

# Tape Town

by team aye!



# Idea

“Human stories surrounding anything make it appealing, they show us the real value.”

The open task **TRAVEL** left us gazing back at the summer period. Our take on *calm, informed, simply more enjoyable* travel is:

# TAPE TOWN

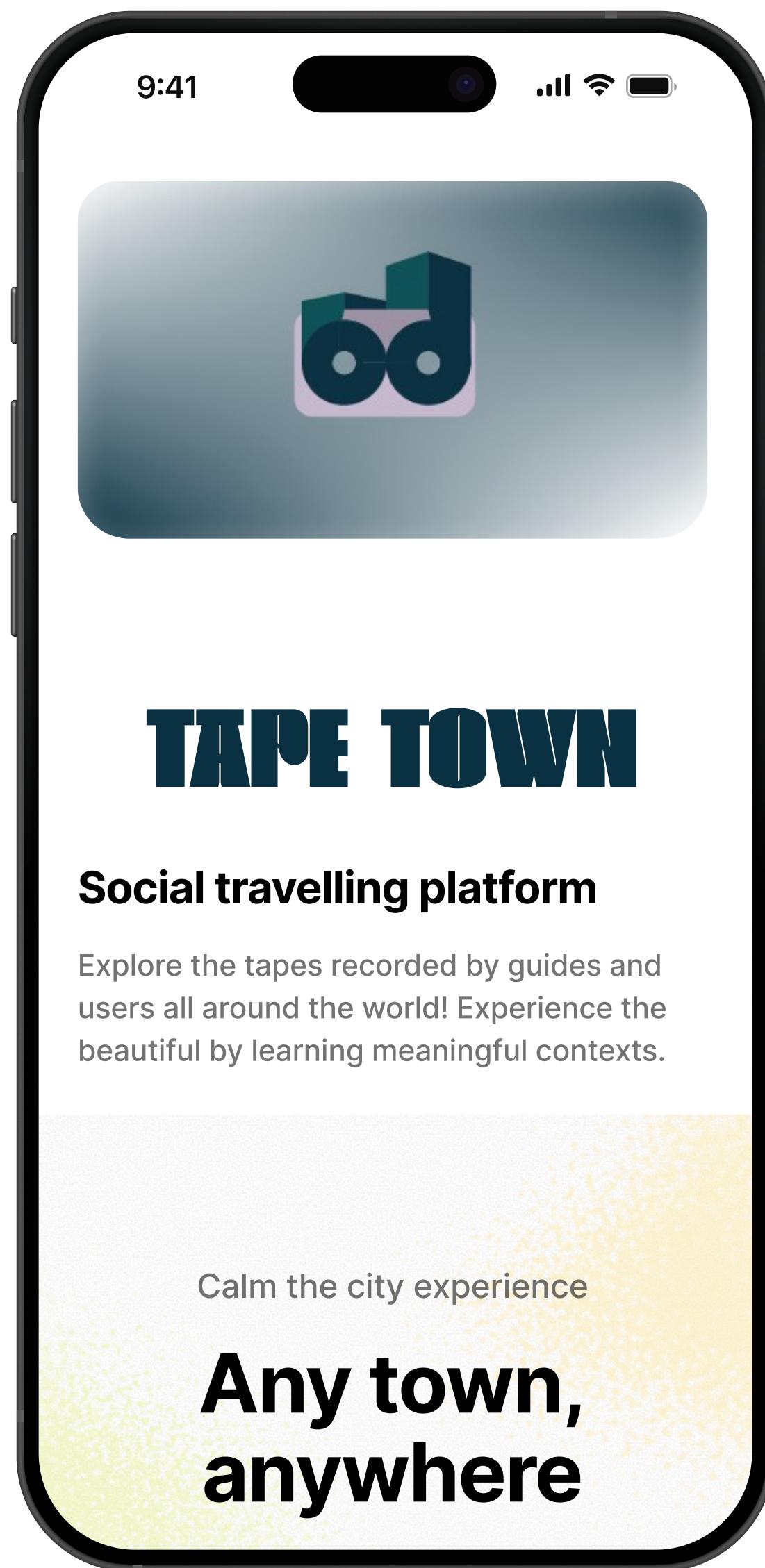


# Our Vision

We reimagined traveling to cities by making a **mobile app** which is both *social by design and mindful of the way we sightsee*. The focus was on *real life experiences augmented by social context* focusing on experiencing the city without the digital distractions.

## How does it work?

The user is confronted with audio recordings, named *Tapes*, that only appear in the vicinity of special places. We use location access for precise recommendations.



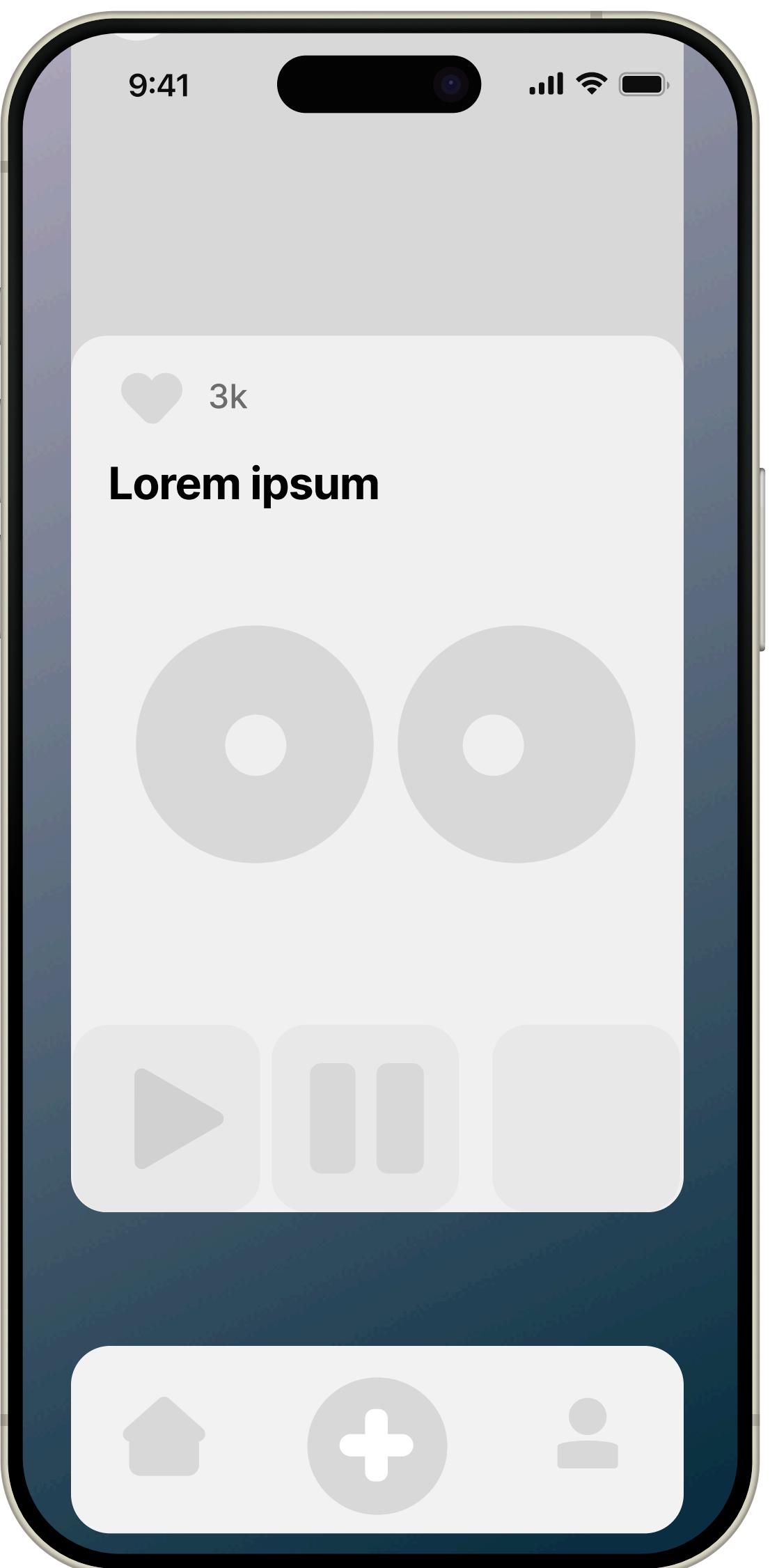


**Just like a museum, but now the city becomes a canvas and users decide if they want to listen to tapes.**

# **Urban context**

## Retro aesthetic with a modern twist

The interface is intuitive and slightly skeuomorphic. It takes heavy inspiration from *the 80s, era of the walkman*, which is in the DNA of this project.



# **Implementation**

## **Backend**

Combination of python and flask. We used SQLite for our databases.

## **Design**

Meticulously crafted in Figma and Inkscape.

## **Frontend**

React and JavaScript were our allies in bringing this project to life.

## Perfect blend

Thanks for reading! We had a blast  
creating this app for You!

