The **Airport Dining Experience App** is a volunteer project led by **Natali Salazar** and proudly supported by **CareerRipple**, founded by **Andrew Salvatore**, with dedicated UX designers volunteers.

Enhancing the dining experience at Airports

Unleash Revenue Potential with Personalized Dining Pathways



Agenda

1. Meet the Team & Our Process

Volunteers | Design Thinking

2. The Challenge & Key Findings

Research | Problem Statement

3. How We Solve It & Why It Matters

Solution | Key Features | Prototype & Testing

4. Expected Outcomes

Users and Business

5. Key Reflections

Meet the Team & Our Process

Volunteers



Natali Salazar Lead Designer



Ajuna PrathapUX Designer



Nhu Luong
UX Designer



Hailey Kim
UX Designer

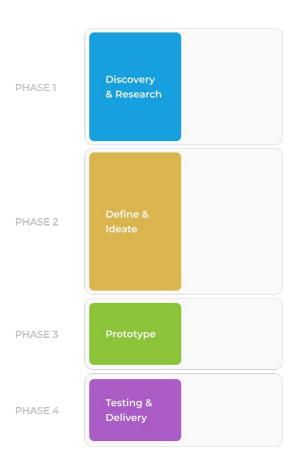


Ruby BallesterosUX Designer

Meet the Team & Our Process

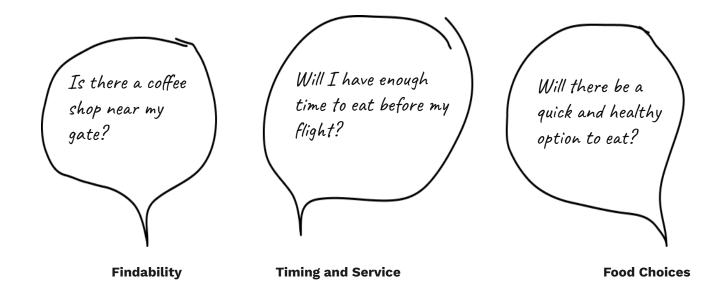
Design Thinking Approach

Using Design Thinking, this project is structured into the following key phases



The Challenge & Key Findings

Research



The Challenge & Key Findings

Research

Our research shows that most passengers find airport dining to be a **chaotic and frustrating** experience.

It has shown that many struggle to find restaurants that match their needs and often end up grabbing the first available option as they head to their gate.

Competitive Disadvantage for restaurants

Most Frequent Complaint Topics

- Navigation and Accessibility
- Timing and Service Transparency
- Food Choices and Dietary Options
- Pricing and Budget
- Restaurant Findability and Availability
- Usability and User Experience

The Challenge & Key Findings

Problem Statement

Travelers struggle to find nearby, convenient dining options that suit their needs due to <u>overwhelming</u>, <u>generic information</u>, leading to confusion and a frustrating airport/experience.

How to improve this?

Solution

Personalized Seamless Pathways

The Airport Dining Experience App enhances travelers' dining journey by **creating personalized**, **seamless pathways to nearby dining options** within the airport.



Key Features







Dining Preference
Discoverability

Path Recalculation with Real-Time Flight Updates

Navigation Assistance

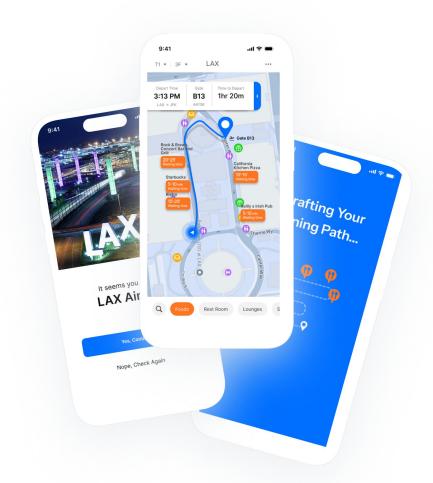
By synthesizing information from **travel itineraries, user preferences,** and **real-time data** about location and available restaurants, wait times, and specific amenities.

Prototype & Testing

In Phase 3, the team focused on developing the high-fidelity prototype, addressing the most common challenges users face to create an intuitive, user-centered design.

In the Testing Phase, we conducted **usability testing** across three key scenarios:

- 1. Onboarding Process
- 2. Correcting Flight Information
- 3. Finding a Convenient Coffee Shop



Prototype & Testing

Testing Tool: MazeDuration: 1 week

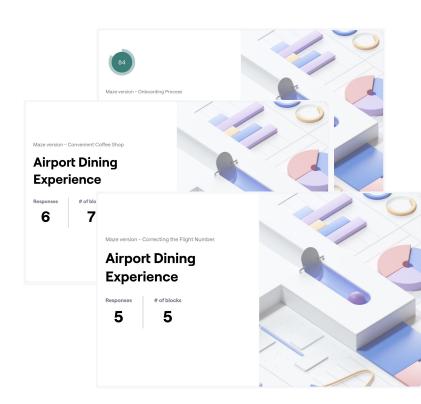
Participants: Remote users from Europe, the USA, and Latin America

Methodology: Unmoderated usability testing

Objective: Assess navigation, task efficiency, and overall usability

Outcome: Identified pain points and improvement opportunities

Participants saw the app's potential but encountered navigation issues and unclear filtering, affecting usability. Enhancing search clarity, context, and interactions will improve the overall user experience and effectiveness for travelers



Expected Outcomes

Users

Business



✓ Reduce Dining Decision Time

✓ Optimize Dining Accessibility

✓ Increased Revenue Opportunities

✓ Optimized Service Utilization



✓ Boosted Brand Recognition

Key Reflections

Real-world testing provided key insights into app performance and areas for improvement, ensuring its relevance to users. Collaboration and continuous iterations within the team helped align the design with both user needs and business goals. Striking a balance between innovation and simplicity was crucial to prevent overwhelming users while adding new features. The project's core concepts also hold scalability potential for broader applications in other travel or service industries.



