

## **1. Problem**

The problem we are trying to solve is related to a phobia called metathesiophobia - the fear of change in one's life. At a glance, this fear may seem to be normal since it is commonly known that people in general are not comfortable at changing routines. Upon closer look, however, metathesiophobia could cause major losses similar to the term 'opportunity cost' in the business field. The following implications could be the causes of such losses:

1. Missing chances to know one's own true potential.
2. Inability to meet new people, who could be the right person for partnership, be it for life, business, projects, etc. In the long run, this could negatively affect human relationship in broader contexts, even to family members.
3. Missing out on events or products that could be inherently better for consumption, ie: Food, entertainment, softwares, fashion styles.

## **2. Purpose**

The aims of this project is to facilitate people with this phobia to participate or engage in activities which would be difficult to be done by them. For example Bob, a 33 year old executive from Cyprus, has a mild case of this phobia. He is offered a promotion and to work in Estonia. However, he worries that such changes will ruin his work performances and therefore reject this offer. This project aims is to help Bob finds out that moving to Estonia may not be too different.

Another way to achieve this purpose is through positive encouragement. Let say that Bob has a thing for food. The project could then inform him of any food that could be of interest for him to explore.

## **3. Design Target**

The main target of this project is those who tend to have this 'comfort zone' they could not leave. We are guessing (more research need to be done) that such condition started to take hold at the age of 25 and 30. It is a period where one normally starts to have regular salaries and activities thus creating a comfort zone in one's life cycle.

## **4. Key Stakeholders**

Below are some categories of key stakeholders to this project:

1. Schools, colleges and universities. Imagine in Bob's case, he is a student going overseas, instead of a worker changing a workplace.
2. Business or organizations that are closely related to travelling and tourism.
3. Business or organizations related to housing or living environment.
4. Social communities that are formed overseas or government embassies, i.e.: Indonesian student affiliation in Germany.
5. Psychologist or therapist such as [this](#).

## **5. Solution Alternatives**

Below is a list as a result of brainstorming sessions:

1. Application that allows users to input current living situation and target destination. The app then yields comparable result of what is similar and difference between the inputted locations.
2. A gamified application that provides random activities or mini games that encourage the users to pick up new activities, visit new places, meet new people or even buy new products.
3. A forum or video portal which contains information on living condition in each country. The information can also be filtered based on nationality. So in the case of Bob, he could filter only information or videos which are provided by Cypriots who are living or studying in Estonia.

## **6. Similar Solutions**

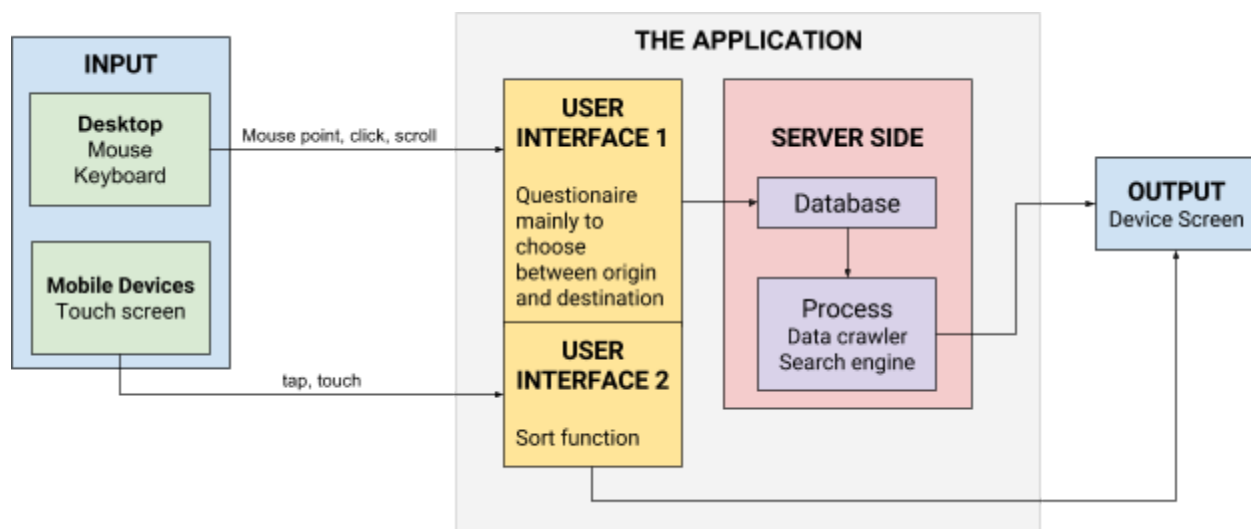
There are other products providing the information on living conditions in other countries such as:

1. Numbeo - [www.numbeo.com](http://www.numbeo.com) : It provides information on living cost all around the world and town but there is no feature to do side-by-side comparison.
2. Trip Advisor - [www.tripadvisor.com](http://www.tripadvisor.com) : In some comments section, there are informations about certain country, which is given by certain nationality. But then again, they are not sorted or filtered, making them difficult to be accessed or compared.
3. WG-Gesucht - [www.wg-gesucht.de](http://www.wg-gesucht.de) : It is a living space browser in Germany. It helps people who are going to Germany to find accommodation, join other family or find friends with similar activities or occupations.

## **7. Proposed Development**

The solution that we are aiming to research and develop further is the first solution as mentioned in section 5. We are aiming to produce an application or website that could compare the user's current living condition to their intended destination. The main use case is for those who are staying overseas for a much relatively longer period (i.e.: for at least 1 year) in cases such as studying overseas, settling in, designated by workplace, etc.

### **7.1. Input / Output Flowchart**



## **7.2. Server side**

For the purpose intended, the server needs to contain a list of:

1. All countries and major cities throughout the world.
2. Tags associated to each country or town, which falls under category as follows:
  - a. Food type, e.g.: spicy, meat-based, bread, vegetables.
  - b. Culture, e.g.: habit, lifestyles, taboo, festivals.
  - c. Belief system, e.g.: major religion, worship place, minor religion.
  - d. Public facilities, e.g.: art galleries, museums.
  - e. Transportation, e.g.: traffic condition, public transport facilities.
  - f. Public activities, e.g.: specific lectures or events, workshops.
  - g. Entertainment, e.g.: cinemas, theme park, public park.
  - h. Natural environment, e.g.: beaches, forests.
  - i. Climate.
  - j. Living costs.e.g. accommodation, transportations

## **7.3. Target Devices**

Mobile devices running on Android, iOS and Windows. Our initial aim would be for Android for quick progression as well as good testing ground.

In the long run, a website will be desirable for PC and Mac users.

## **7.4. Development Engine**

We are going to develop the application using Unity3D engine since it has an ability to quickly prototype an application. It also has the ability to export what we have code to run into different platforms like Android, iOS and Windows. We believe this will be a good platform to work on to make our application as 'universal' as possible.

The programming language that we will use will be mostly JavaScript. The documentation can be accessed via [this link](#). And since what we will be developing will rely heavily on UI, we will be using the [UI library](#).