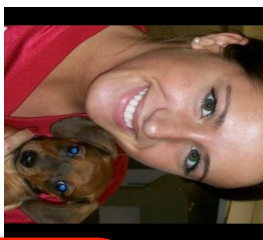


Appendix B: The Abby Persona

Abby (Abigail) Jones



- **28 years old**
- **Employed as an Accountant**
- **Lives in Cardiff, Wales**

Although Abby lives right on the bus route to work, she prefers to drive and avoid the hassle. After arriving into work, she always looks over all the emails that she has received before answering any one of them. After work, she rushes to a yoga or spinning class. A game of Sudoku or Candy Crush Saga is her main pastime before bed.

Background knowledge and skills

- Abby works as an accountant in a consulting firm. Consequently, she spends a good deal of her time working with spreadsheets with clients' financial data. She describes herself as a "numbers person". She is **not a professional programmer** but she writes and edits spreadsheet formulas in her work.
- Abby has a degree in accounting, so she **knows plenty of Maths** and knows how to think in terms of numbers. She's never taken any computer programming or IT systems classes.
- Even though she's an accountant and deals with numbers all day at work, she **likes working with numbers** in her free time, too. She likes Sudoku and other puzzle games.

Motivations and Strategies

Abby is **proficient with the technologies she uses**. She learns new technologies when she needs to, but she doesn't spend her free time exploring technology or exploring obscure functionality of programs and devices that she uses.

- **Motivations:** When Abby uses computers to problem-solve, she has **little desire to learn new functions**, or to search for information on them. She tries to use methods she is **already familiar and comfortable with** to achieve her goals.
- **Information Processing Style:** Abby leans towards a **comprehensive information processing style** when she needs to gather information to problem-solve. That is, before following some option that seems promising, she **first gathers information comprehensively to try to form a complete understanding of the problem before trying to solve it**.

Attitude to Technology

Abby is generally comfortable using familiar technology, but she does not get a big kick out of obtaining the latest gadgets or learning how to use them.

- **Computer Self-Efficacy:** Abby has low computer self-efficacy, meaning that she has **low self-confidence in performing computing tasks** other than the ones she is familiar with. This has a variety of impacts on how she uses software. For example, she is not confident that she can learn to use new features and, as self-efficacy theory explains, she often gives up if she runs into challenges. Software with usability problems poses more challenges to her than it does to more confident users, and she often blames herself for problems that she encounters.
- **Attitude toward Risk:** Abby is **risk averse** when she uses computers to perform tasks. When confronted with new software features, Abby worries that she will spend time on them and not get any benefits from doing so. She tries to perform tasks "the safe" (ie, familiar) way, even if the less familiar features might promise a more direct solution.
- **Willingness to Explore and Tinker:** Abby **doesn't particularly like tinkering** (ie, just trying out new features or commands to see what they do) when she uses software in her work tasks. She prefers following **step-by-step tutorials and wizards** over tinkering. (However, when she does bring herself to tinker, it has positive effects on her understanding of the software.) When software features/commands cause problems for her, she **tends to blame herself** and, if she can, she then **just avoids those troublesome features/commands**. She then uses work-arounds, such as **restricting her use to only features/commands she is familiar with** already.