

# Questrip

Team 8

# Our Service, Questirp

Quest + trip

Share the tasks, double the fun :)

the quest-based collaborative travel planner



# Our Team Members



Gyurin Kim

Video, PPT Creation:  
The Best Solution,  
Experience prototype,  
Assumptions



Ran Yook

Video, PPT Creation:  
Team Information,  
About The App



Yunsoo Woo

Video, PPT Creation:  
Concept Video,  
Low-Fi Prototype  
Image



Eunsom Kim

Edit Video,  
Presenter



Yeonwoo Kim

Video, PPT Creation:  
Problem  
Statement,  
HMW

# Problem Statement (Insights from Interviews)

**The Problem:** Travel planning often starts with excitement but quickly turns stressful due to information overload and difficulty coordinating opinions among group members.

**The Cause:** Planners spend excessive time filtering unreliable or sponsored reviews and struggle to balance different preferences and share roles fairly.

**The Need:** As a result, the preparation process becomes tiring rather than enjoyable. There is a need for a simple, trustworthy, and collaborative way to plan trips together.

# Best HMW Question

How Might We make the planning process enjoyable :) so that it feels like "excitement" rather than "homework"?

Redefine travel planning as a collaborative and immersive experience, not a stressful task.

**Problem Solved:** It addresses the imbalance where one person bears all the responsibility, allowing everyone to share opinions transparently and co-create plans.

**The Result:** Through gamified interactions and rewards, travelers can stay motivated and experience shared satisfaction in planning together.





Best Solution  
Prepare for travel  
by using  
gamification and vote.

# Assumption

What we want to verify with a prototype...

If travel planning is gamified,  
people's motivation to participate will increase,  
and as a result, the psychological burden of  
planning will be reduced, allowing everyone to  
enjoy creating the plan together.



# Experience Prototype: Process

01.

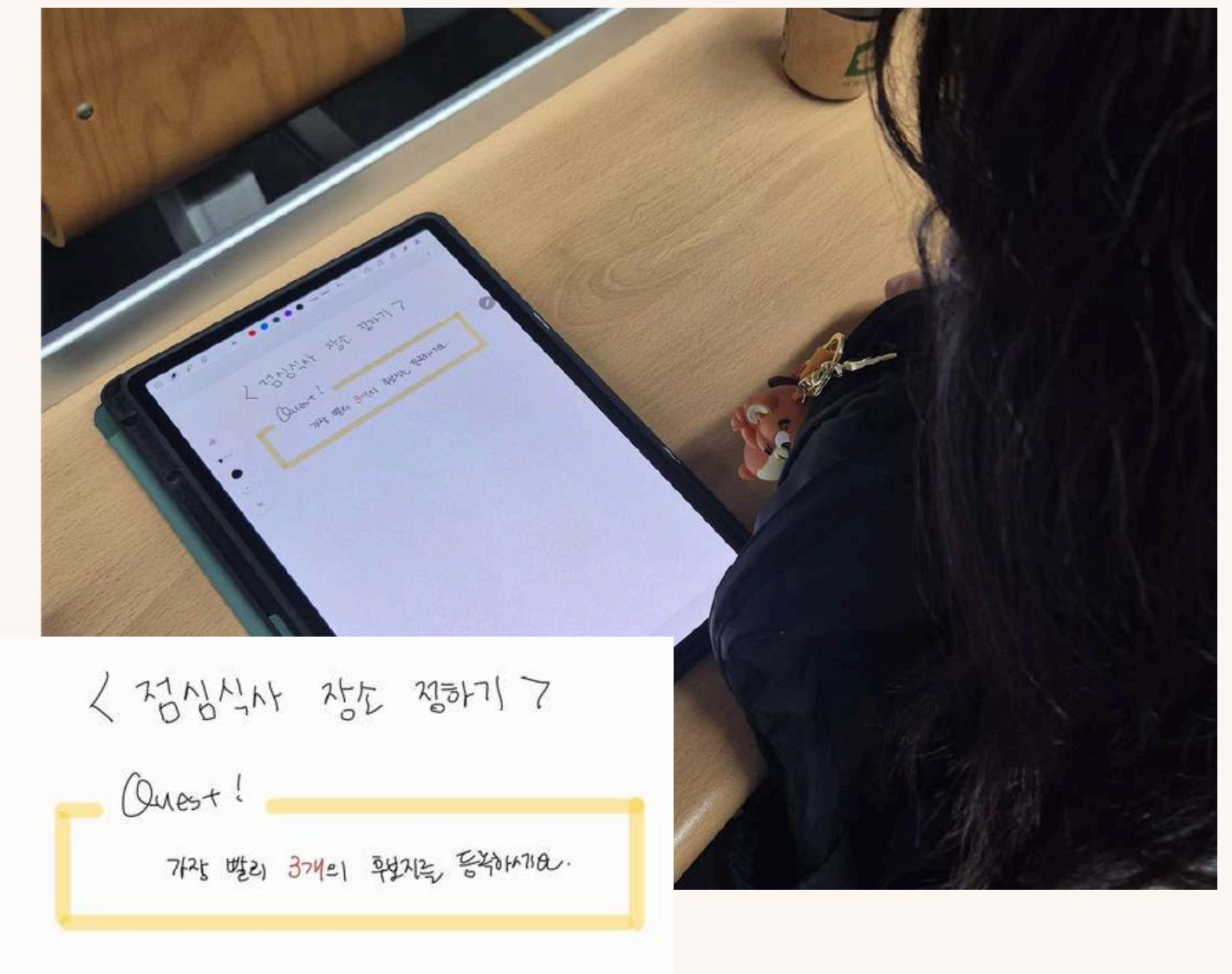
We recruited two participants, and two team members also joined to help the process run smoothly.

02.

The participants were given a quest related to travel planning.

They had to complete the quest quickly!

- for this test, choosing a restaurant.



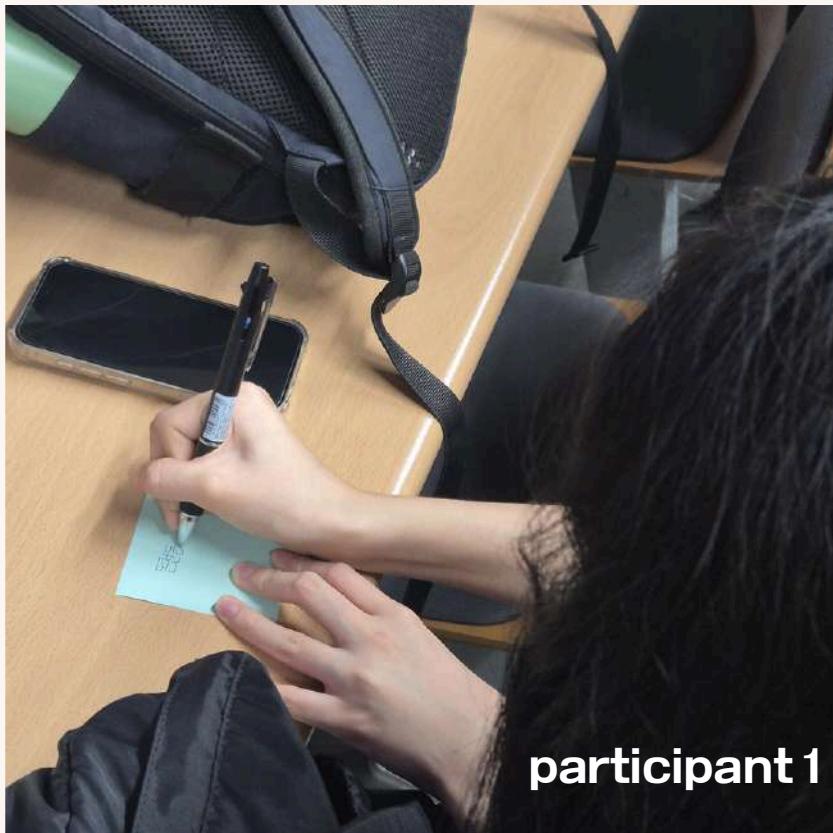
# Experience Prototype: Process

03.

The participants carried out the quest.

A reward was given each time they registered an option (e.g. coins).

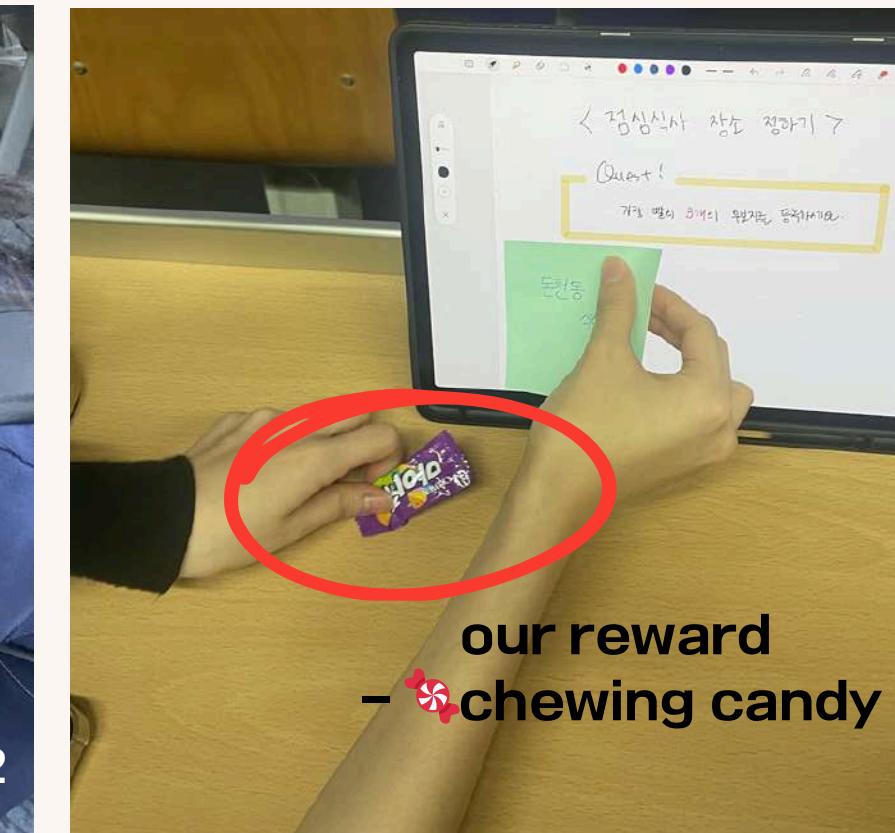
- We represented the act of registering an option by attaching a Post-it note.



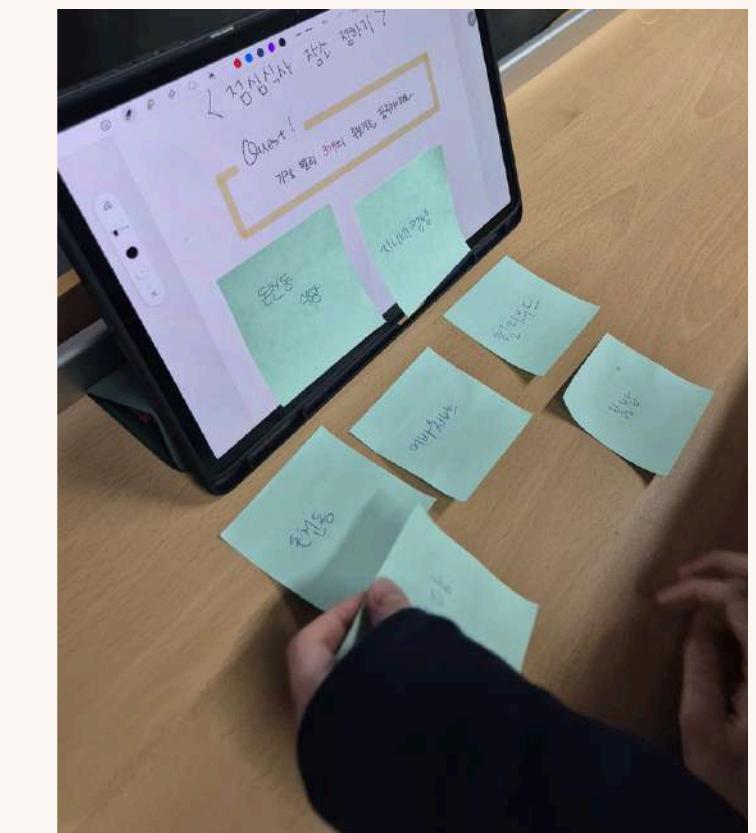
participant 1



participant 2



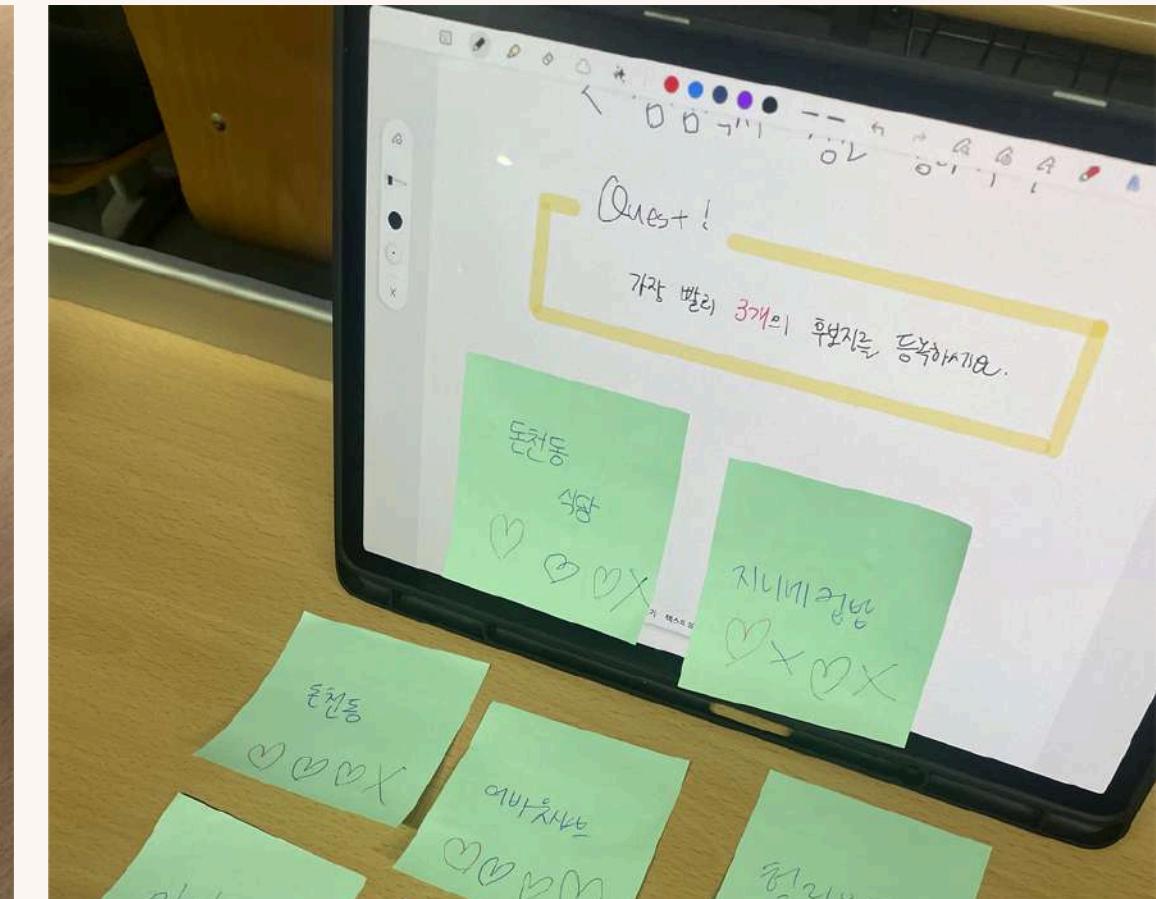
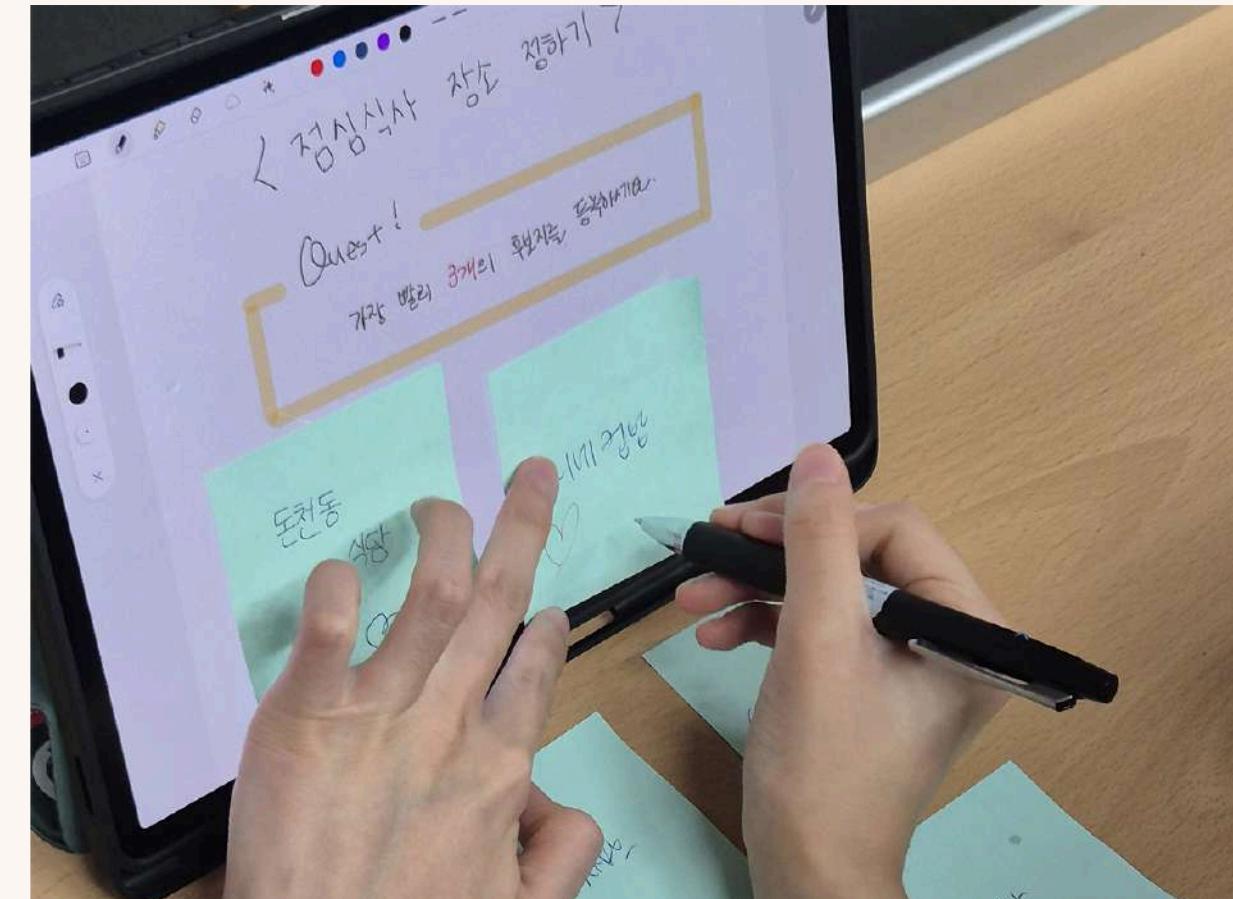
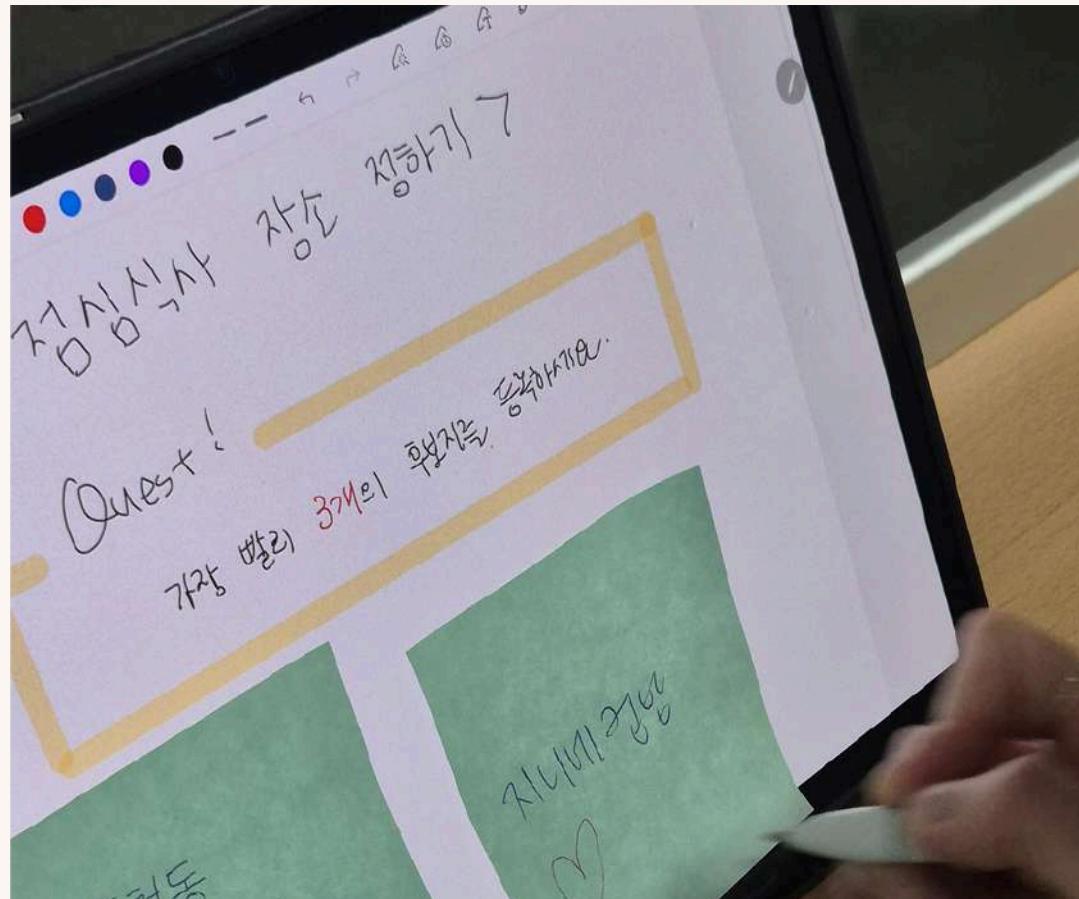
our reward  
- 🍬 chewing candy



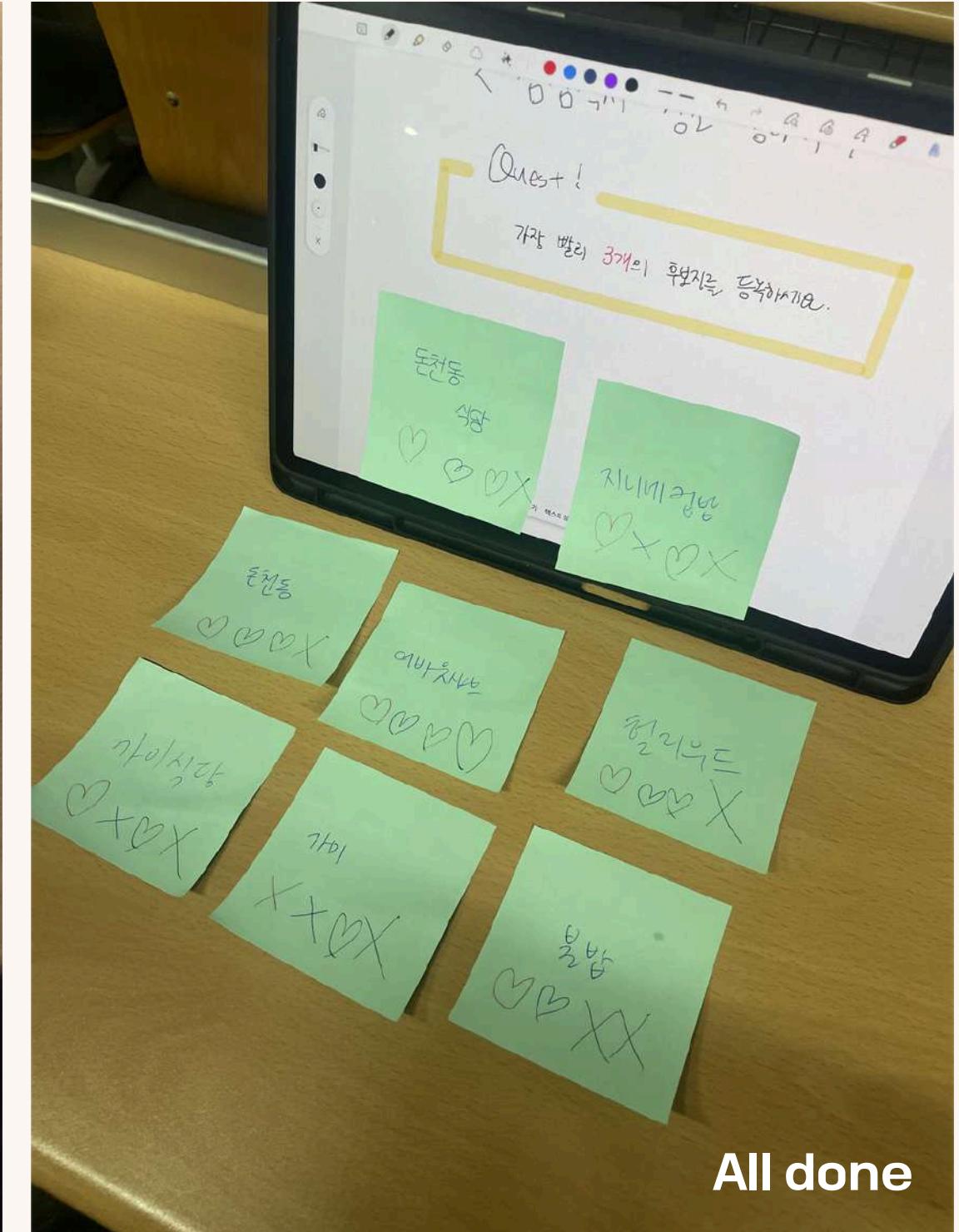
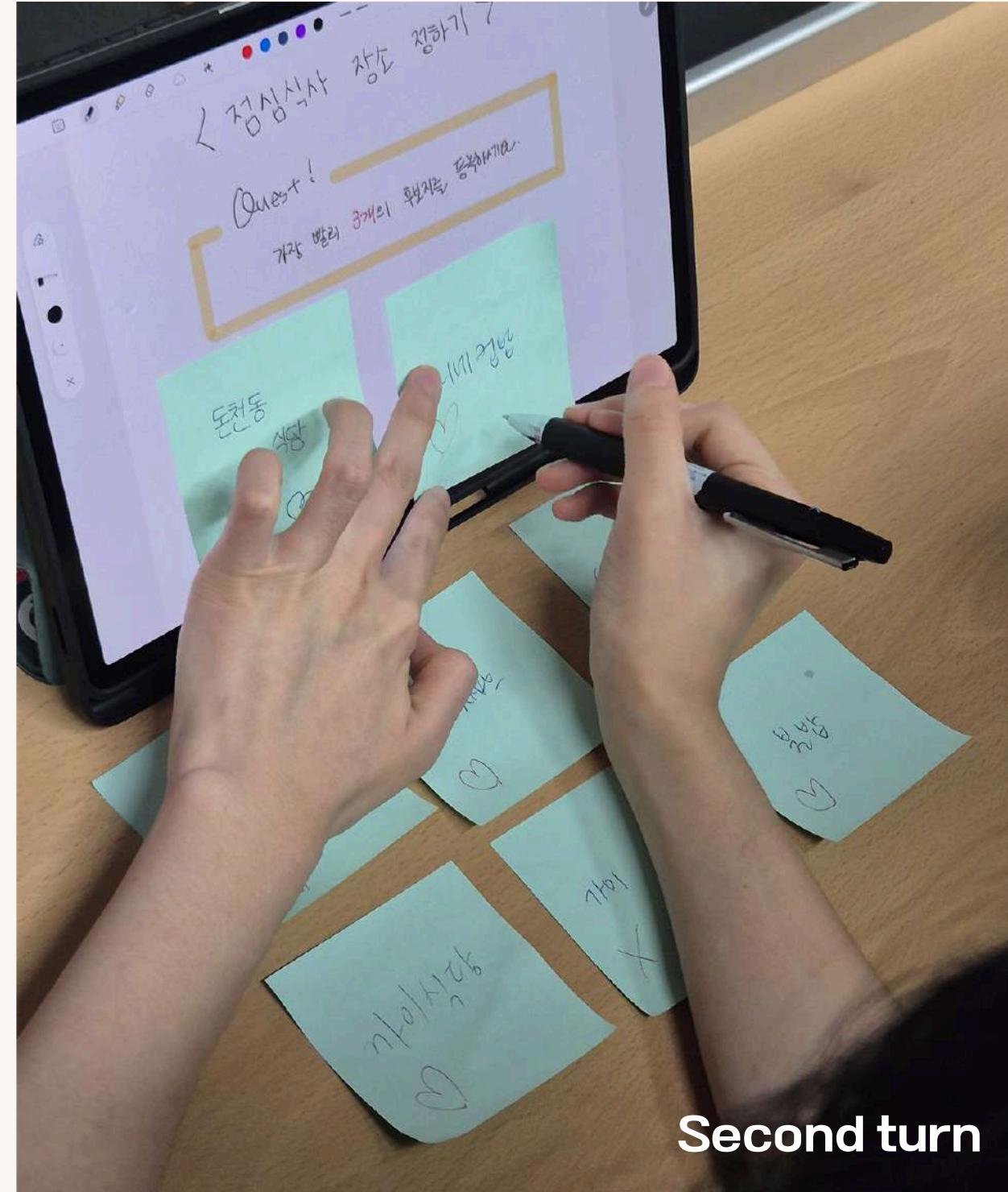
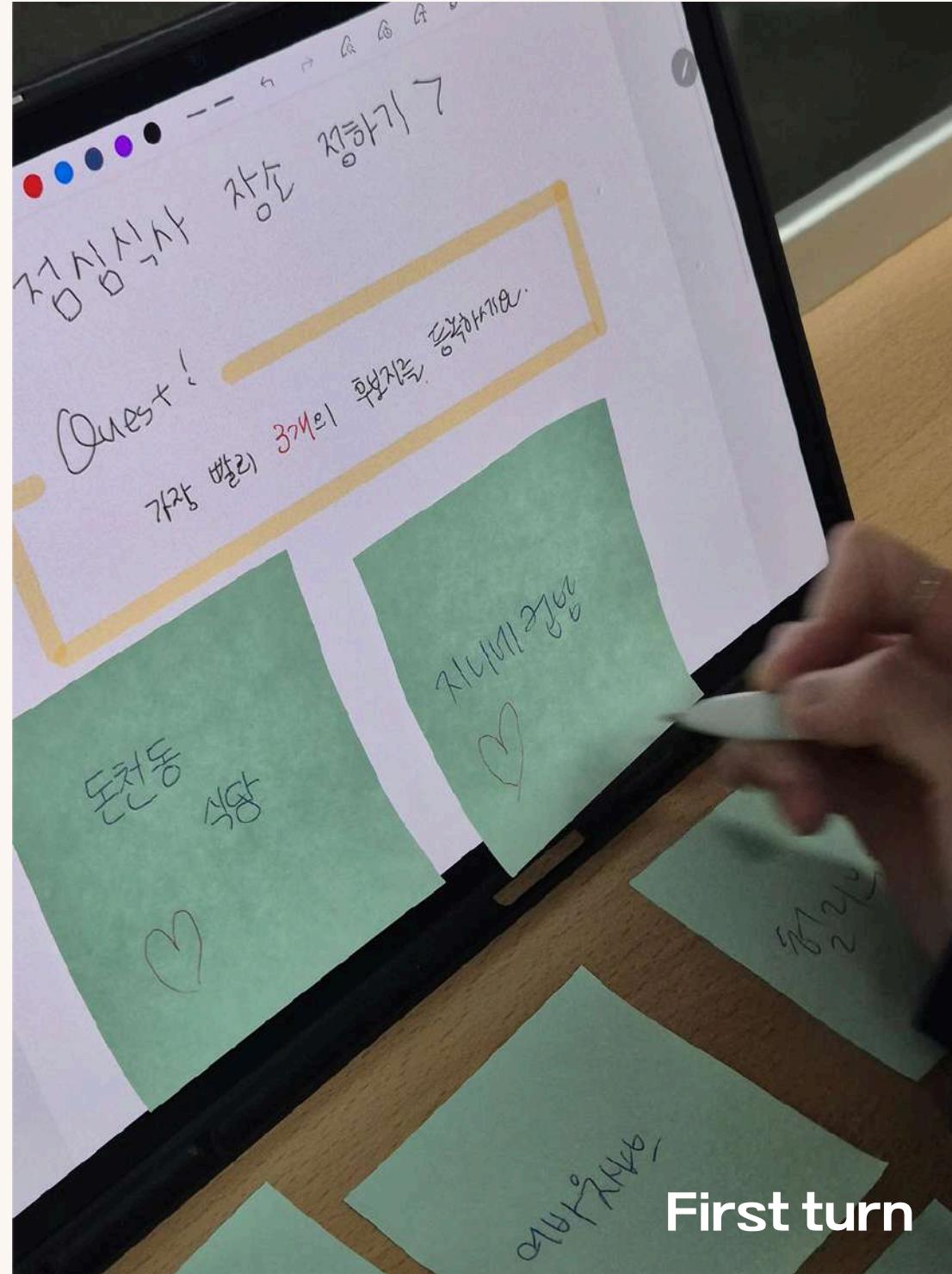
# Experience Prototype: Process

04. After registration, all options were listed anonymously and displayed.

05. Everyone expressed their opinion on each option as either “like” or “dislike.”  
We did this by having each person, in turn, mark a Post-it with either an X or ❤



# Experience Prototype: Process



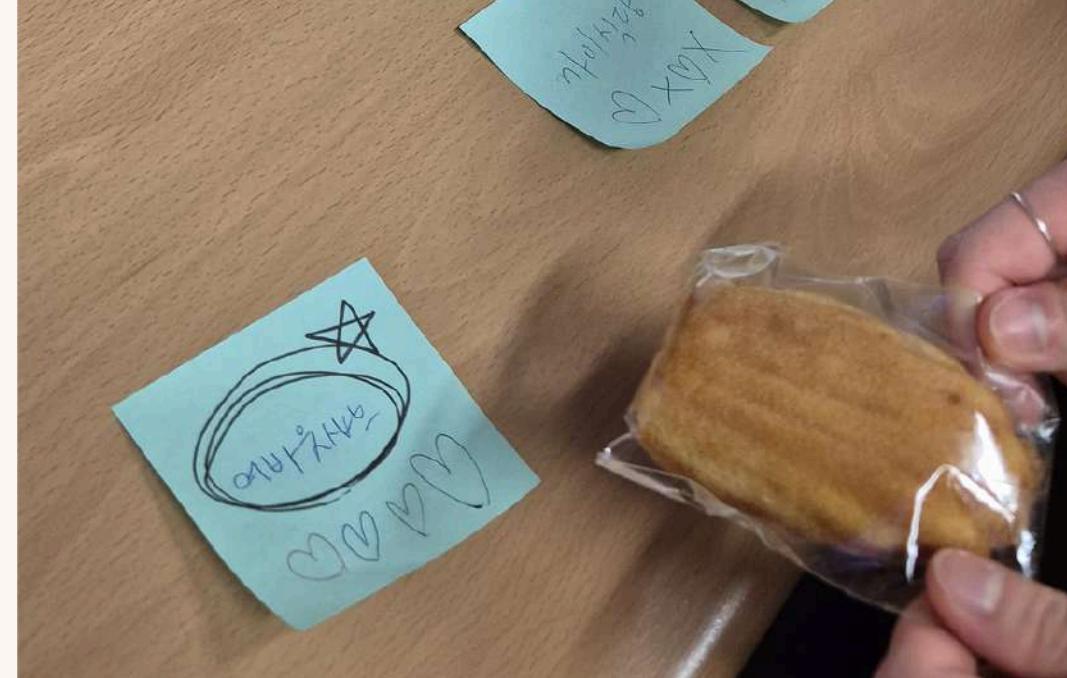
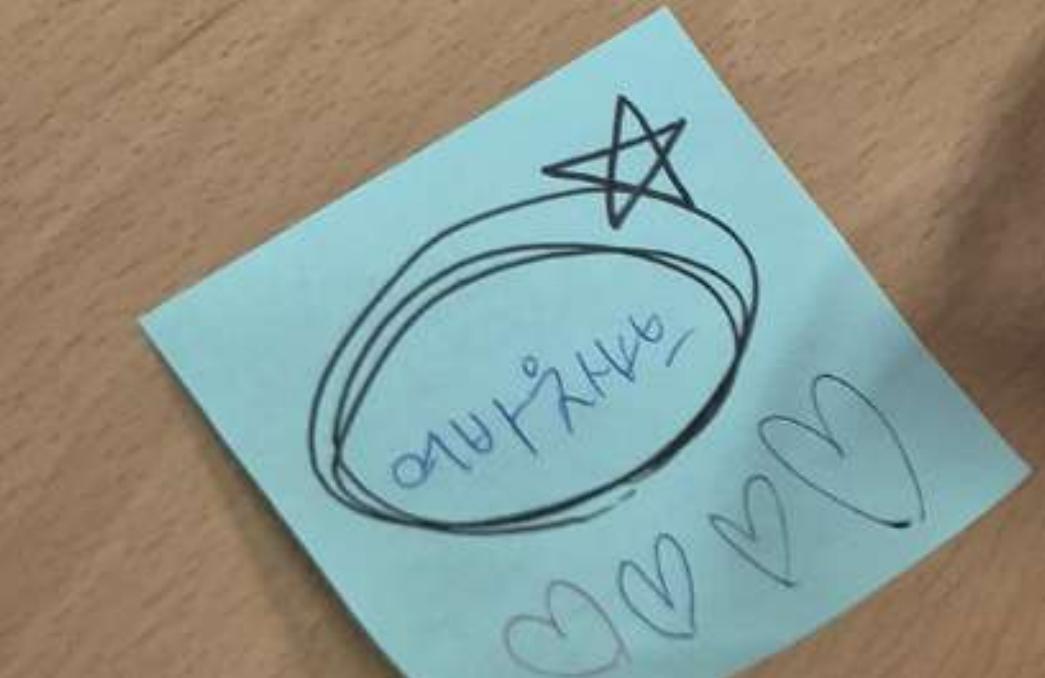
# Experience Prototype: Process

06.

The option with the most “likes” was revealed.

07.

The participant who submitted the most-liked option received an extra reward.



# Prototype Result

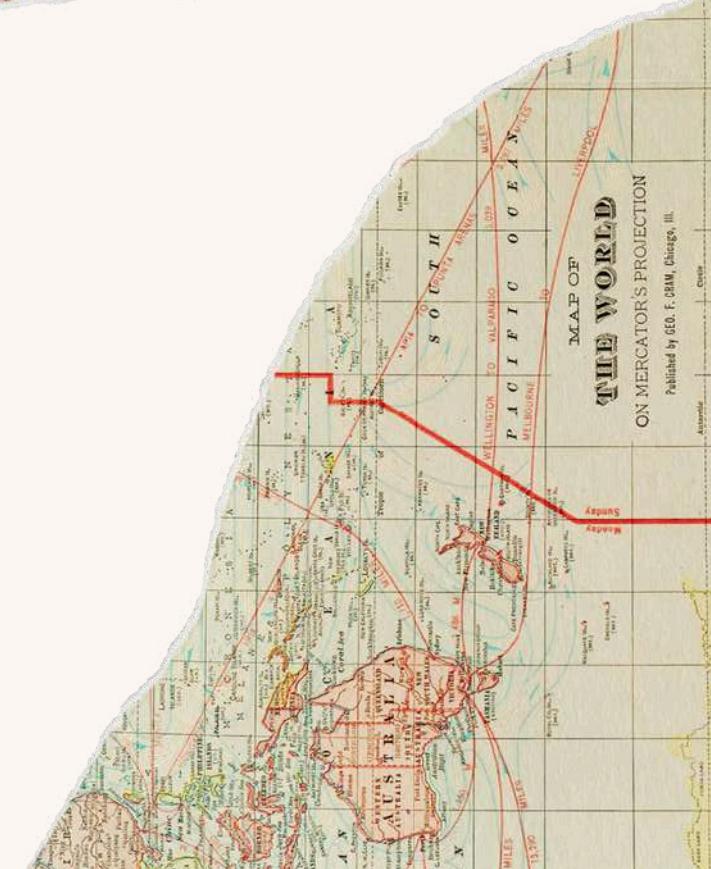
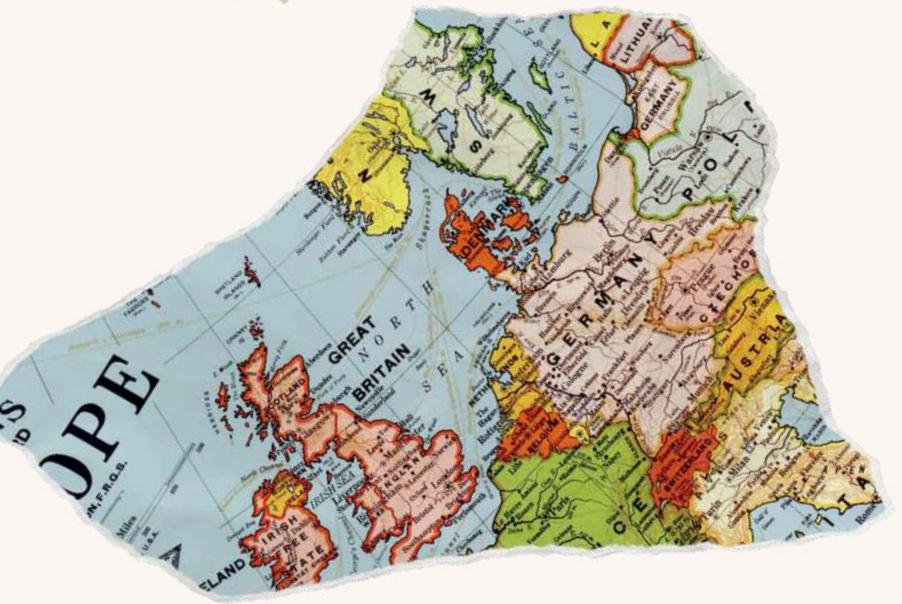
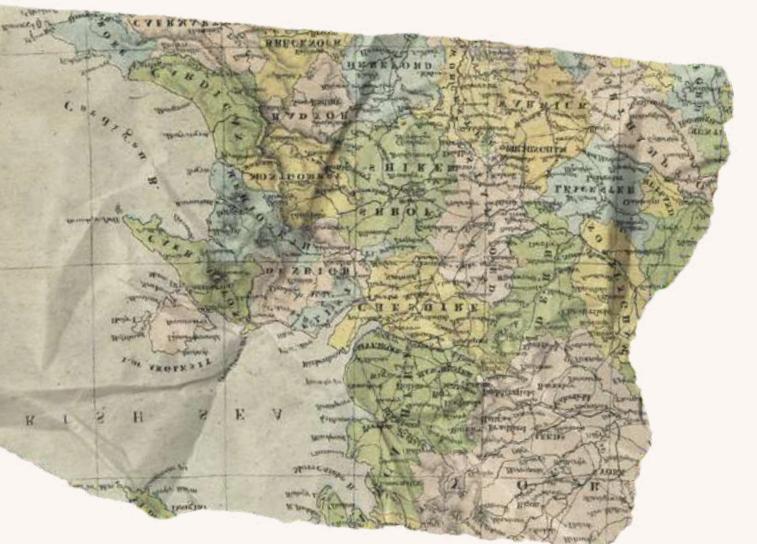


The initial assumption



A new insight

reward structures can enhance  
the quality of option submissions.



# Test Insight

- Rewards clearly increased participants' willingness to engage.
- Even with a simple method, participants were able to share opinions while laughing together.
- Even a small reward created a competitive and immersive atmosphere.
- However, offline option registration did not fully guarantee anonymity, and sequential voting could be influenced by others' choices.

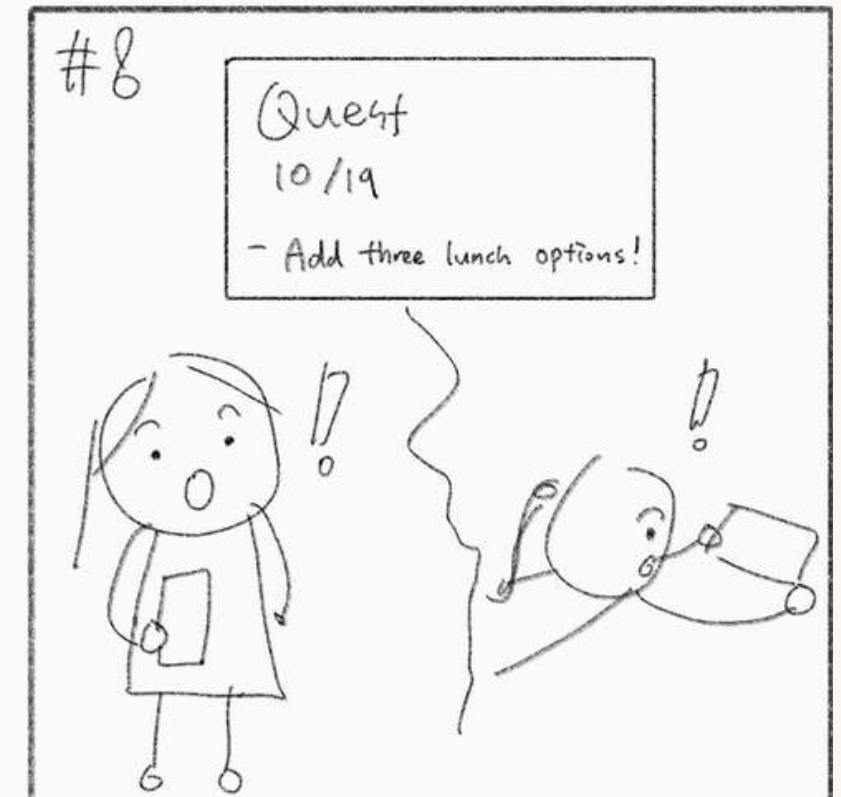
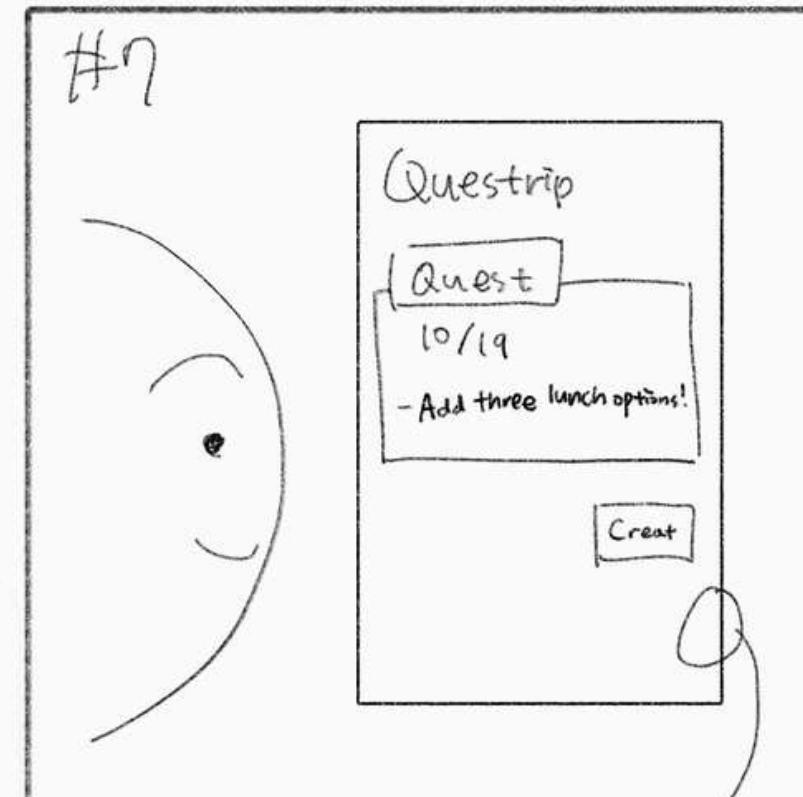
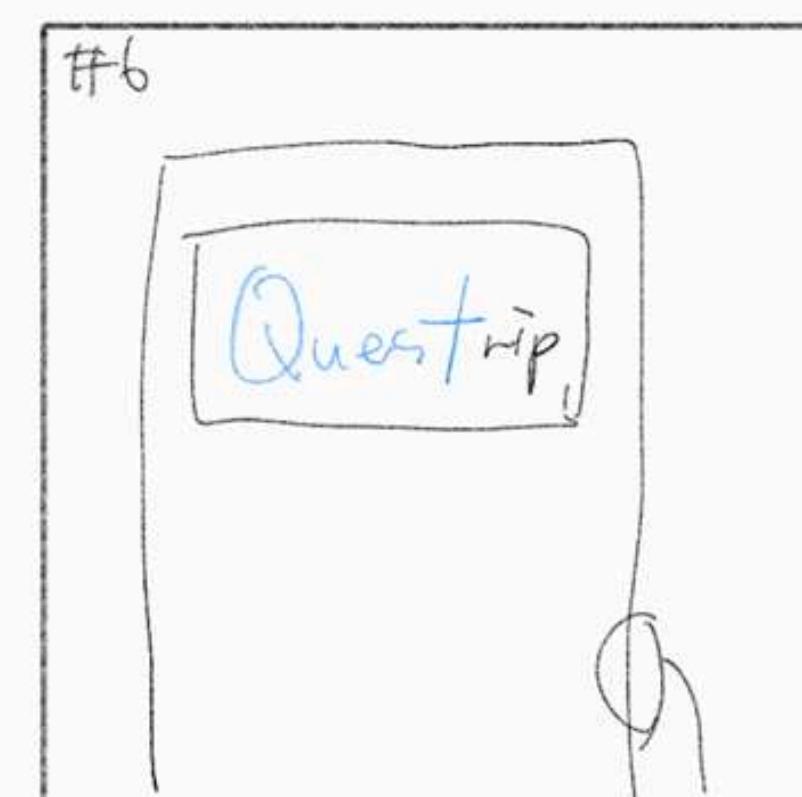
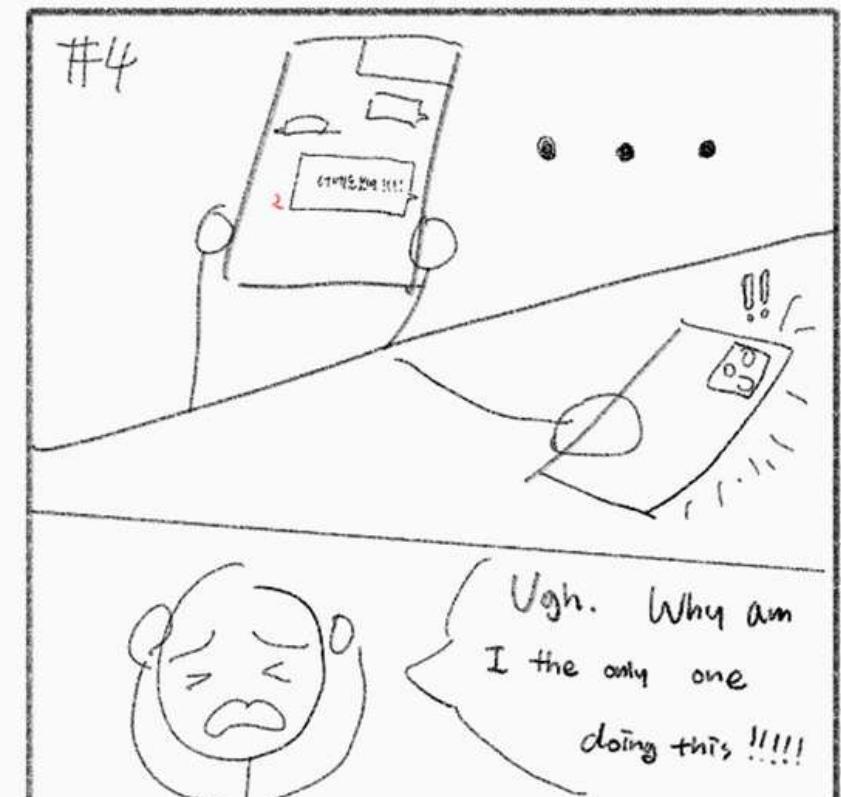
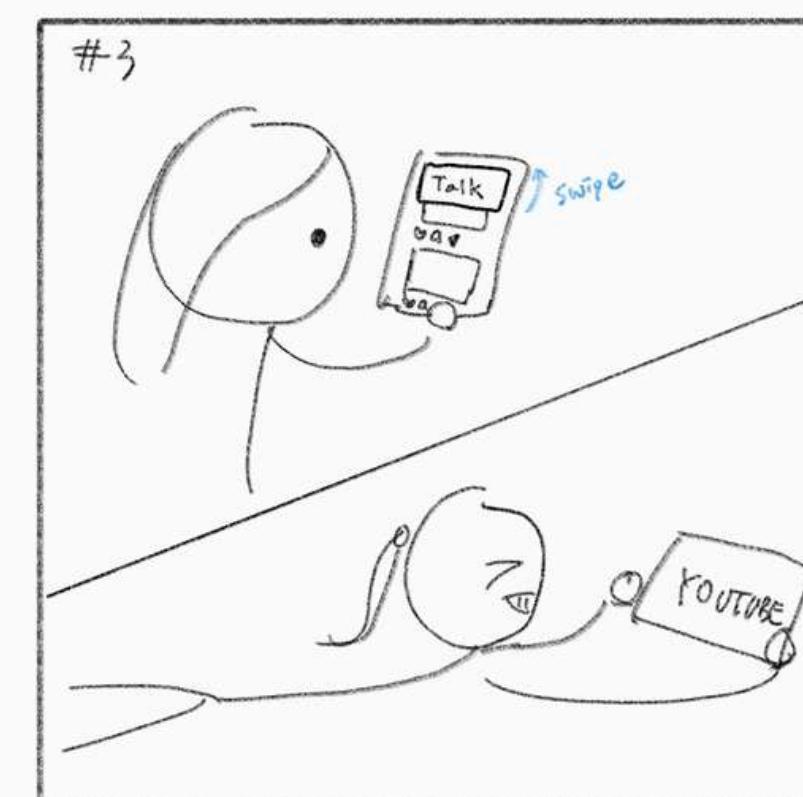
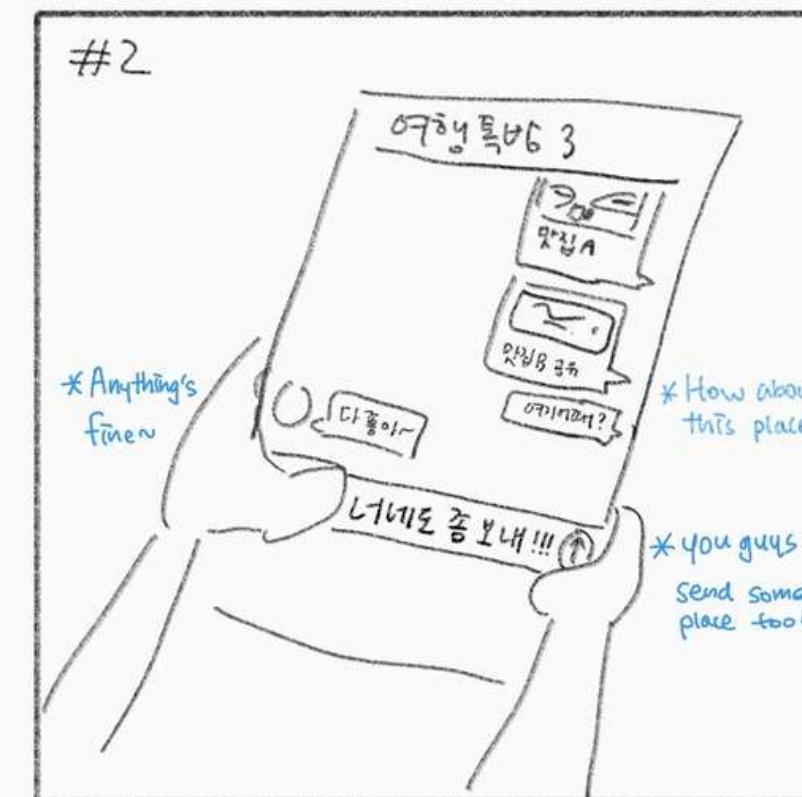


# Suitability of Solution

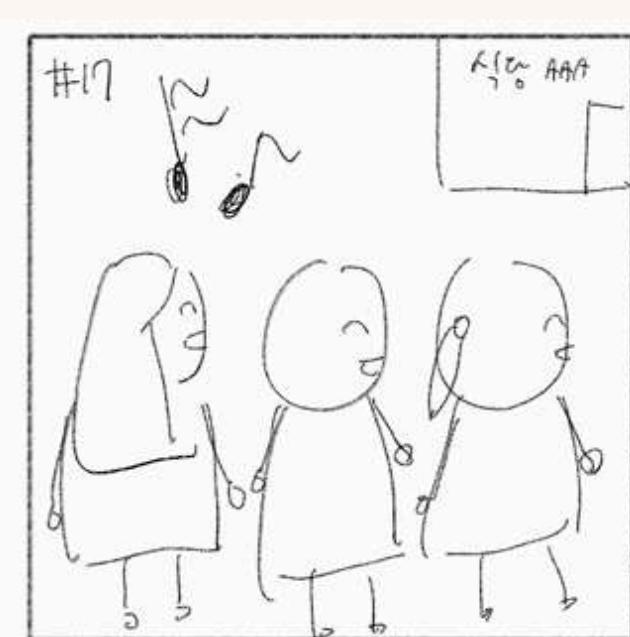
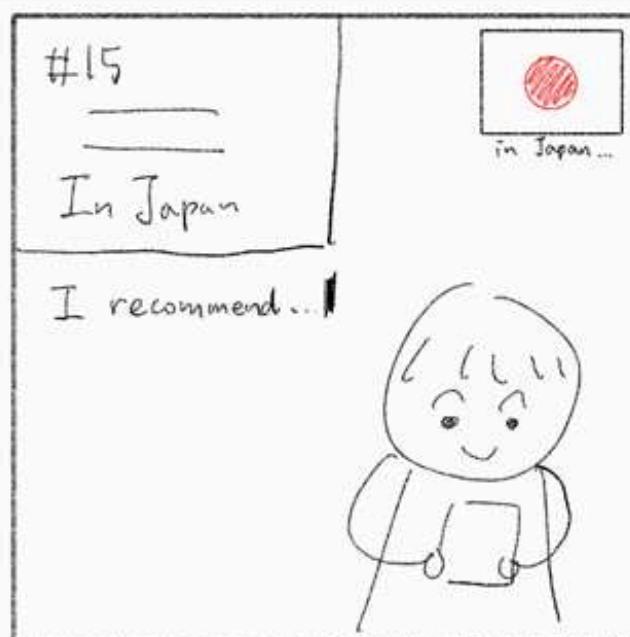
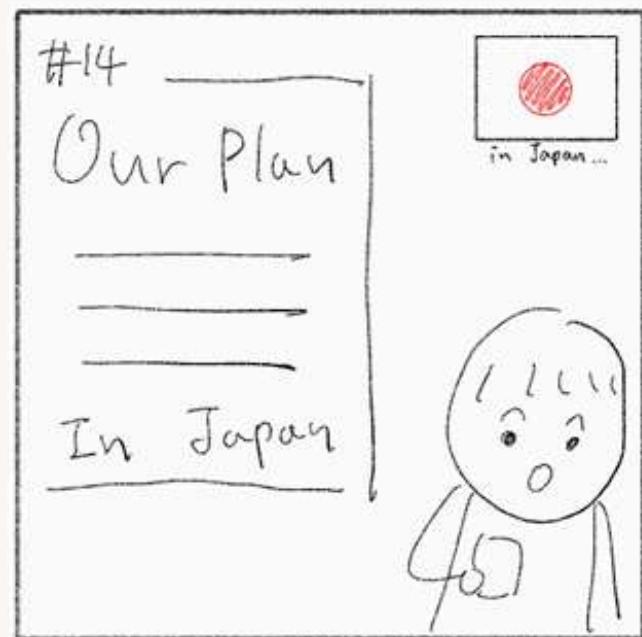
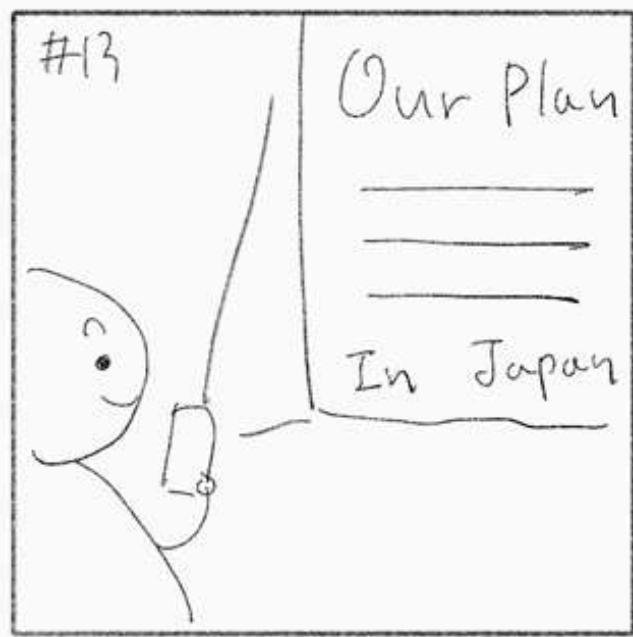
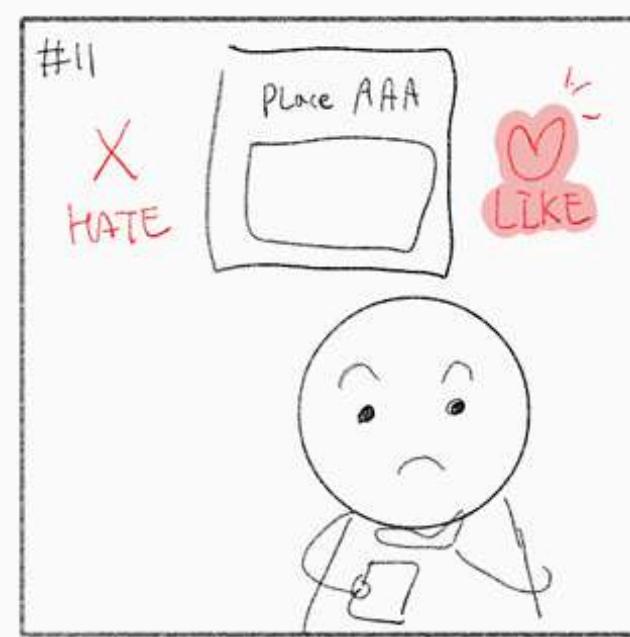
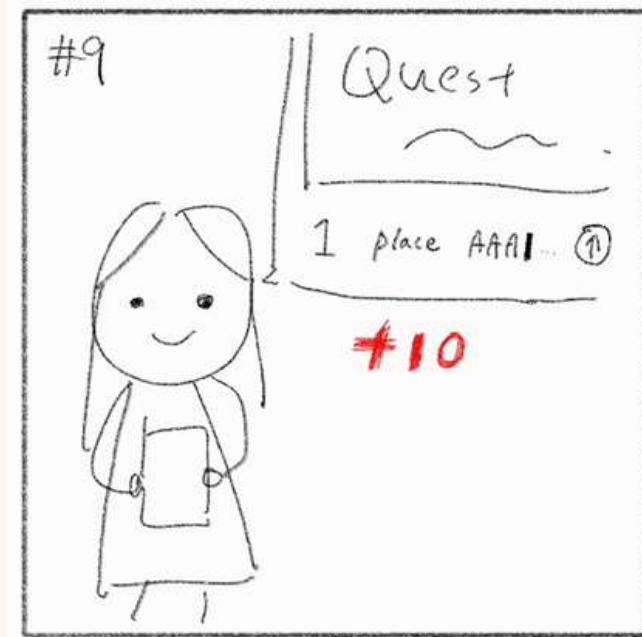
## "Prepare for travel by using gamification and vote."

- Direct fit to the HMW: Turns planning from a chore into a playful challenge (quests, coins, quick rounds), so people want to participate.
- Efficient convergence: Simple voting (like/dislike → reveal winner) rapidly aggregates preferences and feels fair/transparent.
- Evidence from our test: Rewards increased willingness to join, participants laughed and shared opinions easily, and small incentives made the atmosphere competitive in a good way —leading to better-thought options.
- Burden reduction: Clear steps (submit → vote → reveal) reduce debate fatigue and decision paralysis, lowering the psychological load.
- Scalable & practical: Works online or offline, synchronous or asynchronous; anonymity and one-click voting keep friction low (with a noted improvement area: avoid sequential influence).

# Video Storyboards



# Video Storyboards



#17

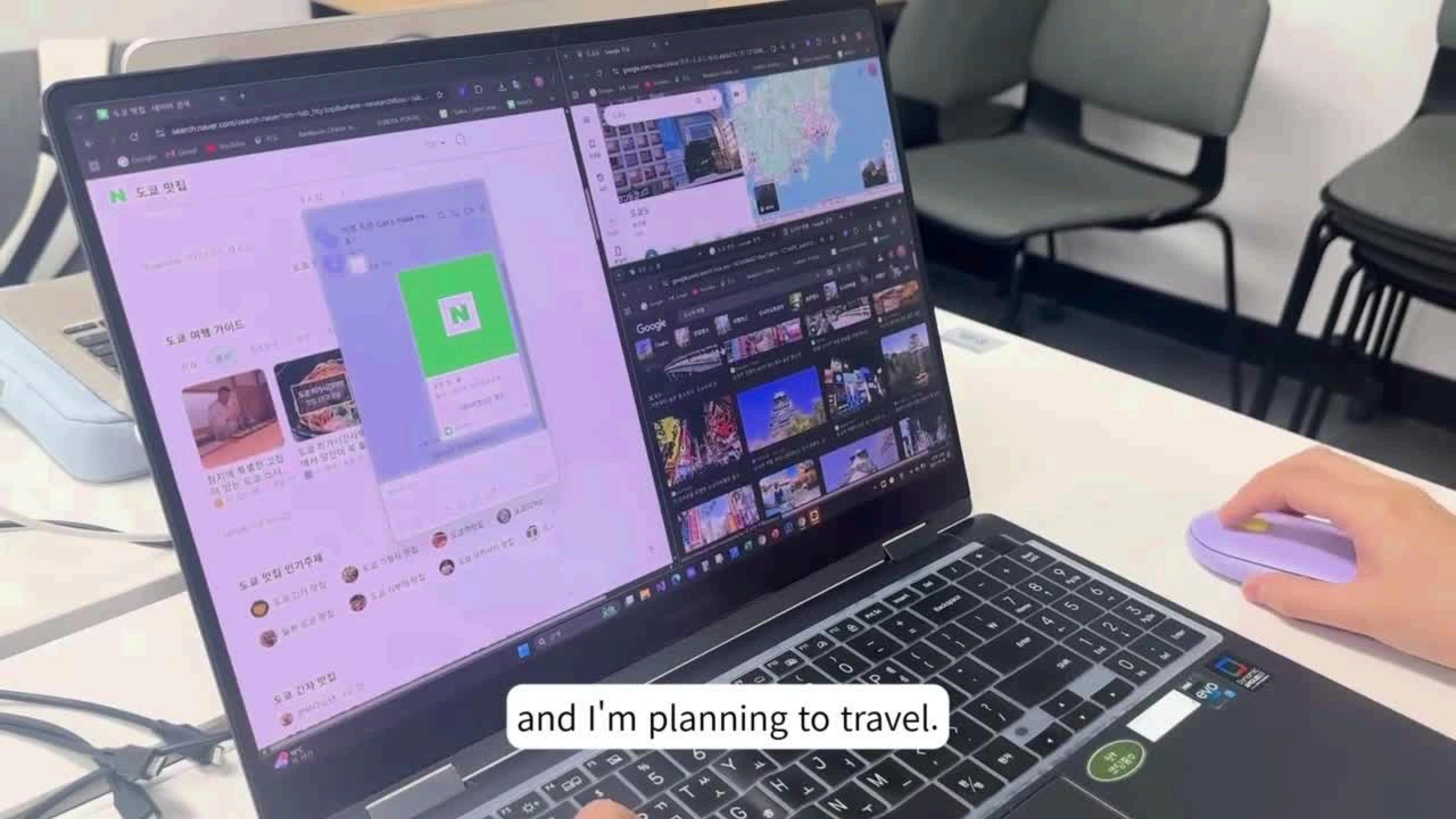
Voiceover:

And that's what makes planning a trip fun!

# Questrip

- Concept Video -

<https://youtu.be/XKxLAzYT9Rs>



and I'm planning to travel.

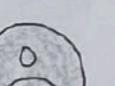
# Low-fi Prototype

## Initial Team Setting

Enter your travel plans one by one.

Questrip

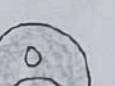
Invite your team

 Jason	<input type="checkbox"/>
 Kevin	<input type="checkbox"/>
 Alice	<input type="checkbox"/>
 Jennie	<input type="checkbox"/>
 Emma	<input type="checkbox"/>
 Bob	<input type="checkbox"/>



Questrip

Invite your team

 Jason	<input checked="" type="checkbox"/>
 Kevin	<input checked="" type="checkbox"/>
 Alice	<input checked="" type="checkbox"/>
 Jennie	<input type="checkbox"/>
 Emma	<input type="checkbox"/>
 Bob	<input type="checkbox"/>

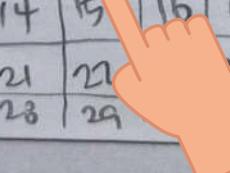


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Register your destination

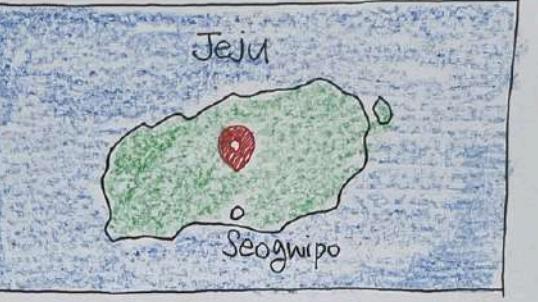


From  To   
Depart  2025, October  
Su Mo Tu We Th Fr Sa  
28 29 30 1 2 3 4  
5 6 7 8 9 10 11  
12 13 14 15 16 17 18  
19 20 21 22 23 24 25  
26 27 28 29



Questrip

Register your destination

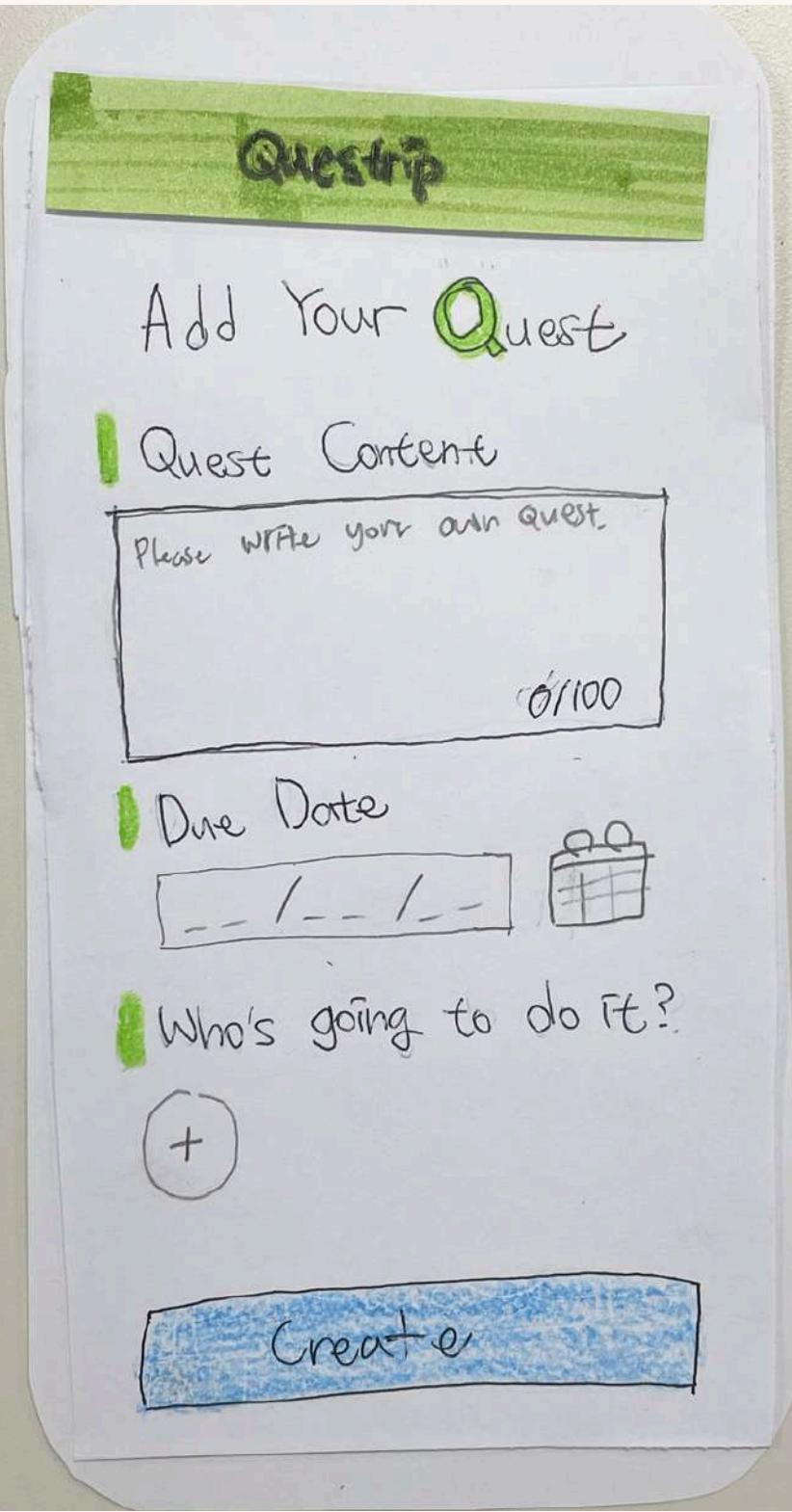
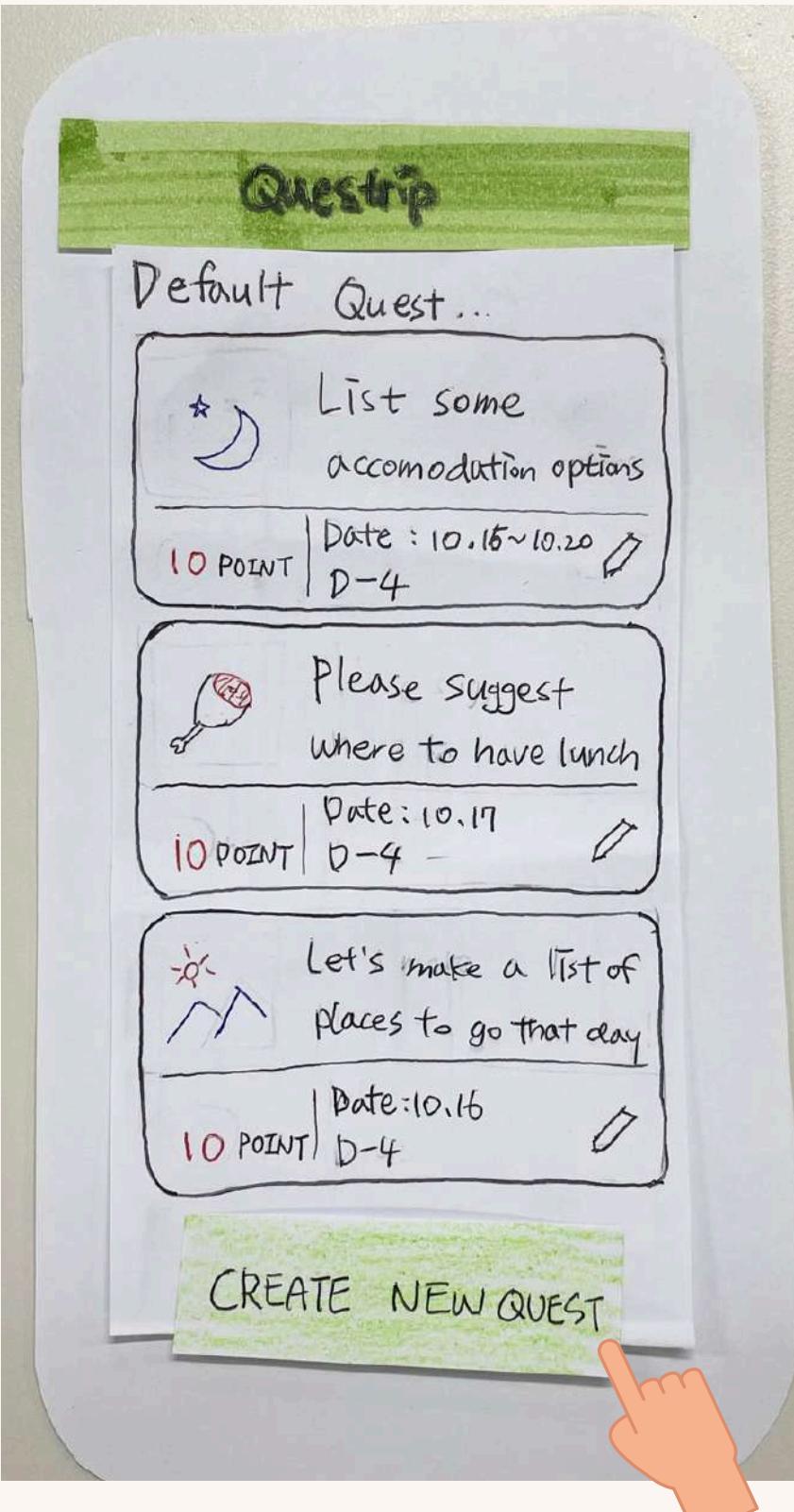


From  To   
Depart  10/15  Return  10/20  
Depart Seoul  Return Jeju



# Low-fi Prototype

## Quest Creation

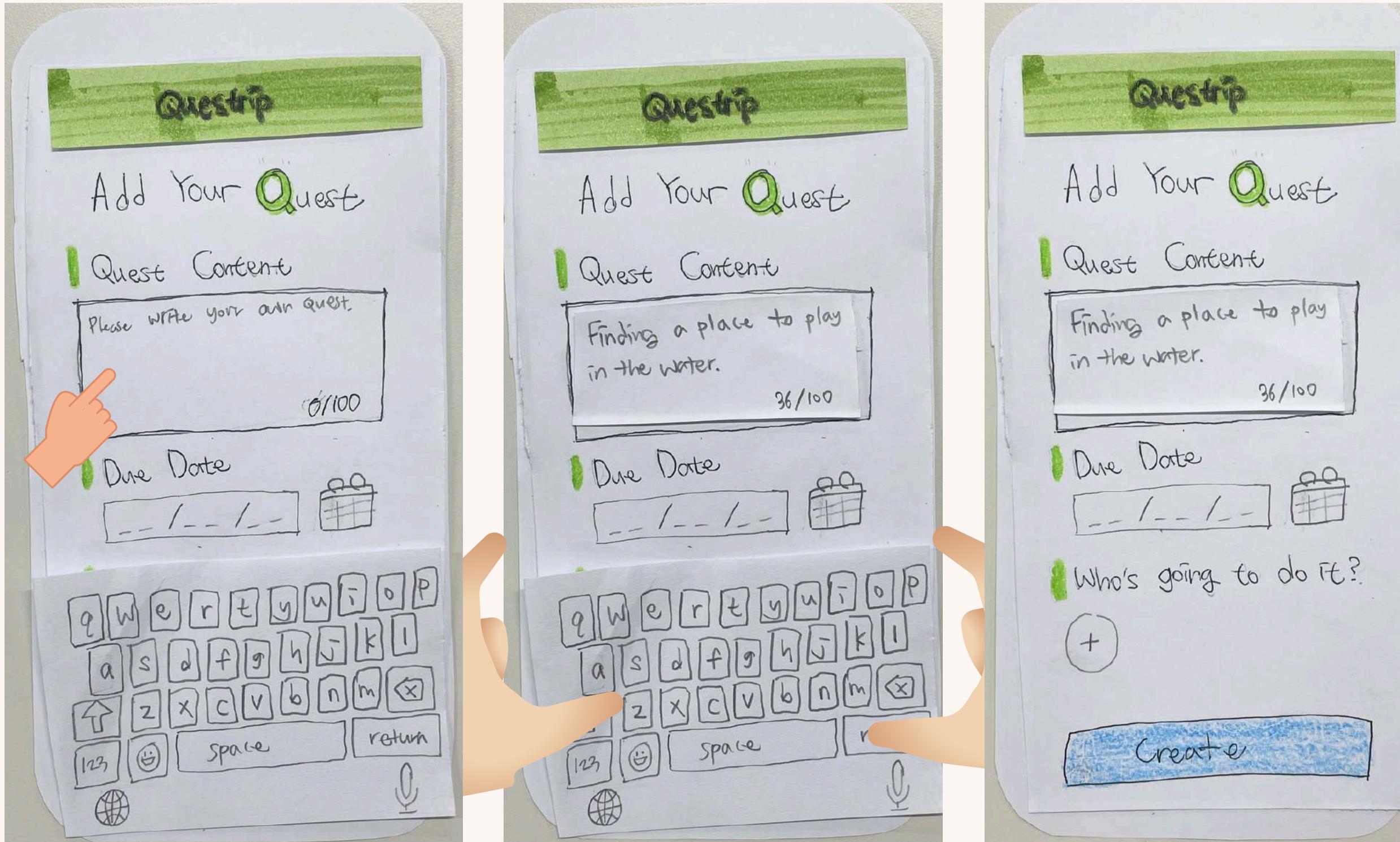


Default quests are preset based on your travel information. You can edit them if needed. And you can also create new quests.

# Low-fi Prototype

Quest Creation

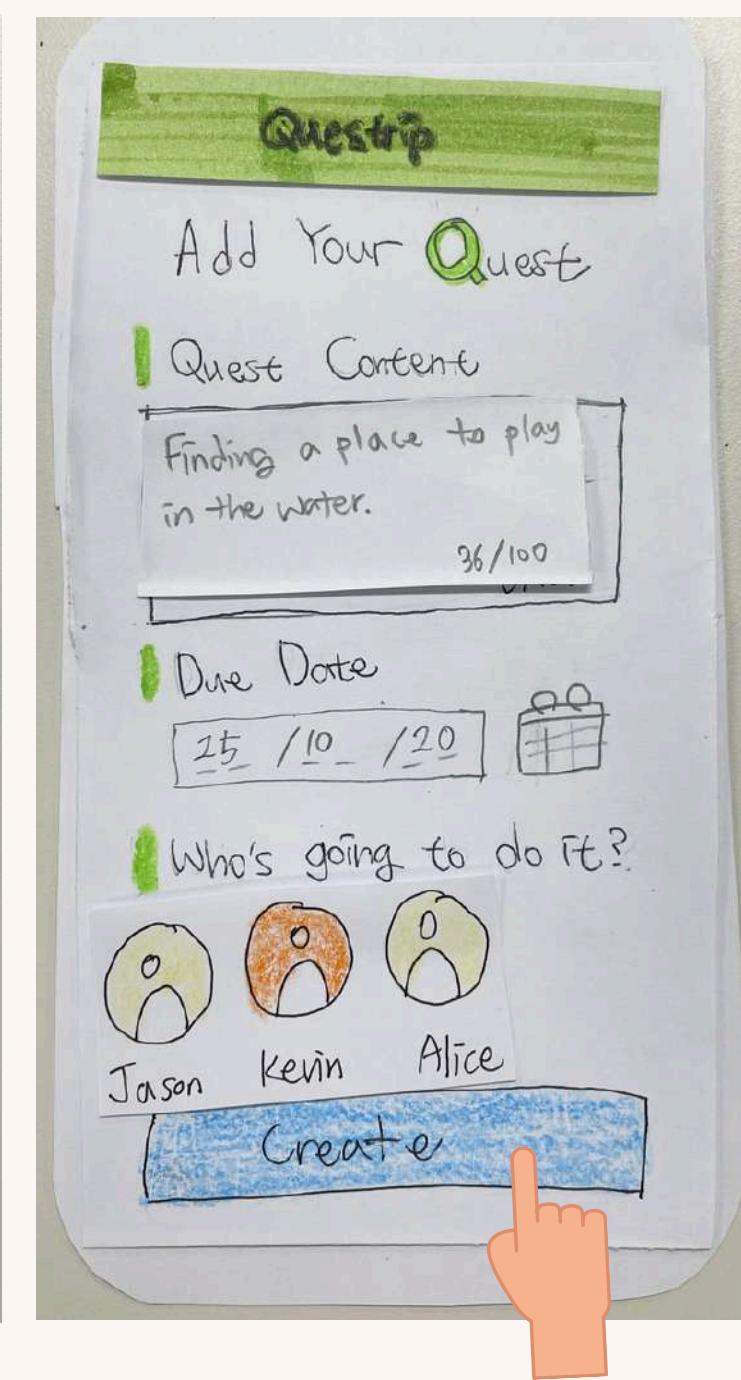
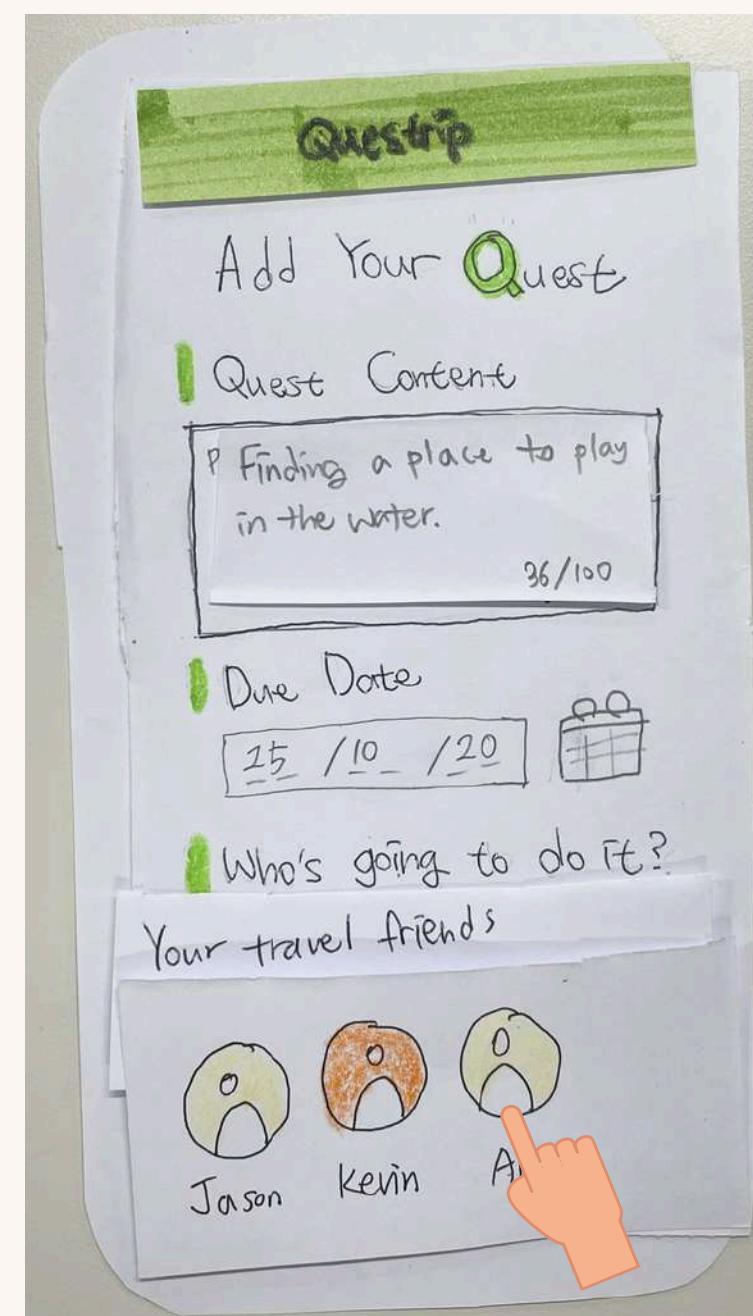
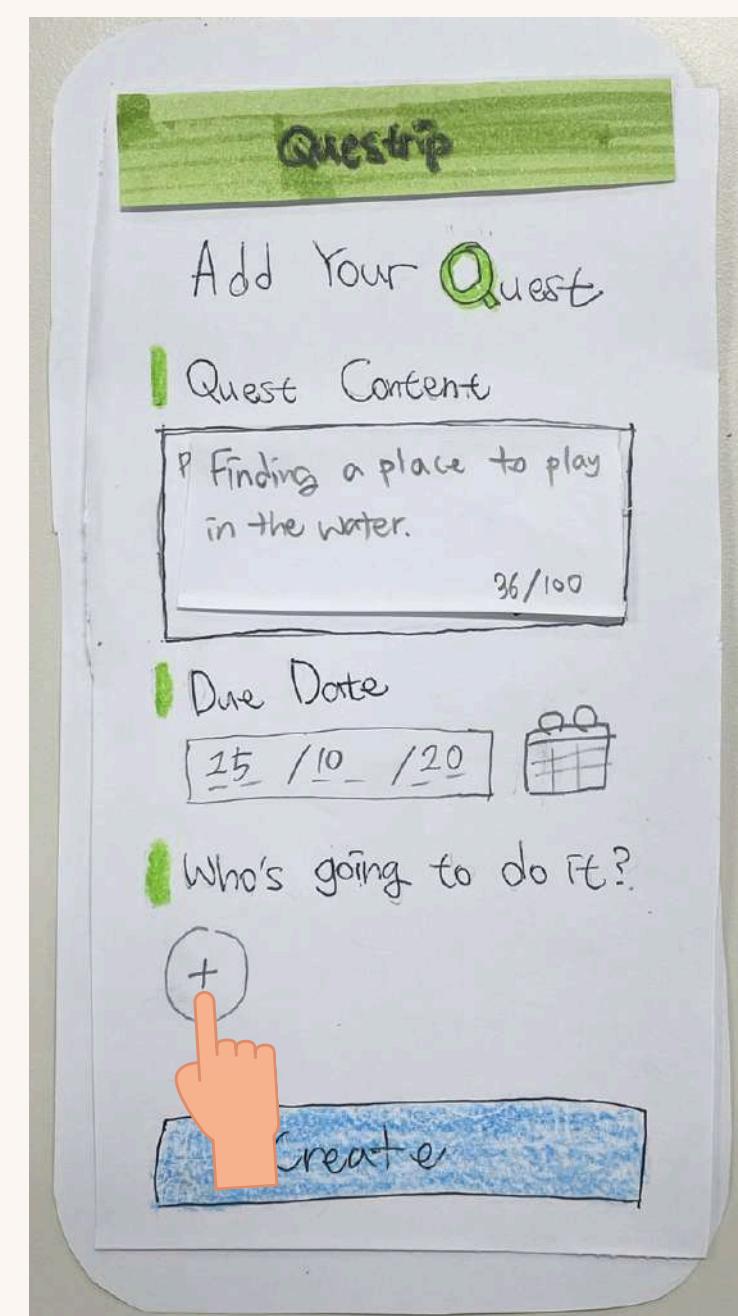
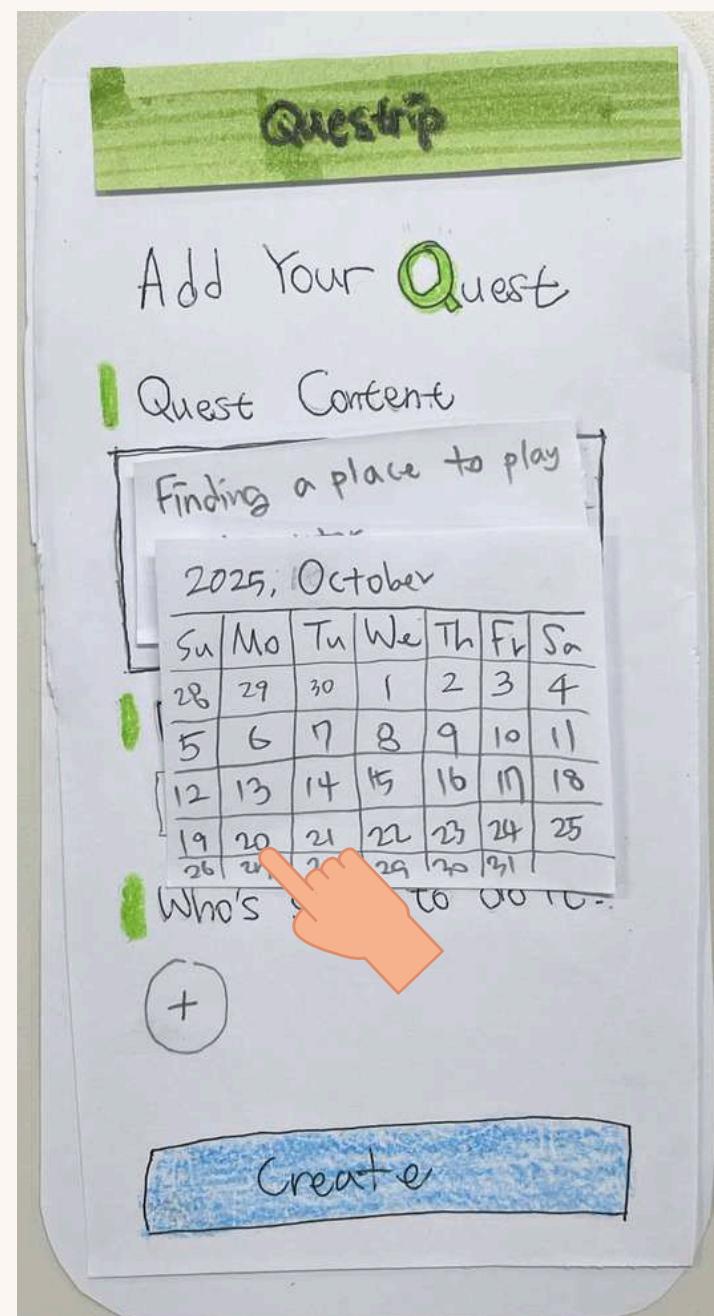
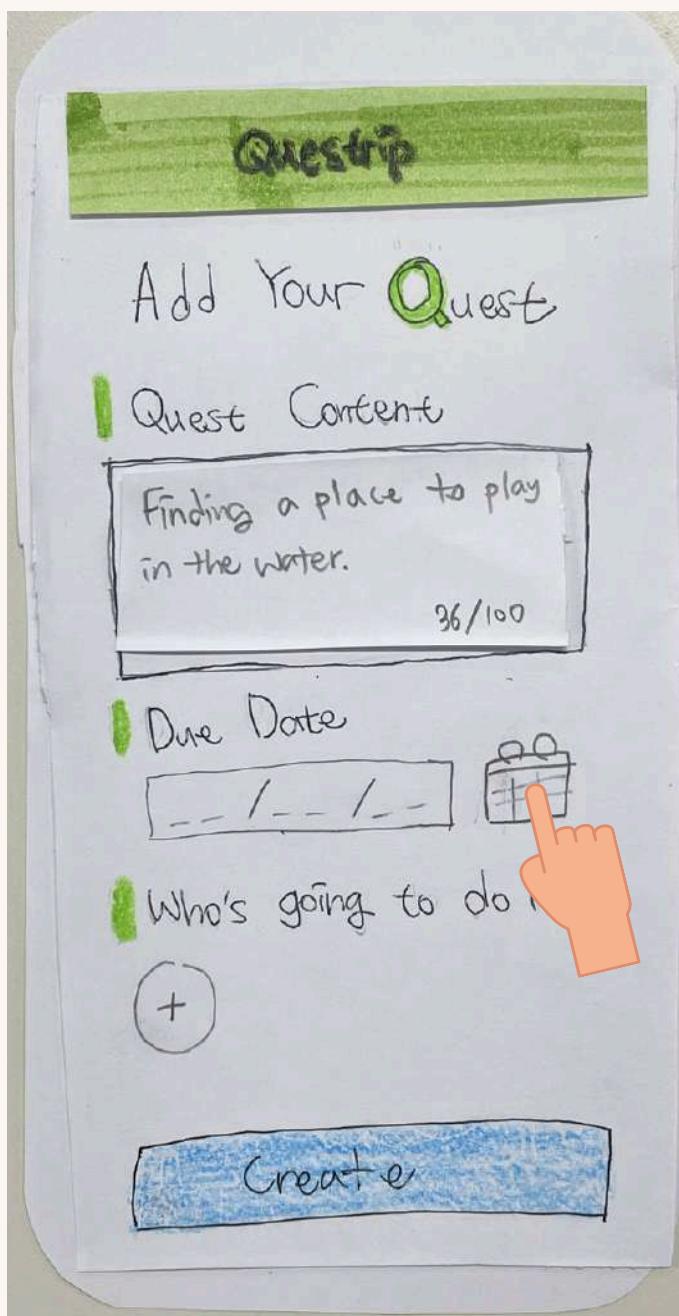
Enter your Quest Content.



# Low-fi Prototype

## Quest Creation

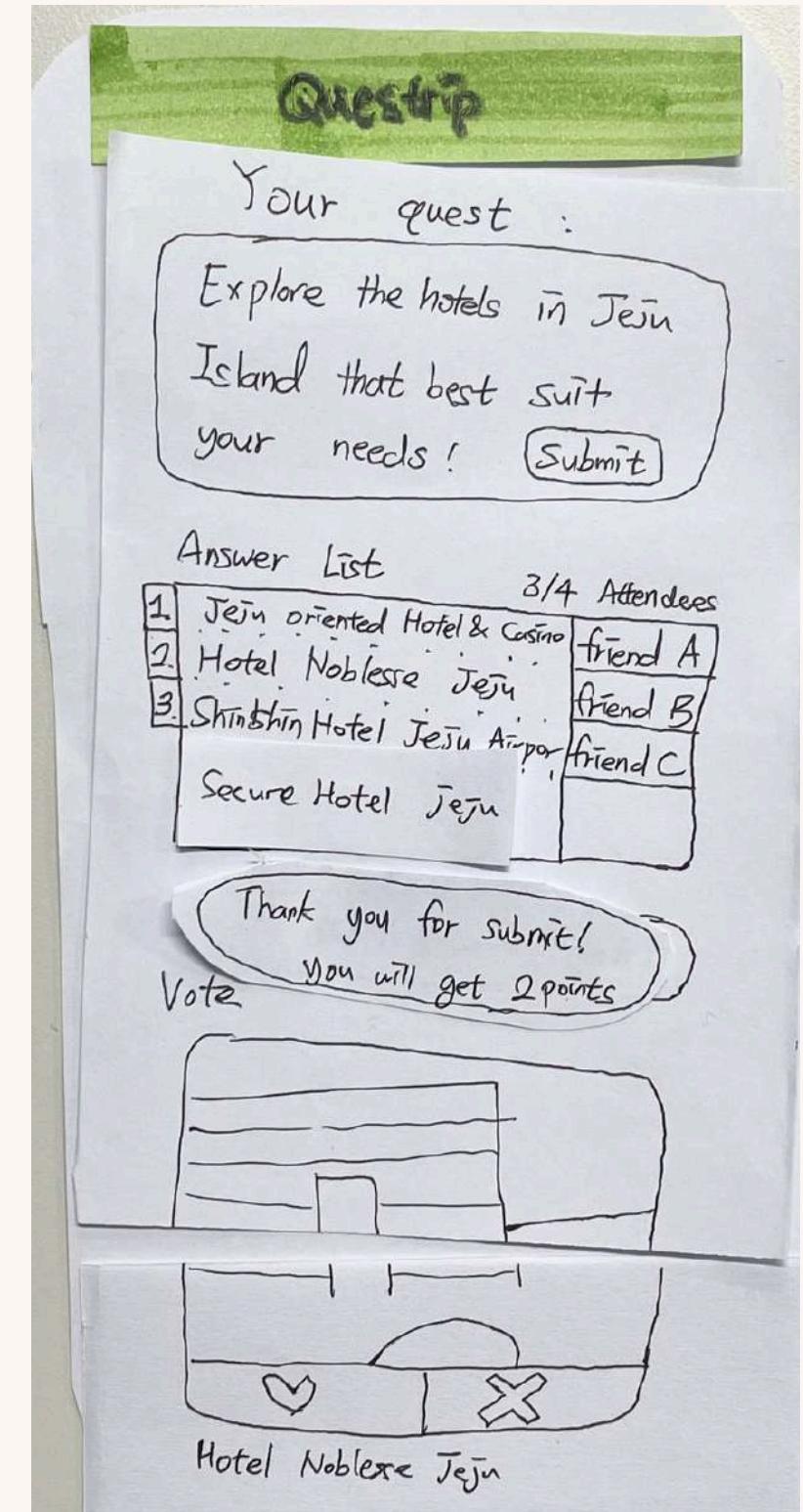
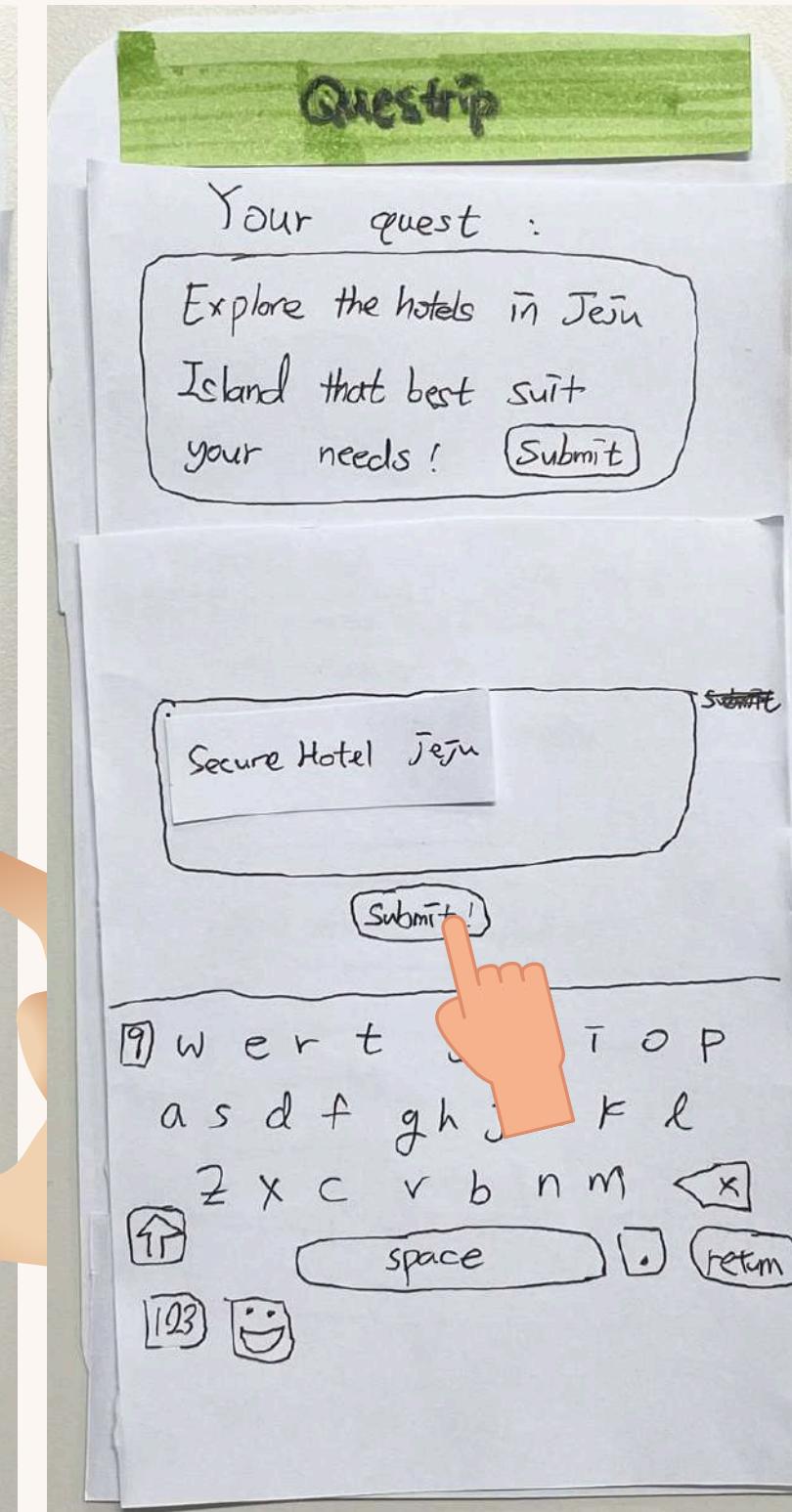
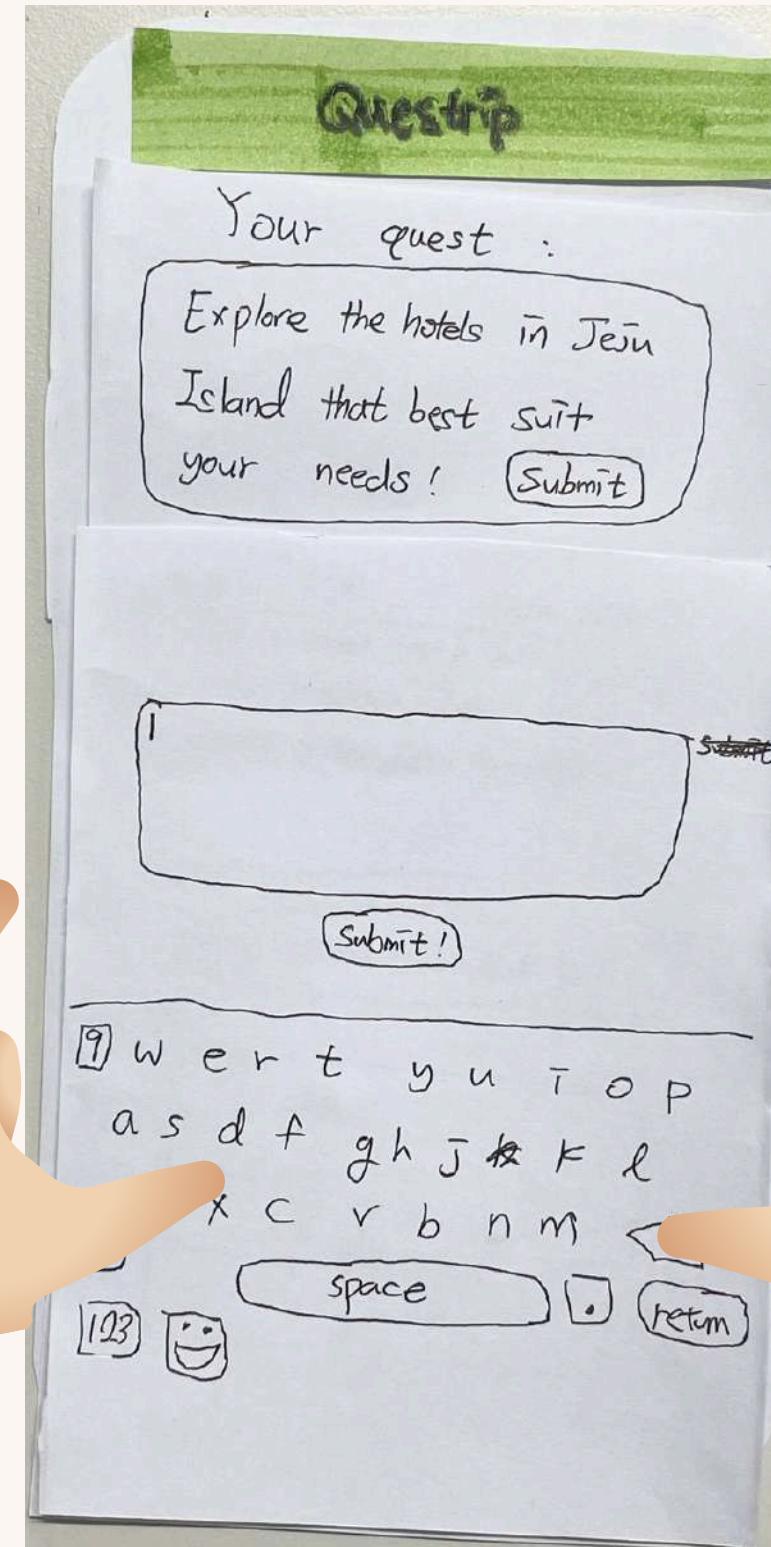
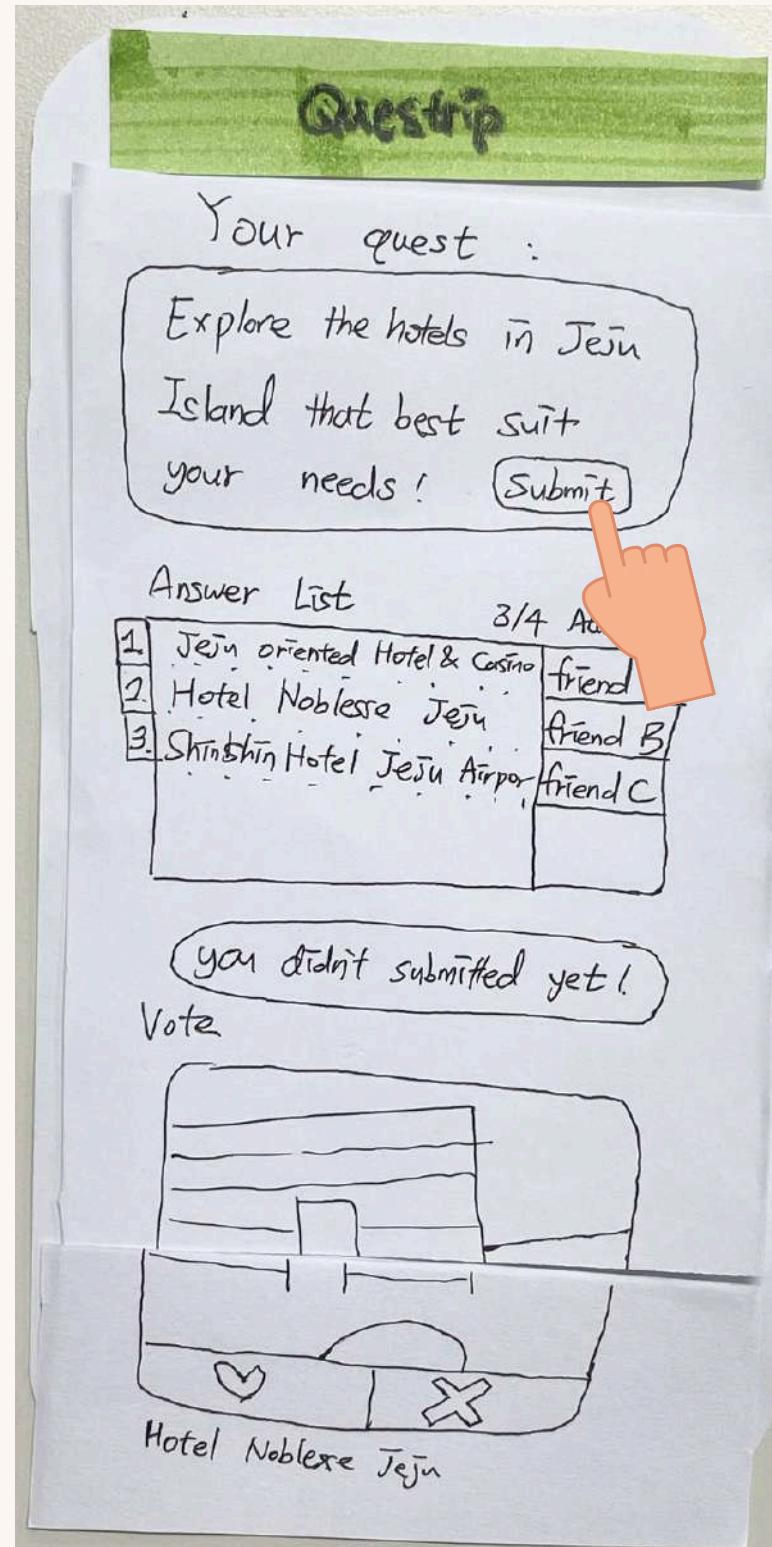
Select a due Date and choose participants.



# Low-fi Prototype

## Answer Submission & Voting

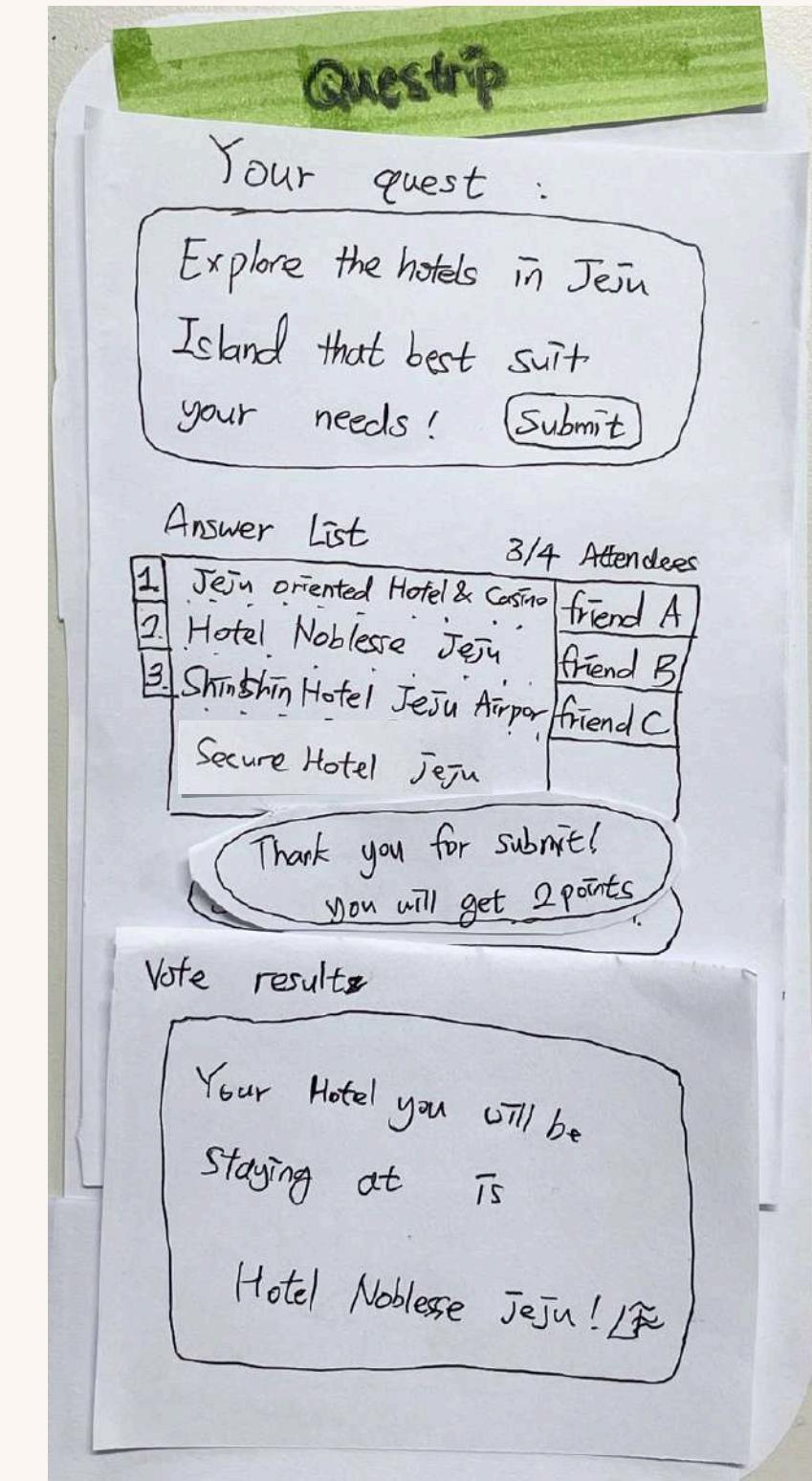
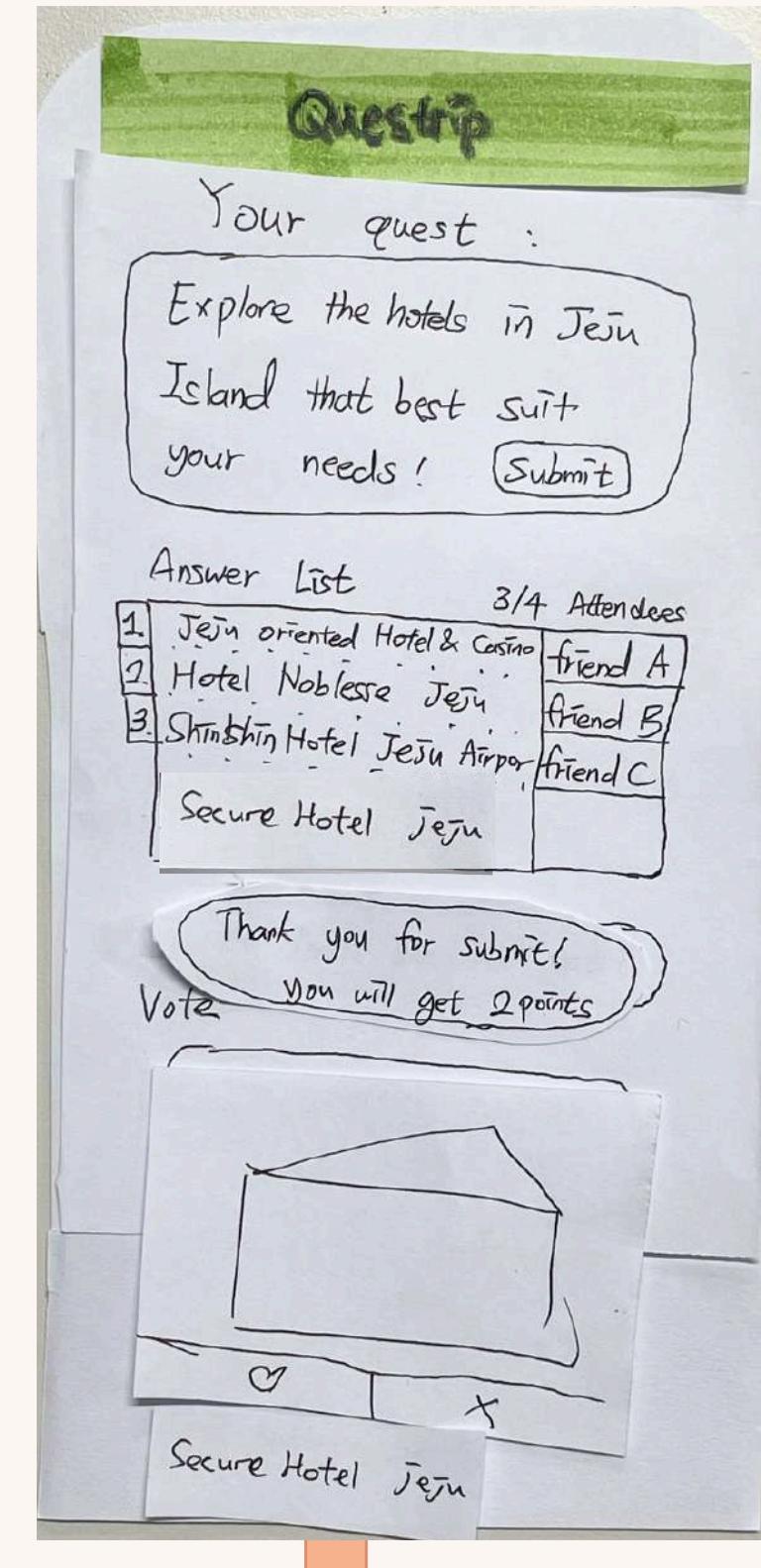
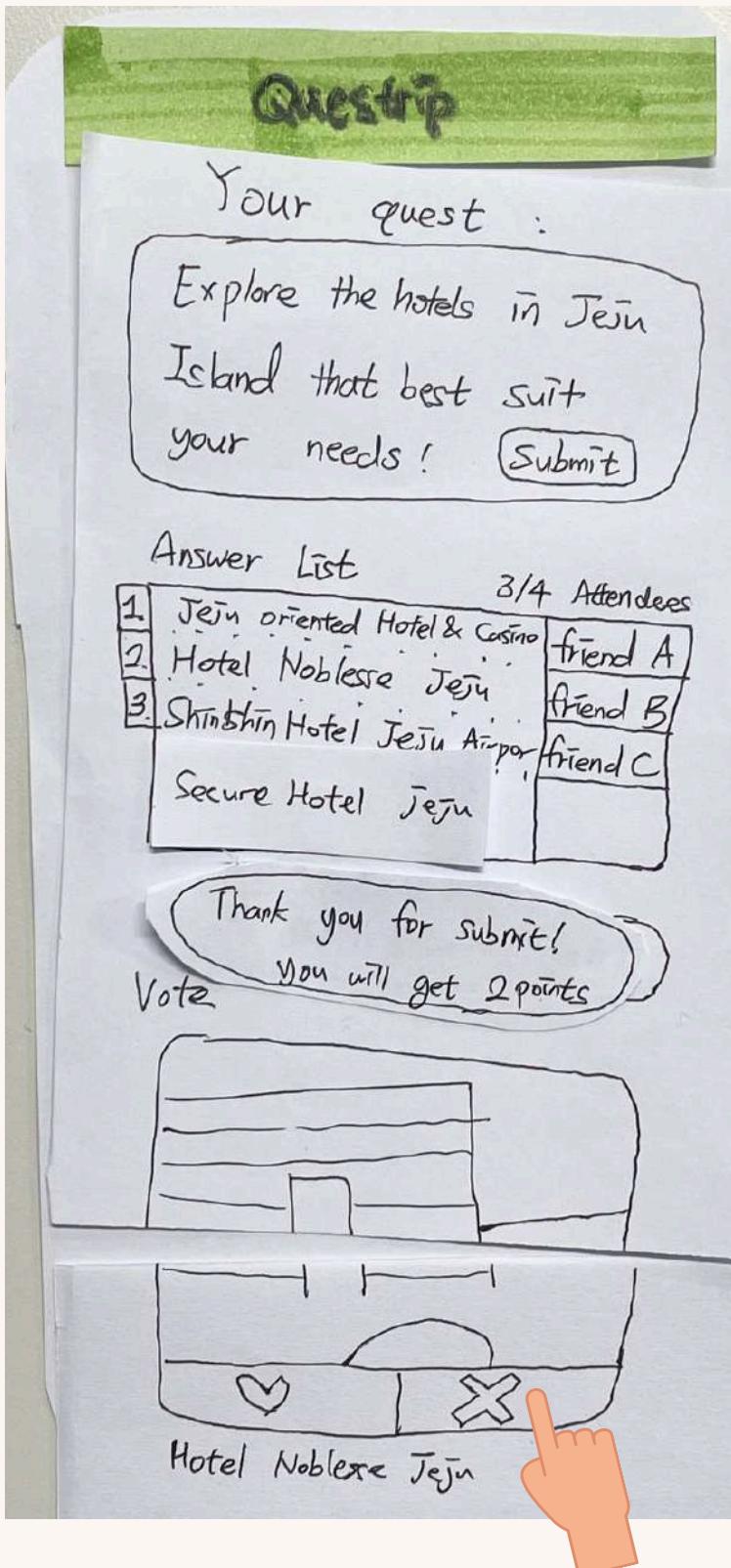
Submit your answer, and vote !



# Low-fi Prototype

## Answer Submission & Voting

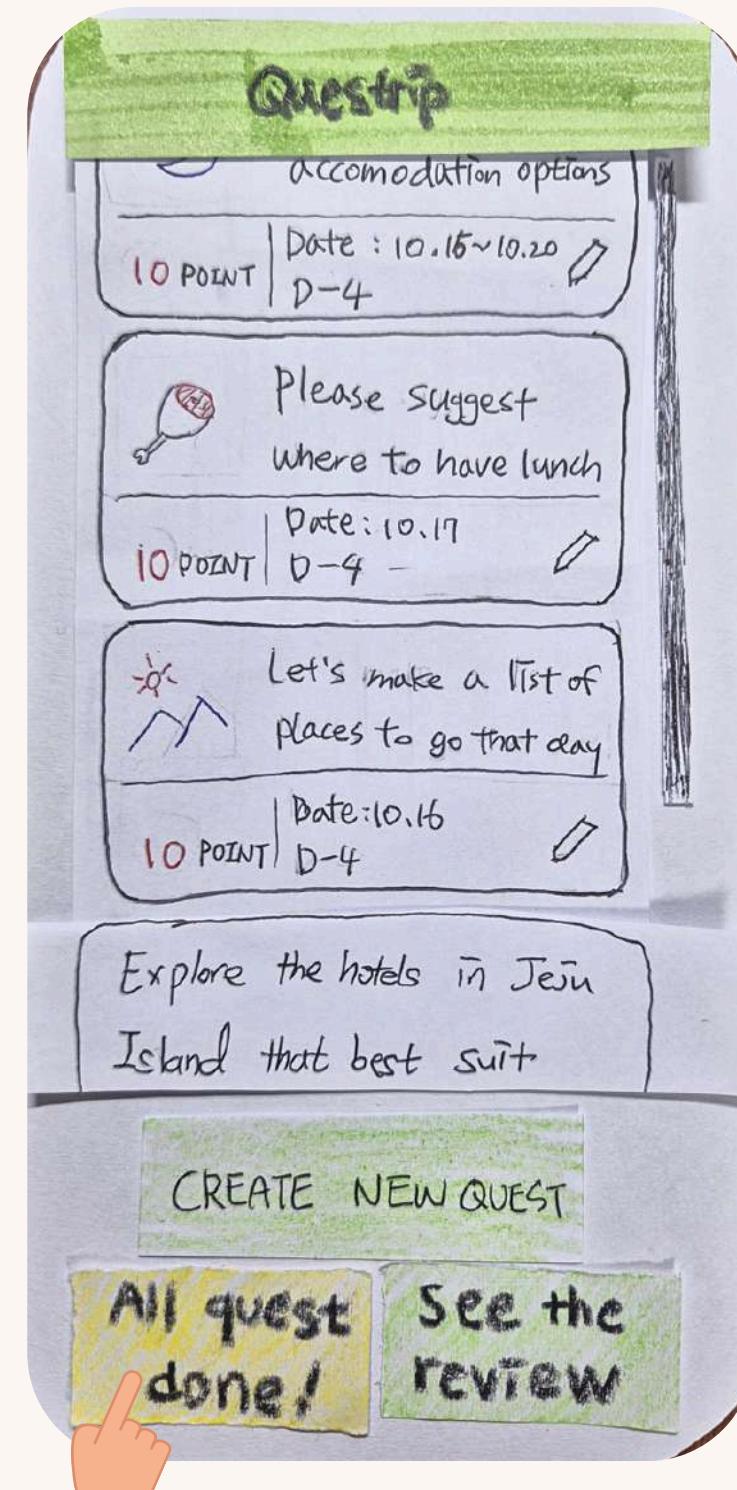
Submit your answer, and vote !



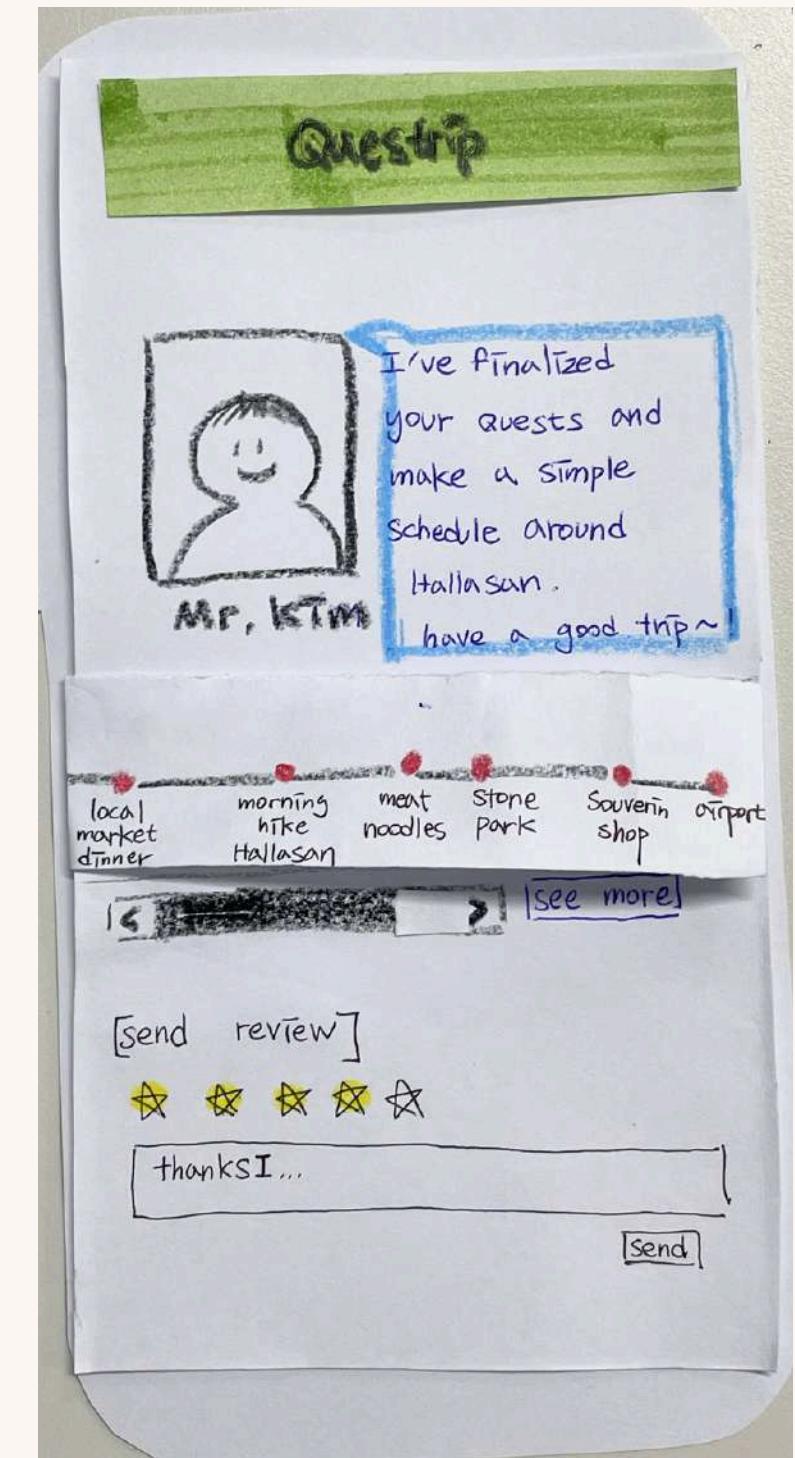
# Low-fi Prototype

## Feedback

You can get some feedback about your plan from local people



after the review ...



Thanks  
for  
watching

