



# 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

## Our Problem

- **Planning Burden** that Steals the Excitement of Travel
- **Conflict** and **decision fatigue** arising from coordinating opinions

## Our Goal

Transform the Planning Process into an Enjoyable Game

## Our Solution

**Questrip**  
quest + trip

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

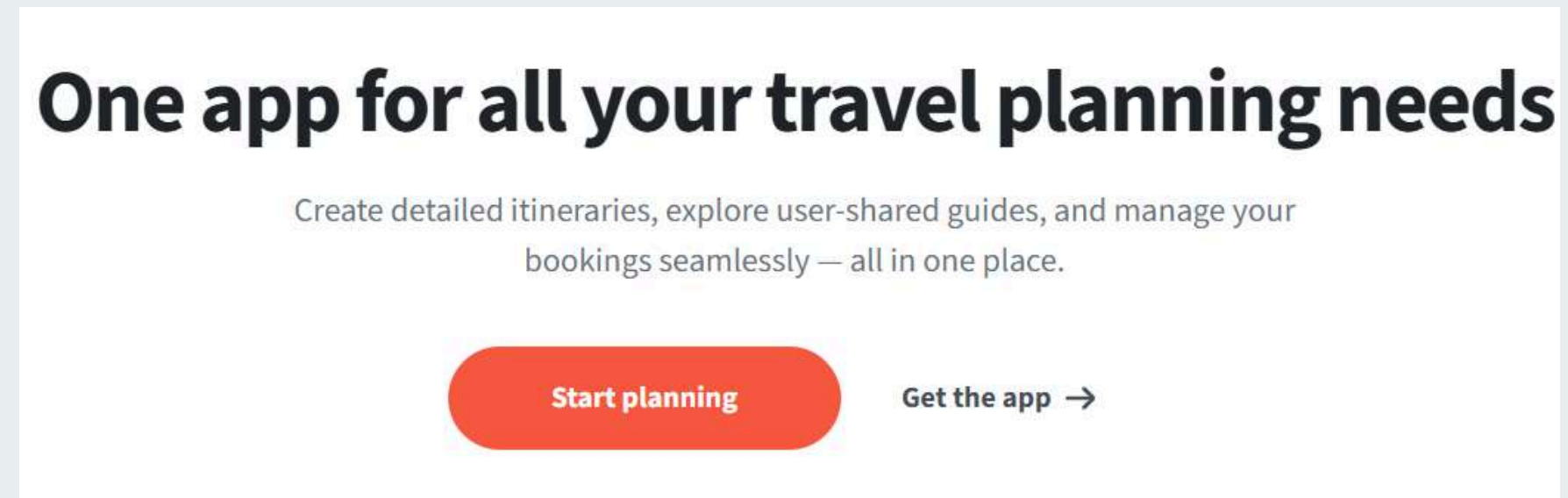
The burden of solo planning and coordination conflict steal the joy of travel.

**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

---



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



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 function request cost of use
  - Manager-centered structure

A screenshot of the Squadtrip website's 'Travel Group Info' form. At the top left is a '← Back' button. The title 'Travel Group Info' is followed by a note: '\*Travel group name is just the name you want to call your group. If you don't have one, be creative just make one up!'. The form has two columns. The left column has a 'Name' label with a required field indicator, a text input containing 'HCI 8 team', and a 'How did you hear about us?' label with a text input containing 'Type your answer here'. The right column has a 'Your Unique URL' label and a text input containing 'hci8team.squadtrip.com'.

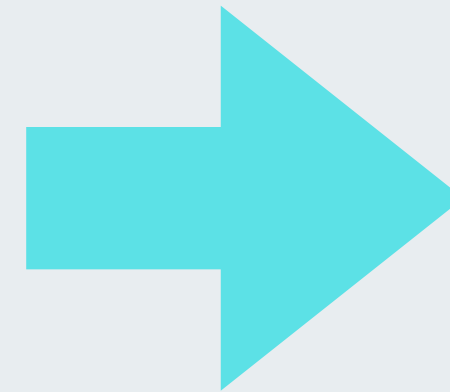
# Market research

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

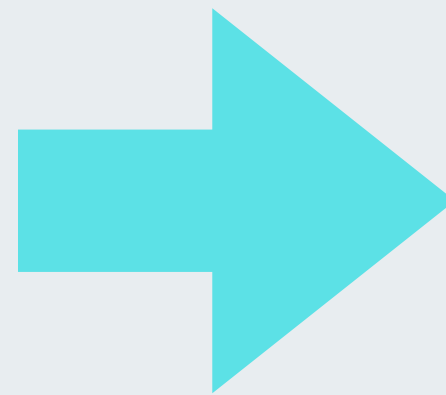
Fairness vs Fun

---

## Problem

Excessive compensation risks inducing **unauthorized participation**

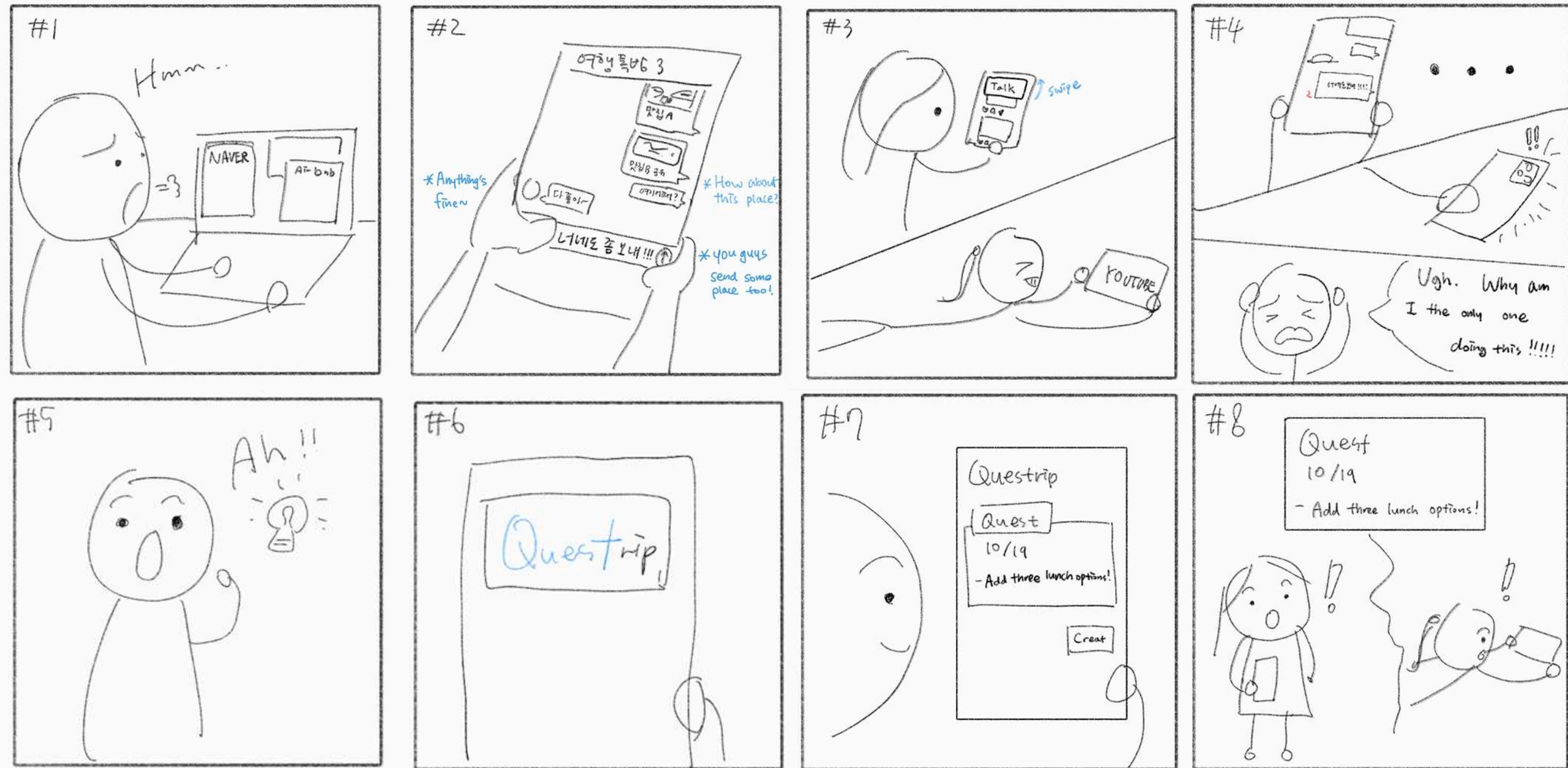
This means Joy/Reward infringes on fairness



## Resolution

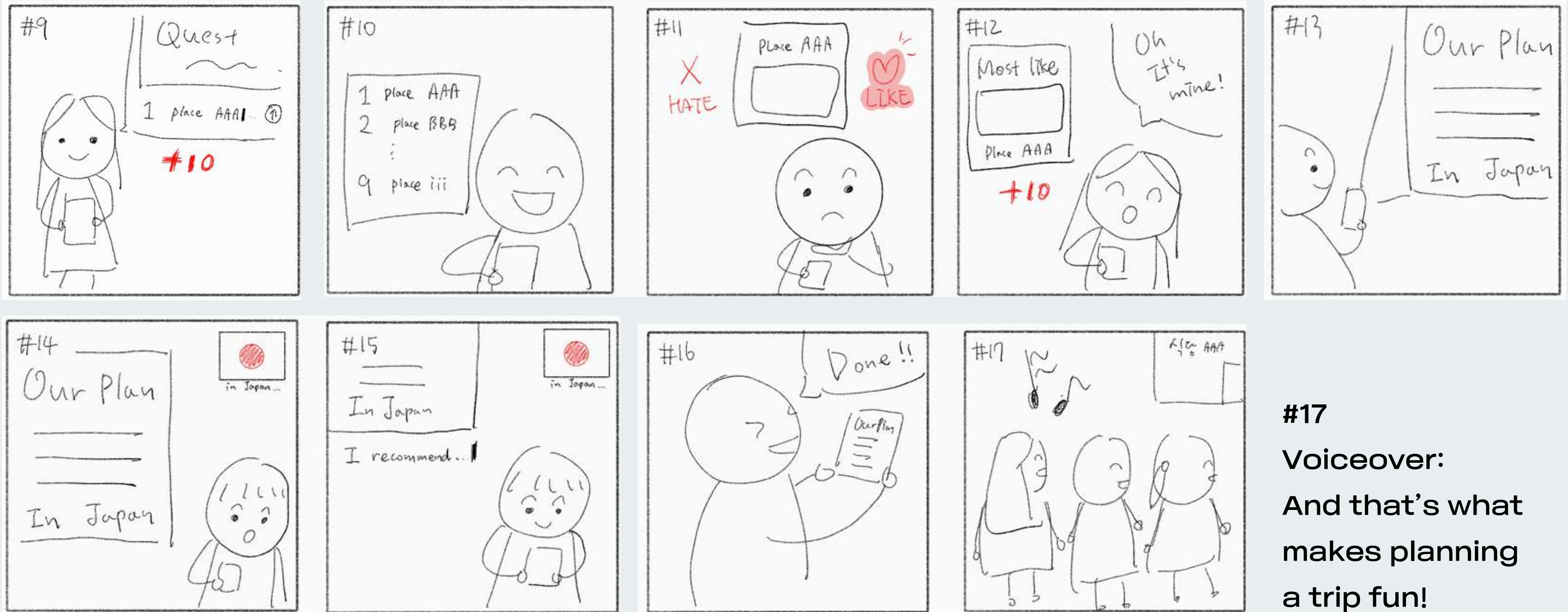
**Strengthen scoring criteria.**  
Score only when candidate meets quality standards such as address, link, and sales information

# Video StoryBoards





# Video StoryBoards



**#17**

**Voiceover:**  
And that's what  
makes planning  
a trip fun!

+

# concept video

---



<https://youtu.be/XKxLAzYT9Rs>