An Agile Way to Select Places to Visit for Vacation

Introduction

What is Vacation?

- Vacation involves spending time away from home. It may involve local or international travel. It could be for a few days or more.

- Regardless of the length of time, vacation should be built to serve its purpose – relax or do nothing, learn something new or experience a new location, or take a holiday job.

- Proper planning helps to make vacation worthwhile, irrespective of the purpose of the vacation. The plan should be drawn prior to commencing the holiday.

- So while it is fun to go somewhere, it is more important to make plans for an enjoyable holiday in order for it to create memorable experiences.

Introduction – Vacation Planning

Planning a Vacation

- Proper planning helps to increase the possibility of having an exciting and worthwhile vacation.

- However, the process of planning a vacation can be exhausting, leading to unfulfilled vacations.

- A common problem with planning a vacation is how to choose the places to visit since the advertised options are as varied as they are many

- This problem cause anxieties because there are many uncertainties for which the answers are not be readily available.

- For a vacation that is meant to be recreational and fun, planning it may be its doom because the vacation may eventually be postponed, cancelled or poorly planned

Introduction – Scenario

Scenario

- Jones, a staff of an organisation was exceptional in the delivery of services during the past 12 months amidst the pandemic.

- The company decided to reward him with a 14-day family vacation from Leeds, UK to Winnipeg, Canada.

- The vacation is scheduled for August 8 to August 21 at Holiday Inn.

- Jones excitedly announced the trip to his family (partner and two children), and everyone was ecstatic about the summer trip to Canada – a country they had hoped to visit as a family.

- The discussion each day was about the recreational activities to engage in and places to visit.
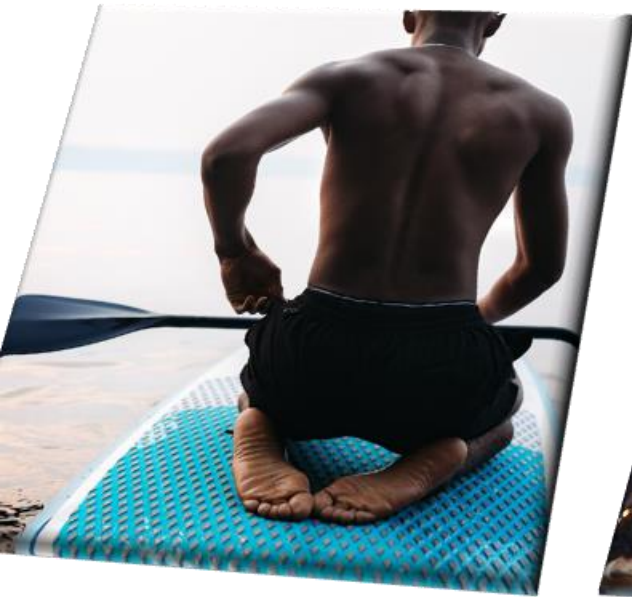
Introduction – Problem

Problem

- Jones noticed that divergence in the preferences and needed a way to harmonise all their different choices.

- He approached his friend, Keitha - a data scientist, who offered to help with planning the recreational activities and places to visit.

- Jones supplied Keitha with a combined list of recreational activities and interesting places that each of his family members like.

- Keitha intends to write a programme that would juxtapose all the individual preferences with the venues and activities available around the Holiday Inn.

Objectives

To design a programme that will

- streamline the process of searching available venues at a particular location and produce a list of preferred venues with acceptable attributes

- increase the ease and speed of getting required venue information, thereby reducing turnaround times in creating a plan for visiting many holiday venue's locations

Target Audience

This programme is for vacation planners:

- those that plan their own or family's vacations
- travel agents and agencies
- employees, who that plan outings for teams within an organization

Application

This programme can be used to

- plan family outings when required

- arrange reunion getaway activities for friends and school alumni

- organise corporate team building/team bonding activities for company staff

- create itineraries for excursions organised for students

- design general and specialised tour packages for travel agencies' clients