

Top Three Highest Priority Scenarios

1. Engagement

- **Source of stimulus:** Users seeking interactive learning experiences.
- **Stimulus:** Users engage with quizzes and assignments that include gamification.
- **Environment:** Online learning platform for Olympic sports.
- **Artifact:** Quizzes and assignments.
- **Response:** Users complete assignments and quizzes, motivated to learn more.
- **Response measure:** Increased completion rates and user satisfaction scores.

2. Usability

- **Source of stimulus:** Users with varying levels of tech-savviness.
- **Stimulus:** Users attempting to navigate the software for the first time.
- **Environment:** Web-based educational platform.
- **Artifact:** Course navigation interface.
- **Response:** Users successfully locate and access desired sports courses and content.
- **Response measure:** Reduction in navigation-related support requests and positive user feedback.

3. Content Accuracy

- **Source of stimulus:** Users seeking reliable information on Olympic sports.
- **Stimulus:** Users looking for factual content to complete assignments or quizzes.
- **Environment:** Online coursework interface.
- **Artifact:** Course content database.
- **Response:** Users confidently utilize the content for their educational needs.
- **Response measure:** Decrease in reported inaccuracies and positive feedback on content reliability.