feel socially valuable and inclusive. The reward for hunt stresses more on acquiring physical objects such as the need for money, food and other worldly things. These things are essential for one's survival. The reward for self depends on one's personal gratification. The user cares more about self and takes action that satisfies self (DAM & SIANG, 2017).

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| Scenario | Trigger | Action | Reward/ frustration |
| Professional | Email, website, applications. | Responds to email | A reward of the tribe: feeling connected |
| Personal | Excitement, positivity | Highly motivated | The reward of self: gives a sense of competency |
| Personal & professional | Excitement, emails, social sites | Enthusiasm/ passion | A reward of the hunt: the need for fulfilling worldly desires |

The first scenario exhibits the encounter of the user with a professional situation. In this scenario, the triggers are initiated by emails or websites. This motivated the user to respond to the email by composing an appropriate message. This is linked to the reward of the tribe because the individual develops the need of connecting to other people. The use of technology will thus allow the user to learn to work in a professional environment. In the personal scenario, an individual exhibits the feelings of excitement. Working with the ICT technologies makes him feel motivated revealing his sense of learning something new. This exhibits a sense of self because the actions taken by the user are for his own development. the third scenario includes both professional and personal development.

Storyboard

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| A student sits up in the computer lab. Seems excited. | Feels overwhelmed. I have never done this before. How can I use this thing? | THINK  Thinking about ideas. Surrounded by blurry thoughts. |
| Brainstorming. Working on the computer to find how it can be utilized. | Discussing ideas with other class fellows. Building a positive culture. | Created their own website after submitting the coursework.  Improved ICT knowledge and built skills for using technology. |

The storyboard reveals the utilization of ICT technologies in the dormitory life by students. HCD provides the criteria for understanding the challenges and proposing solutions to people in real lives. By providing interactive learning culture, students will develop soft skills and IT competencies. The storyboard portrays a real-life scenario in which a student encounters the problem of using ICT technologies for his competitive advantage. After brainstorming and thorough analysis, he develops an idea of building his website. His interaction with other fellows makes him more clear that leads to the execution of his idea.

References

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