
Concept Video

Team #8

Contents

- 01 Project Overview**
- 02 Market Research**
- 03 Three Tasks**
- 04 Values in Design**
- 05 Video StoryBoards**
- + concept video

Project Overview

about our project

The Joy of Planning Together, Starting with Questrip !

Value Proposition

Remember Only the Excitement of Traveling Together

Less Burden, More Excitement: Plan Your Trip Like a Quest Game!

Problem/Solution Overview

The burden of solo planning and coordination conflict steal the joy of travel.

Questrip transforms the planning process into an enjoyable game (**quests, rewards, voting**) where everyone shares responsibility and finds relief without conflict.



Market research

Competitor Analysis - wanderlog



The image shows the landing page of the wanderlog app. At the top is the wanderlog logo, which consists of a stylized orange 'w' icon followed by the word 'wanderlog' in a lowercase sans-serif font. Below the logo is a large, bold headline: 'One app for all your travel planning needs'. Underneath this headline is a subtext: 'Create detailed itineraries, explore user-shared guides, and manage your bookings seamlessly — all in one place.' At the bottom of the page are two calls-to-action: a red button on the left labeled 'Start planning' and a link on the right labeled 'Get the app →'.

An efficiency-focused platform that gathers travel information in one place

- what has worked
 - Collaboration features make it easy to coordinate schedules with friends and family.
 - provide offline mode
 - The interface is intuitive
 - Provide Google Maps-based visualization and route optimization
- what has not worked
 - Focus on ‘organization tools’ rather than ‘decision-making processes’
 - Still can’t solve burden of trip plan

Market research

Competitor Analysis - Squadtrip



← Back

Travel Group Info

*Travel group name is just the name you want to call your group. If you don't have one, be creative and just make one up!

Name *

Your Unique URL
hci8team.squadtrip.com

How did you hear about us?

A dedicated platform for group travel: integrating everything related to travel

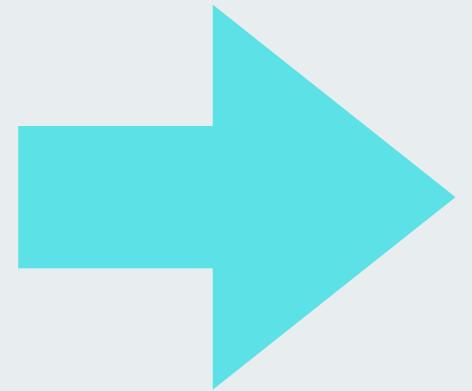
- What has worked
 - platform designed specifically for group travel
 - integrate secure payment collection and expense tracking
 - Send real-time updates and confirmation emails when trip details change
 - Use SquadTrip's built-in group chat to collaborate with your group
- What has not worked
 - complicated UI and function
 - Some funtion request cost of use
 - Manager-centered structure

Market research

Competitor Analysis - Our Service

Still unresolved issues

Although there are collaborative features, some people still should take the lead, leaving the rest as passive participants.



Designed not as a simple collaboration tool, but as a game for trip plan

Market research

Key Differentiators of Our Service

1

Planning
through
Gamification

2

anonymous
binary voting
system

3

Structure that
everyone
participates

4

verification of
people
in local

Going beyond just "doing the plan together" to creating a
"structure that encourages everyone to participate happily."

Three Tasks

Participation · Reward · Verification

01

Simple - Equal Participation

Instead of one person handling all the planning, everyone can equally submit travel destination candidates.

→ Reduces individual burden and creates a fair, engaging starting point for the group.

02

Moderate - Contribution & Reward

The more sincerely and creatively you contribute, the more coins or contribution points you earn.

→ Encourages active and motivated participation, while keeping the process enjoyable and rewarding.

03

Complex - Verification & Decision-making

After all destinations are submitted, they are reviewed and verified by local experts or residents who truly know the area. This provides credible, real-world insights and helps users make fair, transparent, and trustworthy travel decisions.

Values Embedded in Questrip

Value in Design - Our Service

01

Shared Responsibility

Every member contributes through small but meaningful actions such as suggesting destinations, voting, or giving feedback.

02

Transparency

To enhance trust in decision-making, Questrip clearly displays voting results, consensus levels, and opinion distributions.

03

Psychological Safety

Through anonymous voting, automatic aggregation, and consensus-based feedback, all voices are treated equally.

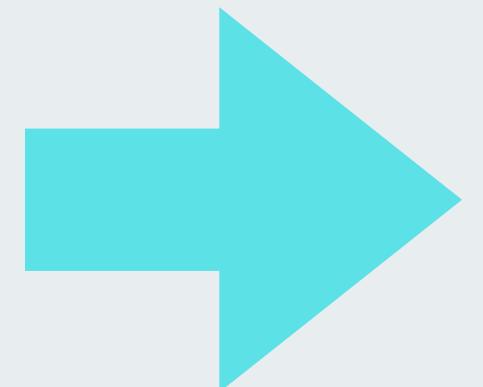
Value Conflicts & Resolution

Fairness vs Fun

Problem

Excessive compensation risks
inducing unauthorized
participation

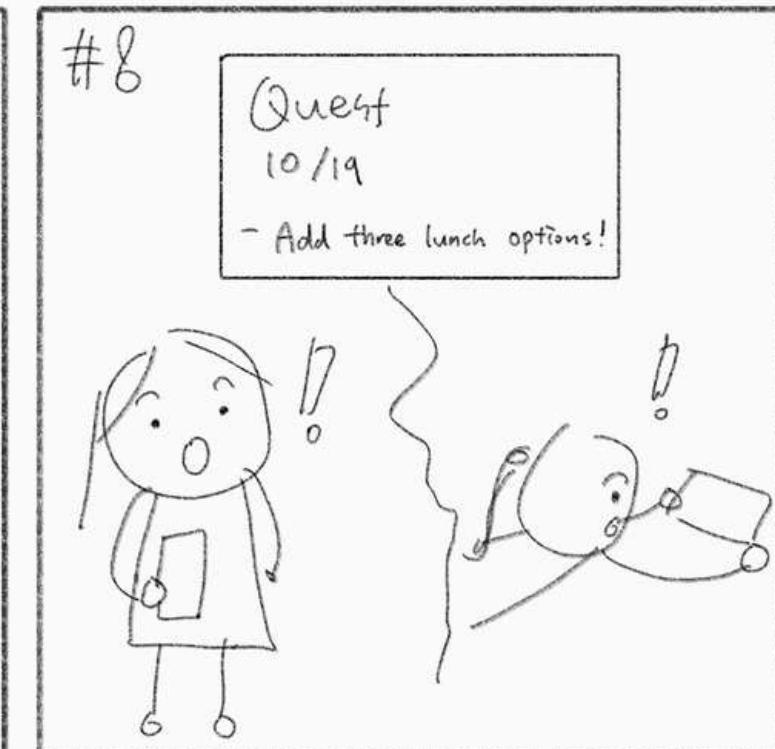
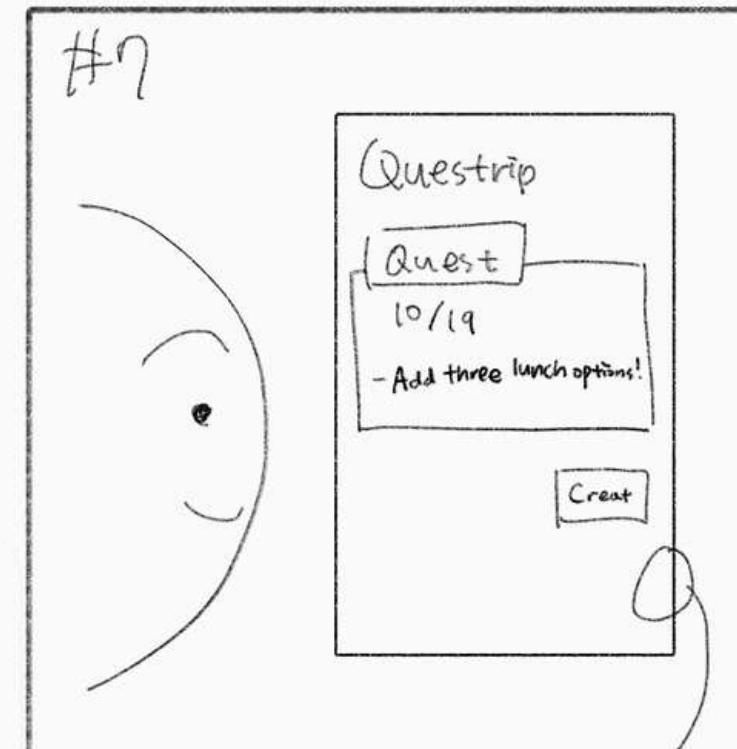
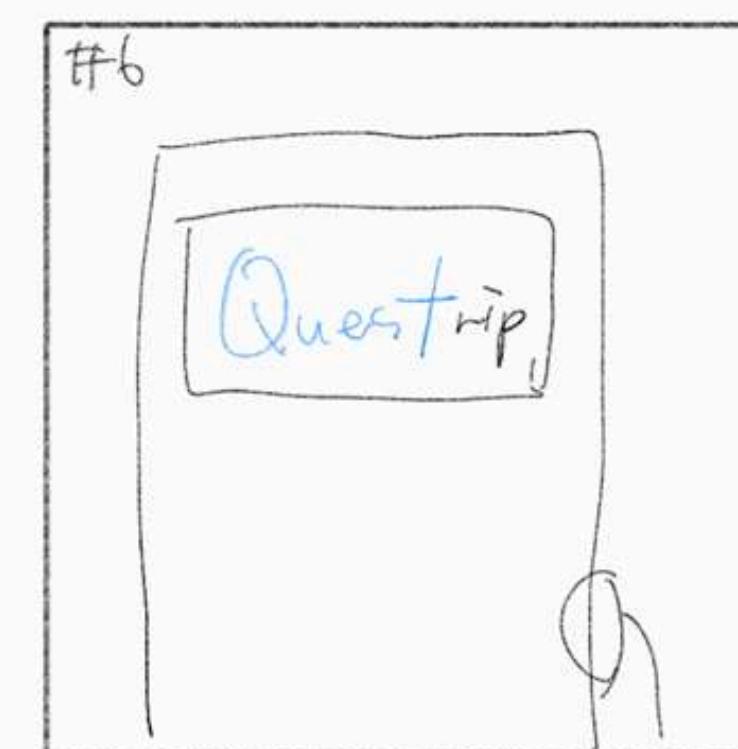
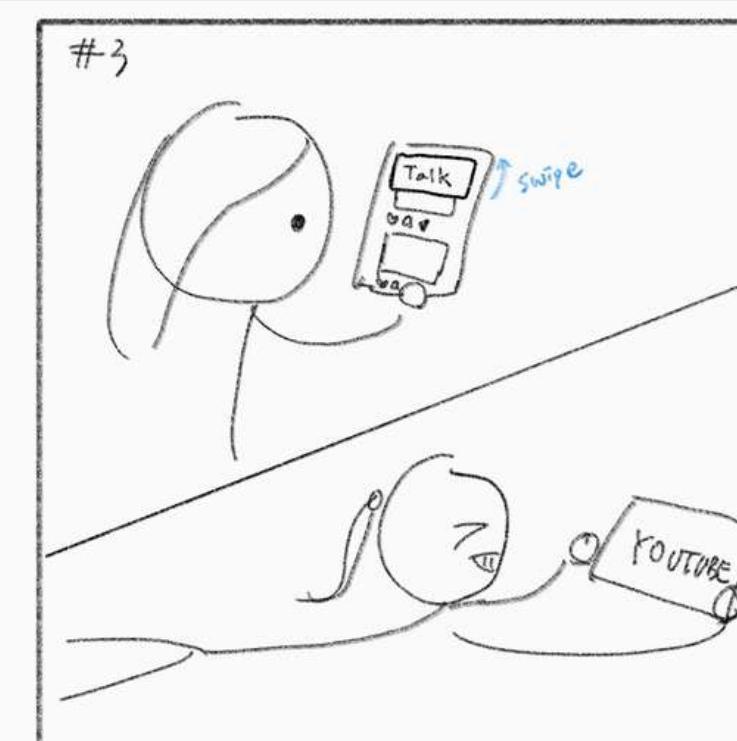
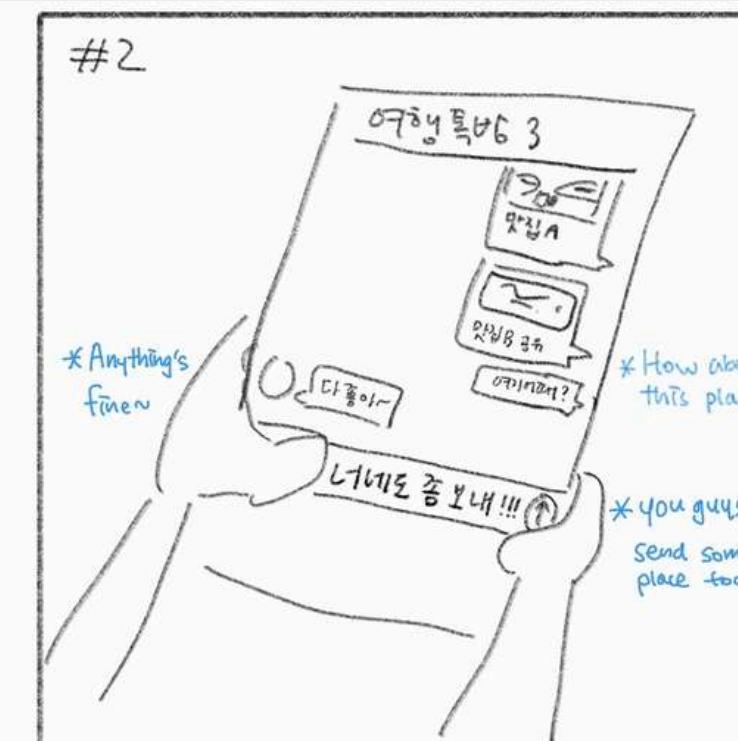
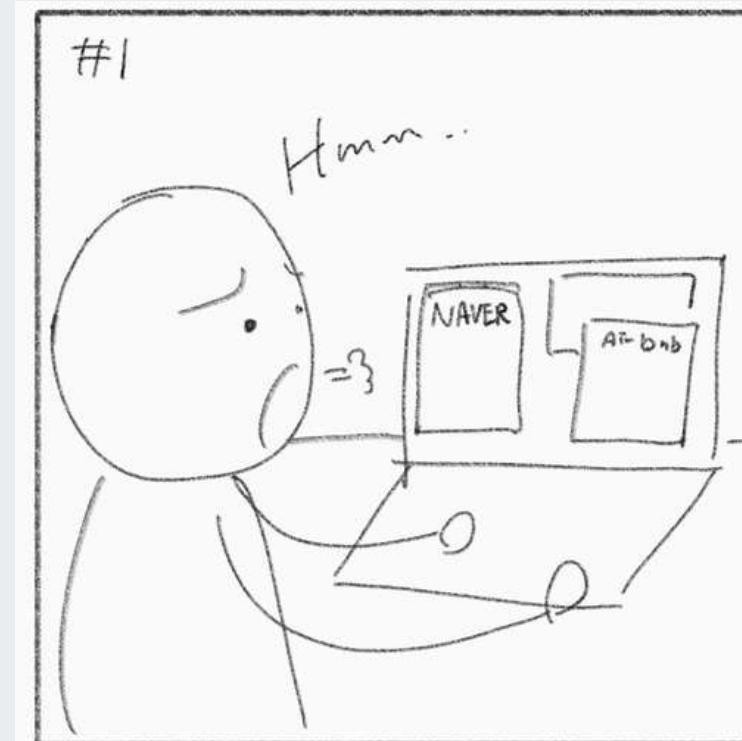
This means Joy/Reward
infringes on fairness



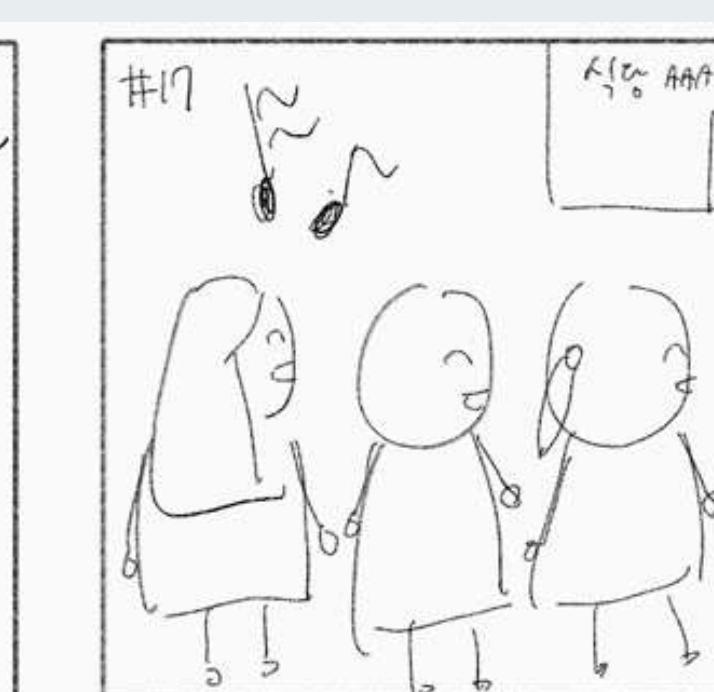
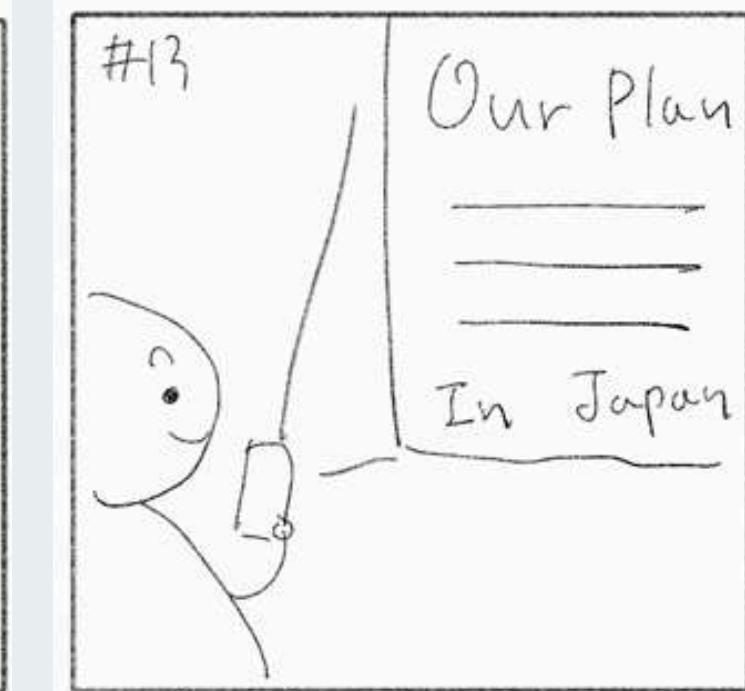
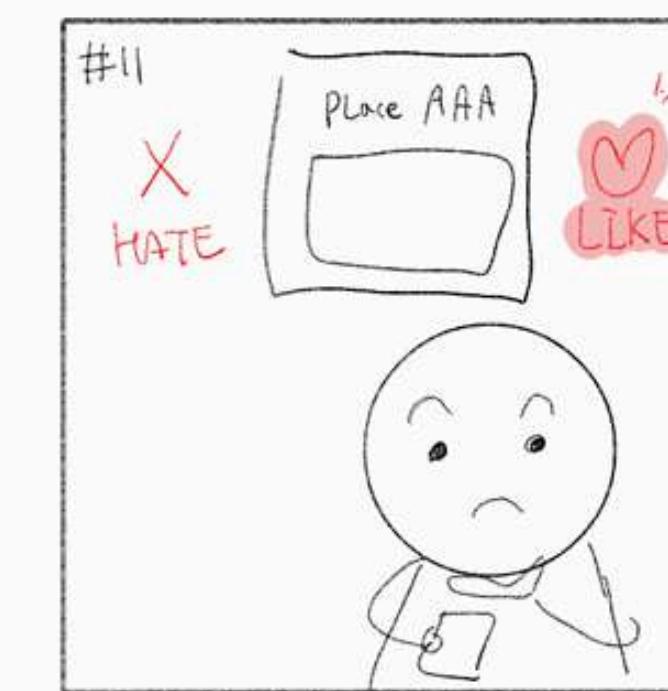
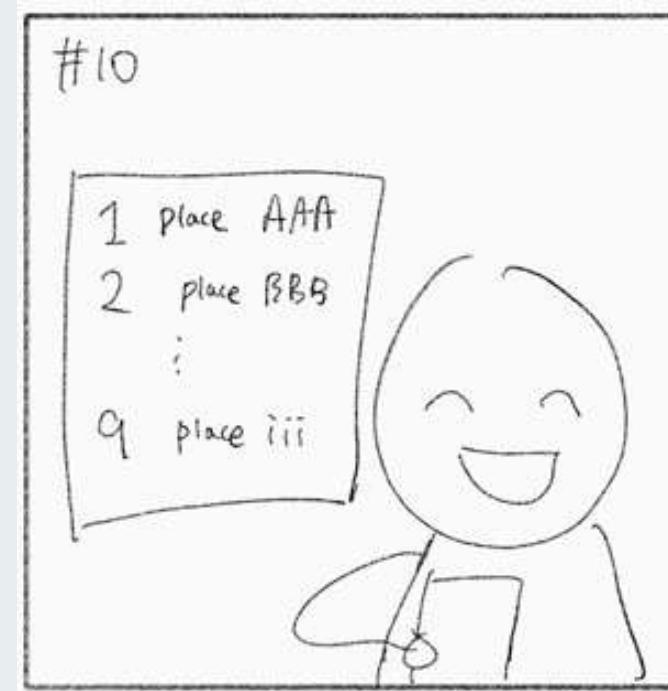
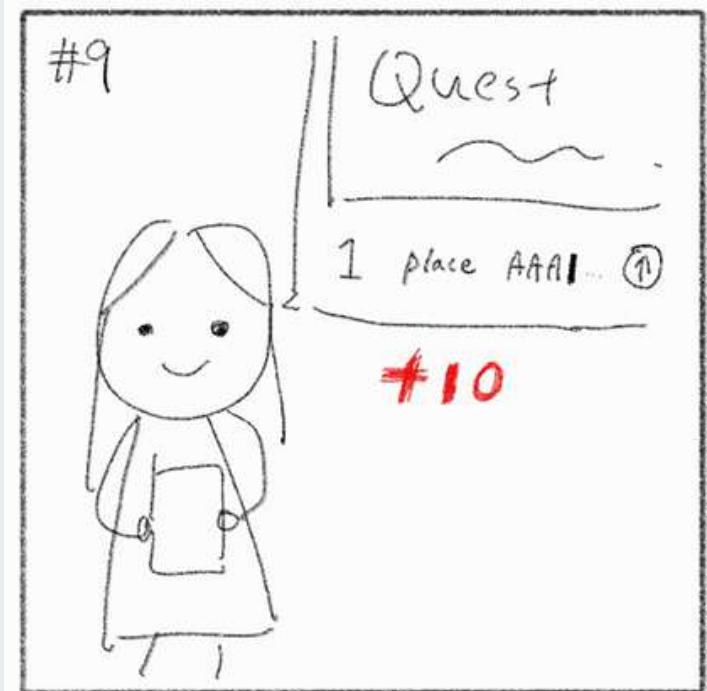
Resolution

Strengthen scoring criteria.
Score only when candidate
meets quality standards
such as address, link, and
sales information

Video StoryBoards



Video StoryBoards



#17

Voiceover:

And that's what makes planning a trip fun!

concept video



<https://youtu.be/XKxLAzYT9Rs>