

MANAGEMENT OF USER PERSONA UPDATES BY PREDICTING USER BEHAVIOURAL PATTERNS

B. A. Rathnayaka

158244K

Degree of Master of Science

Department of Computer Science and Engineering

University of Moratuwa
Sri Lanka

February 2019

**MANAGEMENT OF USER PERSONA UPDATES BY
PREDICTING USER BEHAVIOURAL PATTERNS**

B. A. Rathnayaka

158244K

Thesis submitted in partial fulfillment of the requirements for
the degree Master of Science

Department of Computer Science and Engineering

University of Moratuwa
Sri Lanka

February 2019

DECLARATION

I declare that this is my own work and this thesis does not incorporate without acknowledgement any material previously submitted for a Degree or Diploma in any other University or institute of higher learning and to the best of my knowledge and belief it does not contain any material previously published or written by another person except where the acknowledgement is made in the text.

Also, I hereby grant to University of Moratuwa the non-exclusive right to reproduce and distribute my thesis, in whole or in part in print, electronic or other medium. I retain the right to use this content in whole or part in future works.

.....
Buddhika Amila Rathnayaka

.....
Date

The above candidate has carried out research for the Masters thesis under my supervision.

.....
Dr. G.I.U.S. Perera

.....
Date

ABSTRACT

User centred design equipped persona concept to provide better and more acceptable user interfaces. This persona concept based on user research which collects information about the user's goals binds with the product. Due to user bases changing without prior notice, personas are vulnerable to become outdated or not productive without any notice. Avoid these situations, need to revise personas with time.

Providing a mechanism to find a point of persona updating is the focus of this research. Predicting user and persona relationship in periodically and analyse user behaviour against personas provide statistics to finding a persona updating point.

Neural network model is created and trained using the data that use for persona creation for predict personas mapped with the users periodically. According to these statistics, it is possible to find the consistency of user's stickiness to persona and whether the system needs a persona revising.

If system owners or maintainers do not monitor the changes of the user base, it is very difficult to identify whether the current status of personas are outdated or not. If there is no mechanism to monitor user base, then persona revising happens unnecessarily. The proposed method for find persona updating point help to manage the frequency of persona updates with avoiding situations that system using outdated personas.

Considered data set within the research shows that 71.33% of persona user consistency. This figure generally shows that the majority of users well served by personas and can consider there is no need to updates personas at this time. It is possible that stakeholders of the product have higher needs of providing highly effective user interfaces with the product, situation (e.g., consistency rate above 80%) like this there is a persona application for the application considered in the product.

Keywords: Neural network, User cantered design, User persona, User persona updates

ACKNOWLEDGEMENT

I would like to thank my supervisor, Dr Indika Perera for the supervision, for providing right leads and guidance and for helpful advice given throughout to make this research a success. My sincere appreciation goes to my family for the continuous support and motivation given to make this thesis a success. Last I also thank my friends and staff of the department of computer science and engineering - the University of Moratuwa who supported me in this whole effort.

TABLE OF CONTENTS

DECLARATION	i
ABSTRACT.....	ii
ACKNOWLEDGEMENT.....	iii
LIST OF FIGURES.....	vi
LIST OF TABLES.....	vii
LIST OF ABBREVIATIONS	viii
Chapter 1.....	1
1.1 User Personas	1
1.2 Research Questions.	2
1.2 Objectives.....	3
Chapter 2.....	4
2.1 Human Computer Interaction (HCI).....	4
2.2 Usability	5
2.4 Persona and User Centred Design.	6
2.4 Revising Personas.....	9
2.6 Behavioural Patterns, Goals and Personas	10
2.6 Artificial Neural Networks.....	11
2.6 Training Neural Networks	11
2.6 K-means Algorithm and Clustering	12
Chapter 3.....	13
3.1 Methodology.....	13
3.2 Data Collection for Model Training and Persona Predictions.....	16
3.3 Pre-Processing Data	17
3.4 Neural Network Model Training and Architecture Configuration	19
Chapter 4.....	21
4.1 Architecture for Proposed Method	21
4.2 Component Implementation	23

4.3 Technologies	23
Chapter 5.....	25
5.1 Dataset Qualities for Evaluation.....	25
5.2 Evaluation Plan.....	27
5.3 Data Selection for Personas	28
5.4 Persona Creation.....	30
5.5 Neural Network Model Configuration.	32
5.6 Training Neural Network and Predict Personas.....	34
5.7 Predicting Personas.....	36
5.7 Prediction Result Analysis.....	40
Chapter 6.....	42
6.1 Summary	42
6.2 Limitations.....	42
6.3 Future Work	43
REFERENCES	44
Appendix I	47
Appendix II	49

LIST OF FIGURES

Figure 2.1 HCI Past and Now [12].	5
Figure 2.2 Areas that Usability should address [12].	6
Figure 2.3 Persona templates. Left: One-Page Style. Right: Resume Style [2].	8
Figure 2.4 Average personas' impact rating segmented by revision frequency [7].	10
Figure 2.5 Multilayer neural network.	11
Figure 3.1 Model training process at time t1.....	15
Figure 4.1 High-level architecture diagram for integrating the proposed method with the product.....	22
Figure 5.1 User participation for every 1000 records within data set.....	26
Figure 5.2 Data selection based on activity sequence.....	35
Figure 5.3 Scatter plots – Left: Before ratio calculation Right: After ratio calculation and clustering.....	36
Figure 5.4 Growing time window.....	36
Figure 5.5 Moving time window	37

LIST OF TABLES

Table 3.1 Sample structure of expected data collection	16
Table 3.2 Usage data of features for period t1.....	17
Table 3.3 Inputs to neural network training for period t1.....	18
Table 3.4 Predicted output using the trained model at time t2.....	18
Table 3.5 Persona user comparison result.....	19
Table 3.6 Model selecting experiment setup	19
Table 5.1 User appearance within intervals based on activity interval lengths.....	28
Table 5.2 Selection criteria for bets user sets.....	29
Table 5.3 Category user interaction appears in the dataset.....	30
Table 5.4 Information section and category mapping.....	30
Table 5.5 Information section visiting statistics.	31
Table 5.6 Clusters and the number of users assigned	32
Table 5.7 Accuracy property values need to achieve while training.	32
Table 5.8 Experiments for model configuration.	33
Table 5.9 Persona and user mapping by K-means algorithm.	35
Table 5.10 Experiment set up to find user behaviour using persona prediction	38
Table 5.11 Persona prediction results for series 1.....	38
Table 5.12 Persona prediction result summaries	40

LIST OF ABBREVIATIONS

HCI	Human Computer Interaction
PoC	Proof of Concept
UCD	User Centred Design