NOVA SCHOOL OF SCIENCE & TECHNOLOGY

Interação Pessoa-Máquina

2024/2025

Travel Itinerary Planner

Stage 3: 1st Prototype

Authors:

70560, Niklas Sander

57514, Pedro Lopes

60483, Nelson Matos

60691, Pedro Estróia

Lab class Nº P3

Group Nº 21

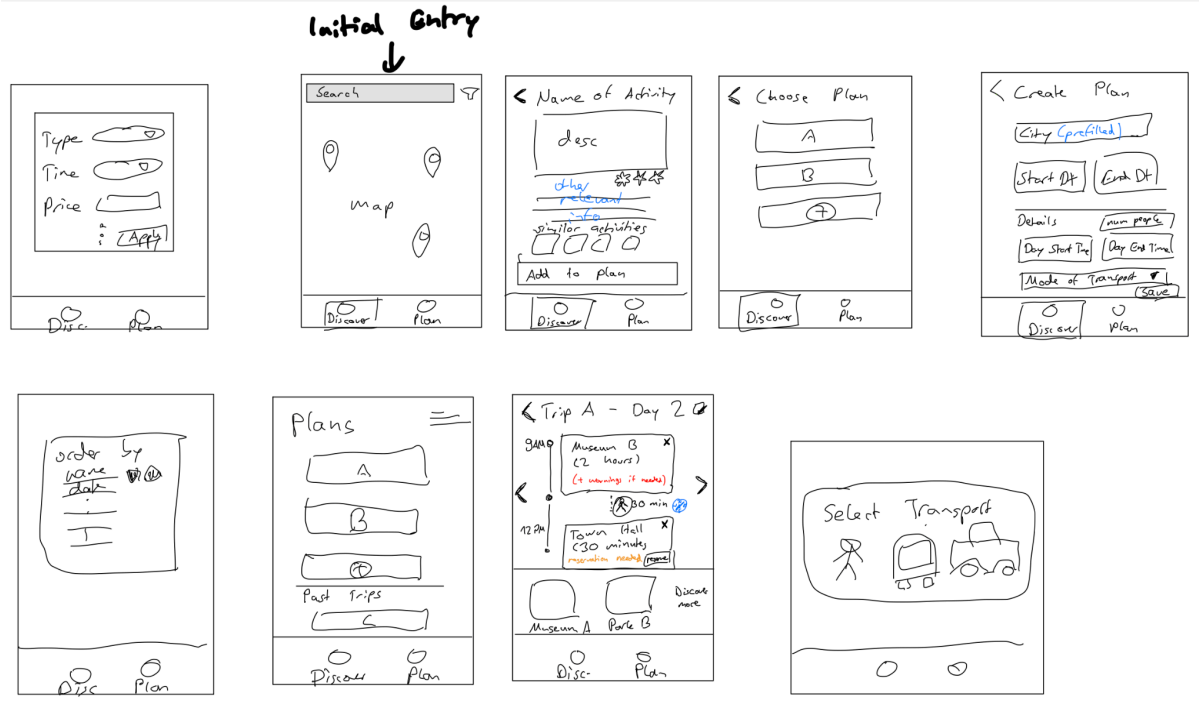
Professor:

Teresa Romão

October 30, 2024

SKETCHES

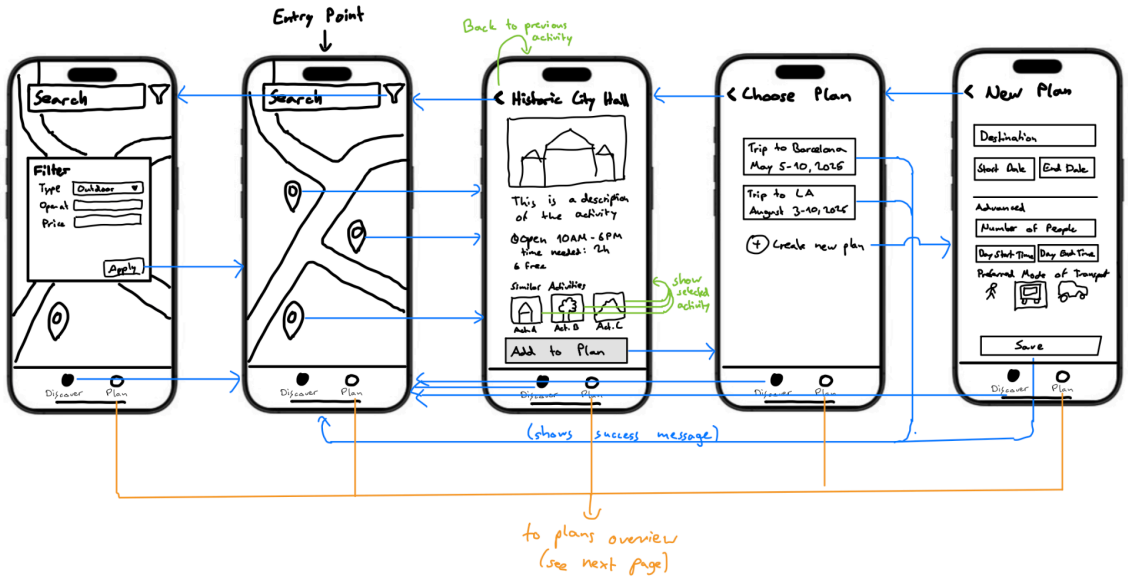
The following sketches show the main functionality of the application



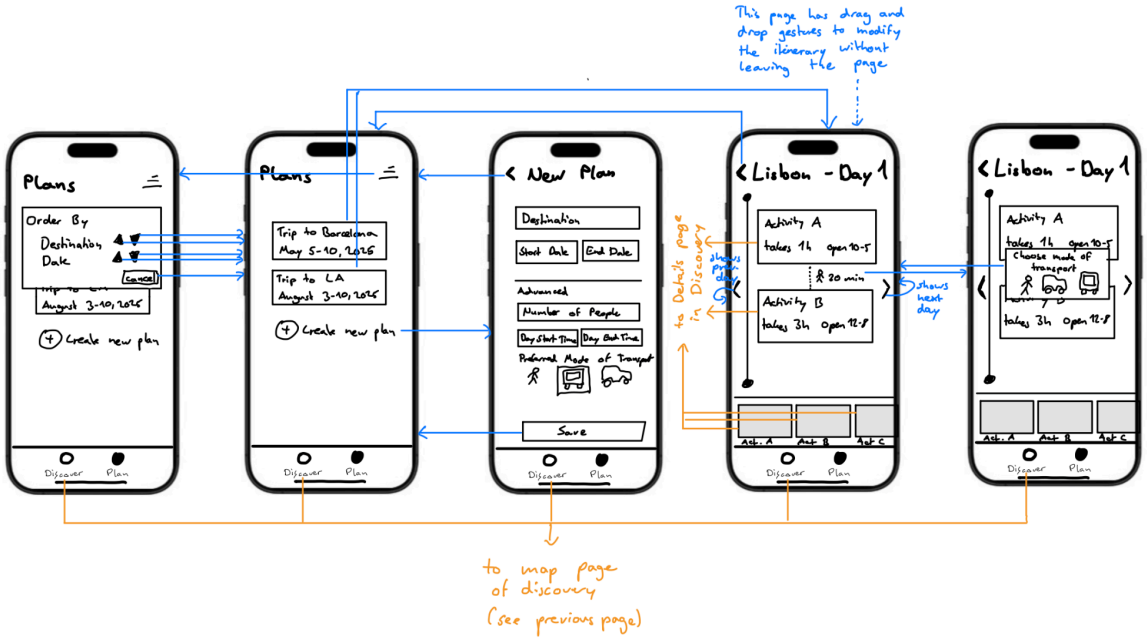
The following sketches show some contextual states of the application and notifications.

STORYBOARDS

Activity Discovery



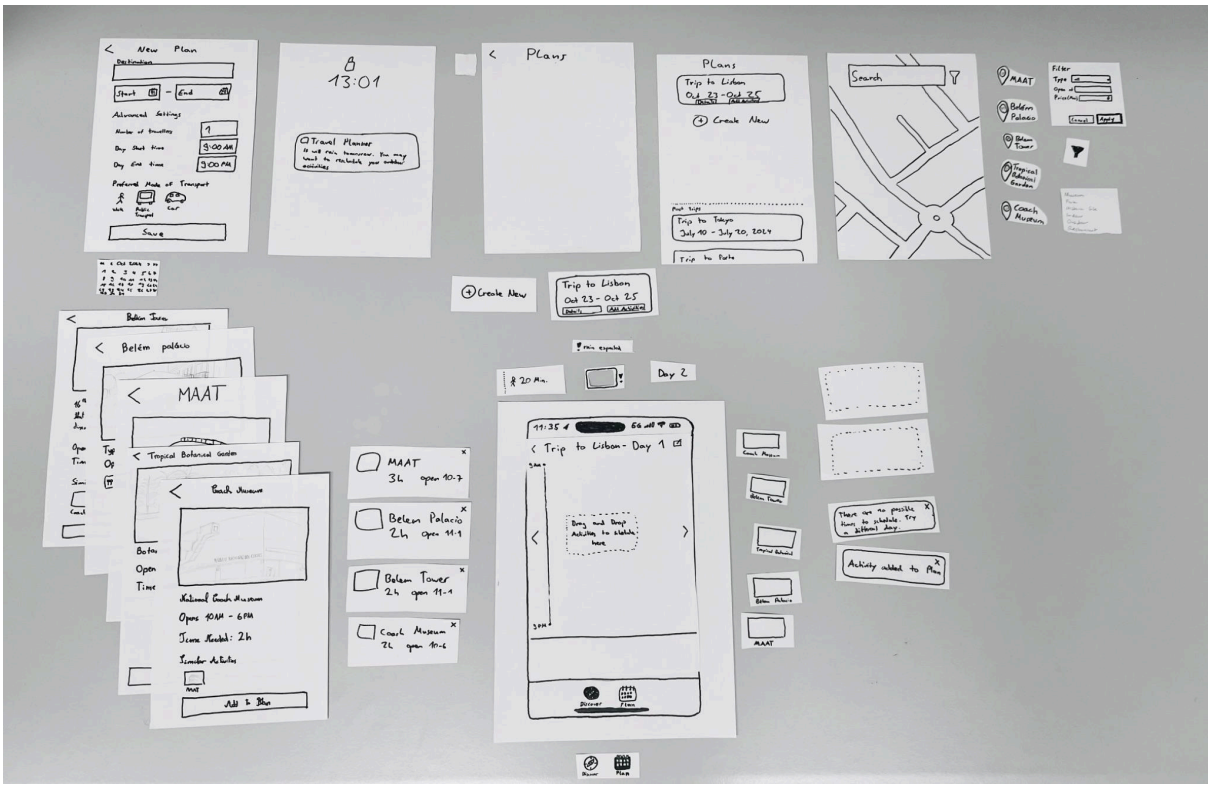
Schedule Planning



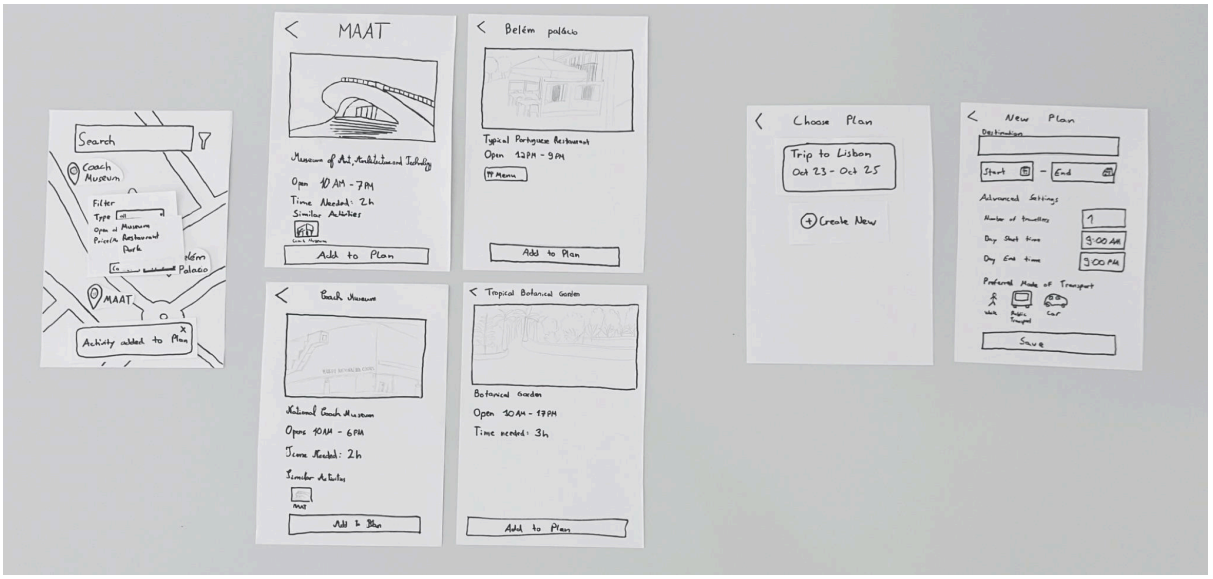
(In the paper prototype, the entry point has changed from the map to the overview of travel plans)

PROTOTYPE PHOTOS

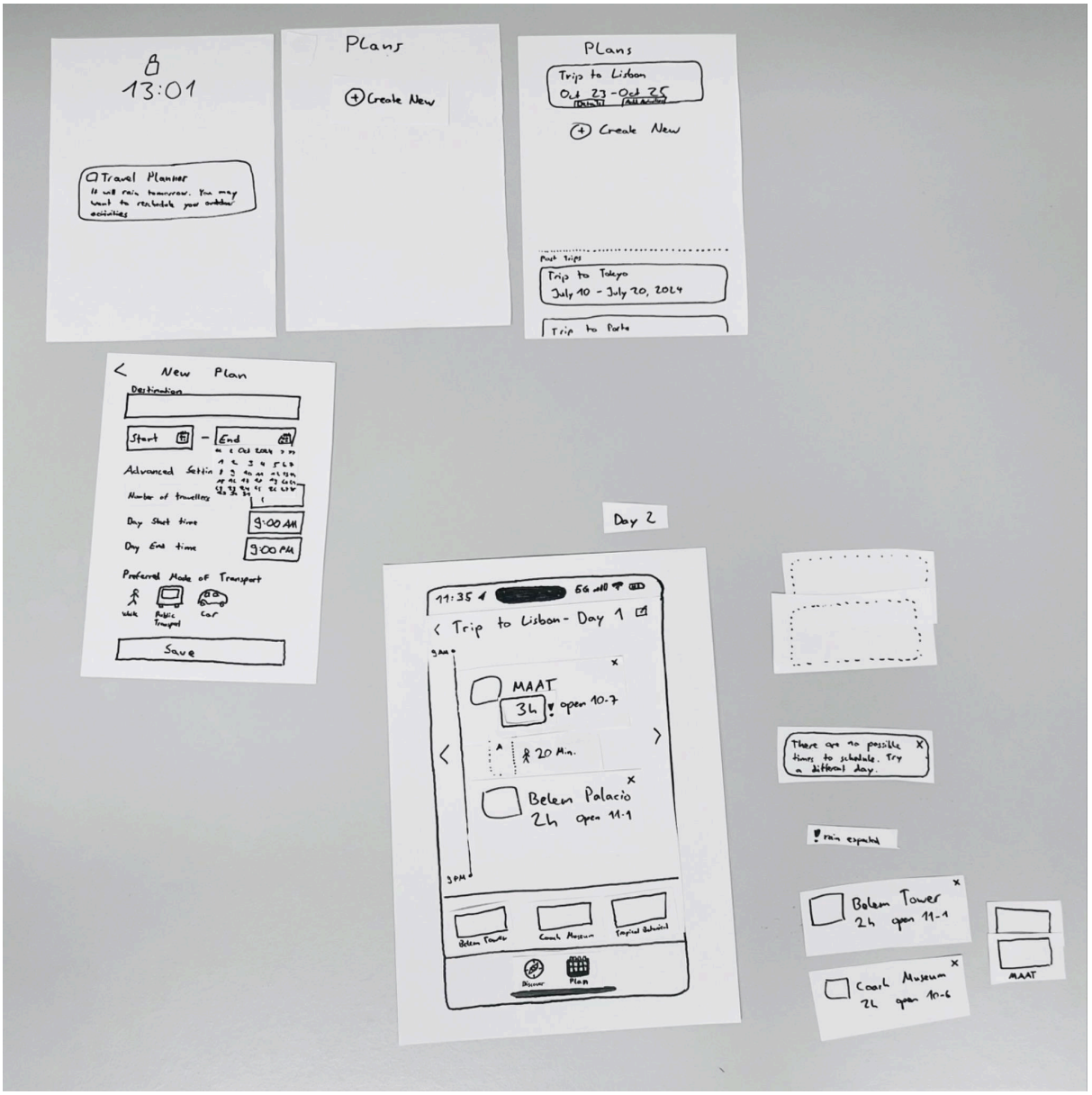
Prototype components:



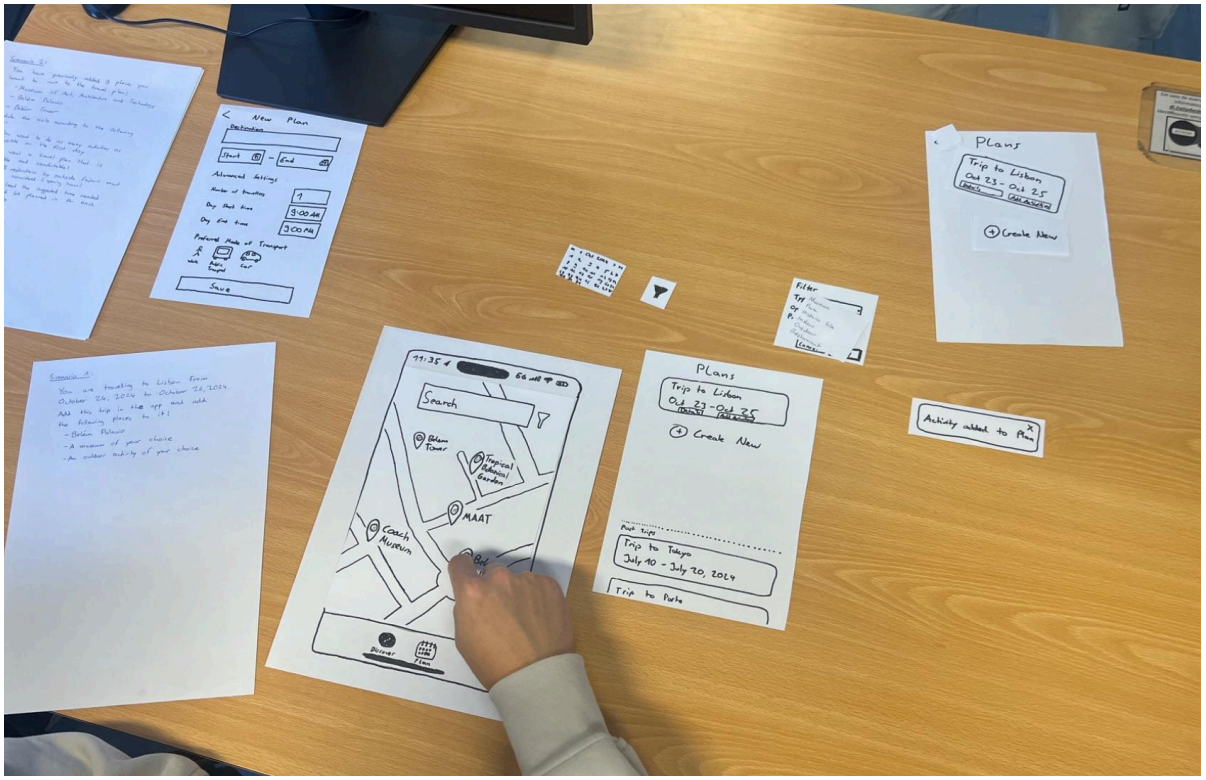
Prototype setup for discovery:



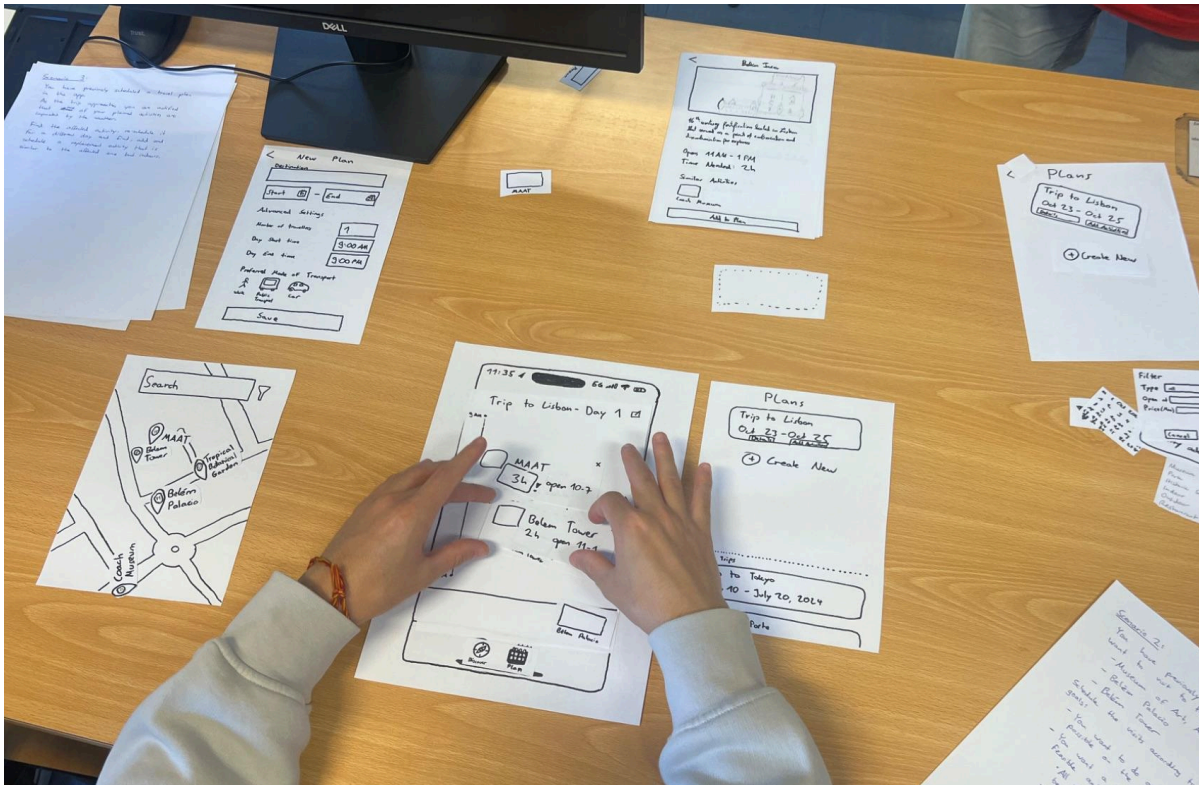
Prototype setup for scheduling



Prototype testing of discovery (top) and scheduling (bottom):



The user performs the tasks in scenario 1 by interacting with the map.



For scenarios 2 and 3, drag and drop is simulated by physically moving the paper.

BRIEFING

You will be testing a travel planner app that assists users with the discovery and scheduling of activities on trips to cities.

The objective of the app is to make the tedious process of making a feasible travel plan easier by consolidating all information needed to plan a trip in one place, and offering an interactive way to make and validate schedules / itineraries.

Both before and during the trip, the app supports users in adapting their plans to unexpected changes in external factors and provides navigation guidance between scheduled activities.

SCENARIOS

Scenario 1

You are traveling to Lisbon from October 24, 2024 to October 26, 2024. Add this trip in the app and add the following places to it:

- Belém Palácio
- A museum of your choice
- An outdoor activity of your choice

Scenario 2

You have previously added 3 places you want to visit to the travel plan:

- Museum of Art, Architecture and Technology
- Belém Palácio
- Belém Tower

Schedule the visits according to the following goals:

- You want to do as many activities as possible on the first day
- You want a travel plan that is feasible and comfortable:
    - Opening hours should be considered
    - At least the suggested time needed should be planned for each activity

Scenario 3

You have an existing travel plan scheduled in the app. As the trip day approaches, you receive a notification that one of your activities will be affected by weather conditions.

Identify the impacted activity and reschedule it to a different day. Additionally, search for, add, and schedule an alternative indoor activity as a replacement.

OBSERVATIONS

During the testing of our interface these were the observations we were able to make:

- Tester users questioned the existence of a user profile, which we hadn't planned for yet.
- The time constraints for ordering activities seemed to cause at least a bit of confusion in some testers, they may need better labeling.
- Users sometimes tap the plan itself instead of the add activities button and get to the scheduler instead of adding activities. There should be a way to add activities from the scheduling page.
- The information before adding something to the schedule (in the list on the bottom of the scheduling view) isn't sufficient. There should be at least the opening hours.
- Testers expect search and filtering to be found when tapping on search, so having it separate caused confusion.
- Some testers complimented the intractability of our system.
- Some testers were unable to identify which part of the app they were in (discover / plan), which could be because the highlighting of the icons in black and white is ambiguous

Furthermore the paper prototype didn't adequately represent the system in the following aspects:

- Color should be used to highlight issues in the travel plan
- The interactive scheduling and reordering is tedious and therefore slow on paper