

ALX AICE: Milestone #4 Worksheet

Simulation Recap

This week, you accomplished several tasks related to the development of the updated version of VacAI. Firstly, you conducted thorough research and analyzed the data before creating the app prototype. Additionally, you created a user persona that guided your design thinking process for the app. Furthermore, you developed a landing page for the new update. Lastly, you concluded the week by sending a clear and concise email to the stakeholders at Waga, preparing them for the presentation you will be delivering next week.

Please follow the steps and instructions to complete the milestone successfully.

Tip: [Check out the rubric](#) before submitting your Milestone Worksheet.

SECTION Zero

Step 0: Completed Survey

Complete the placement survey by [clicking here](#). After completion, take a screenshot of the thank you page and paste it below. Once done, go back to Savanna to continue your learning journey.

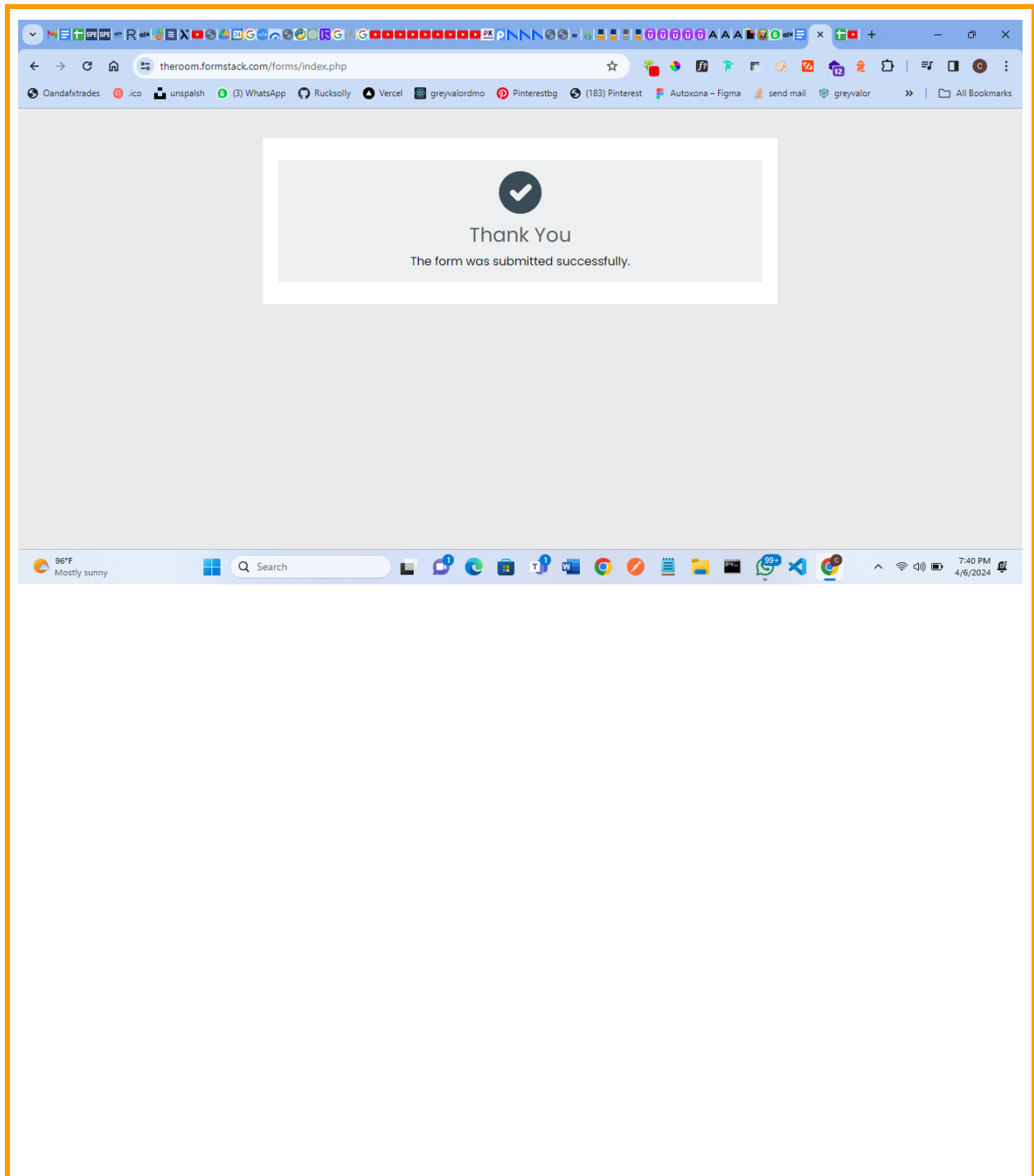
To take a screenshot on Windows, use Alt + PrtScn

To take a screenshot on Mac, use Shift + Command + 5

You can use Ctrl + V or Command + V to paste the screenshot in the box below.

Kindly complete the [survey by clicking here](#).

Step 0: Completed Survey



SECTION A: Visualized Data

Step 1: Visualized Data

To complete this activity, you need to access the ["UN Data on Refugees \(AiCE <> Dataset\)"](#) dataset and make sure you have visualized the data given to you.

To do this:

First, find the total number of refugees in each country using Tab 1 (Data) Tab.

Country or territory of asylum or residence**	Refugees**
Afghanistan	72226
Albania	
Algeria	
Angola	

Once you have done that, make sure you have visualized the data using a Bar Chart, Pie Chart ([Activity: Visualize Your Dataset \(Part A\)](#)), and your visualized data from Julius AI ([Activity: Visualize Your Dataset \(Part B\)](#)).

After that, you need to paste the link to the copy of your worksheet. Please ensure that the link you are pasting can be viewed by anyone, and the setting should be set to "anyone with the link can view."



Step 1: My Visualized Data

https://docs.google.com/spreadsheets/d/16qrt3XrBCxEuT6xI72ULm_HOJjVYny_FMUPv6DfMDqU/edit?usp=sharing

(Please copy the full link and paste on separate tab if it shows error after click)

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION B: User persona

Step 2: User persona

Paste the links to both user personas from this activity in the box provided below, and ensure your user persona has the correct file name.

The user persona was created manually with Canva, in Part A of this activity: [Create Your User Persona](#)

Step 2a: Manually Created Userpersona

<https://drive.google.com/file/d/1OSgNVnsn7SBc5wlAaO-j3fGBC3hQW8Gb/view?usp=sharing>

(Please copy the full link and paste on separate tab if it shows error after click)

The user persona was created with user persona dev in Part B of this activity: [Create Your User Persona](#)

Step 2b: AI Created Userpersona

https://drive.google.com/file/d/1NbmvA0t7fB-HCAPWc6QCnXa5Fc_OAT7/view?usp=sharing

(Please copy the full link and paste on separate tab if it shows error after click)

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SECTION C: Before Your Peer Meeting

Step 3: Restate your problem statement

Please write your problem statement from week 2 here (*This is the problem statement you wrote based on your simulation activity at Waga*).

Step 3: My Problem Statement

VacAi, an innovative vacation planning assistant developed by Waga, is facing challenges in achieving widespread user adoption and engagement. Despite its promising features and capabilities, VacAi is experiencing low user engagement, resulting in underutilization of its services. This lack of user engagement may stem from various factors such as usability issues, inadequate promotion, or a failure to meet user expectations. As a result, VacAi's potential to revolutionize vacation planning is hindered, impacting both user satisfaction and the application's long-term success. Without addressing these challenges, VacAi risks failing to fulfill its purpose and may struggle to compete effectively in the market.

Step 4: Bad Idea Brainstorm

BEFORE your peer meeting, conduct a Bad Idea Brainstorm with yourself. List at least 10 bad ideas for how you might solve the failed launch of VacAi. You can get completely ridiculous. For example: Asking users to upload a blood test before they can download the app, etc. The dumber the idea, the better! The purpose of this is to get your mind open to generating ideas without fear of them being wrong, dumb, or bad. (Stay in divergent thinking.)

Need help? Click “**Give Me a Bad Idea**” on this website

<http://labs.jackpine.co/projects/FirstBadIdea/> to get some inspiration.

Step 4: Bad Ideas

1. A feature that randomly books vacations without user input, leading to unpredictable

and potentially disastrous travel arrangements.

2. An AI-powered virtual assistant that intentionally provides incorrect or misleading information about destinations and accommodations.
3. A feature that encourages users to gamble their savings on spontaneous vacations with no guarantee of return or enjoyment.
4. A virtual reality experience that simulates vacation destinations plagued by natural disasters or extreme weather conditions.
5. A feature that suggests booking accommodations in unsafe or crime-ridden areas, putting users at risk of harm.
6. An in-app game where users compete to see who can plan the most disastrous vacation itinerary.
7. A recommendation algorithm that deliberately ignores user preferences and books vacations to locations they have explicitly stated they do not want to visit.
8. A feature that automatically signs users up for obscure and untested travel insurance policies without their consent.
9. A subscription service that charges users exorbitant fees for access to fake travel deals and discounts that do not exist.
10. Build it to read the minds of users and know what they want before they can even think of it.

Step 5: Possible ideas

Next, list at least 5 “possible ideas” to address the problem with VacAI. These do NOT have to be good ideas. The only constraint is that they should just be at least theoretically possible. It could be adding a simple user onboarding process or introducing an entirely new dashboard. You’re still in Divergent thinking here, so don’t judge your ideas as good or bad.

Step 5: Possible Ideas

1. Implement a user-friendly interface with intuitive navigation and clear instructions to enhance usability.

2. Introduce personalized vacation recommendations based on user preferences and past travel history to increase engagement.
3. Offer interactive features such as virtual tours, destination guides, and user reviews to provide comprehensive information and enhance the planning experience.
4. Provide real-time budget tracking and cost estimation tools to help users manage expenses and make informed decisions.
5. Enhance customer support services with live chat, FAQs, and user forums to address concerns and provide assistance throughout the vacation planning process.
6. Collaborate with reputable travel agencies and service providers to offer exclusive deals, discounts, and packages to incentivize users to book through the app.
7. Conduct regular user feedback surveys and performance evaluations to identify areas for improvement and refine the app based on user preferences and needs.

Once you finish this section, follow the steps mentioned below to find a peer for your next activity. A peer refers to a fellow student/learner enrolled in this AiCE program, and you are allowed to choose up to three peers for the peer activity. However, while filling out Section D in your Milestone #4 worksheet, you only need to report on one chosen peer. This peer meeting should be online on any platform of your choice.

Step 1: Reach Out to a Peer

1: Message one of your peers in your [Squad on The Portal](#). If you don't have a Squad, you can reach out to a peer from the main AiCE Learner Community on [The Portal](#).

- Request to complete this activity with them.
- Schedule a date and time that works for both of you.

2: Complete Section C of your Milestone #4 Worksheet

- Before showing up for the peer activity, make sure you have completed Section C of your Milestone #4 Worksheet. This will help you to be better prepared for the feedback you will receive.

PLEASE BRING THE ABOVE WORK WITH YOU TO YOUR PEER MEETING.

PAUSE HERE AND GO BACK TO SAVANNA!

SECTION D: PEER Meeting Output

Step 6: Meeting Date, Time, & Location

Please list when and where your team meeting took place.

Step 6: Meeting Date, Time, & Location

- A. Date: 7th April, 2024
- B. Time: 1:30 PM
- C. Location: *WhatsApp*
- D. Peer Name: Mary Azogor

Step 7: Selected Solution

Choose and specify the idea you are going with.

Step 7: Selected Solution

Collaborate with reputable travel agencies and service providers to offer exclusive deals, discounts, and packages to incentivize users to book through the app.

Step 8: Peer's Feedback

Please state which idea your peer found the most appealing during the conversation and explain the reason for their choice.

Step 8: Peer's Feedback

My peer found "Introduce personalized vacation recommendations based on user preferences and past travel history to increase engagement" as the most appealing of the ideas presented.

In there word "As your conversation partner, I find the idea of introducing personalized vacation recommendations based on user preferences to be the most appealing. Personalization has become increasingly important in digital experiences, as it allows users to feel more connected and engaged with the platform. By tailoring recommendations to each user's interests, travel history, and preferences, VacAi can provide a more customized and relevant experience, increasing the likelihood of user engagement and satisfaction. Additionally, personalized recommendations can help users discover new destinations and experiences that they may not have considered otherwise, enhancing the overall value proposition of the app."

Step 9: Reflection

In a brief paragraph, describe your experience with peer coaching, including what went well and areas for improvement.

Step 9: Reflection

Participating in peer coaching was a transformative experience for me. It not only helped me become more outspoken but also enabled me to overcome the fear of expressing my thoughts and ideas openly. One of the highlights was the ease of communication and the freedom to speak my mind without judgment. Making a new friend who shared similar interests was an unexpected but delightful outcome. In terms of improvement, I believe the only challenge was finding a suitable peer. Perhaps implementing a default pairing system where each individual is automatically paired with a peer could streamline the process, with the option to change peers if necessary. Overall, peer coaching was immensely beneficial, and I look forward to continued growth through this collaborative learning approach.



Step 10: Email to Stakeholders

Paste your email from the [Activity on email writing to stakeholders](#) in the box below.

Step 10: Email to Stakeholders

Subject: Update on VacAI Project: Final Solution and Reflections

Dear Stakeholders,

I hope this email finds you well. I am writing to provide an update on our VacAI project and share the final solution we have selected based on our extensive brainstorming sessions and idea generation process.

Throughout our brainstorming sessions, we generated a range of innovative ideas aimed at enhancing the VacAI application and addressing the challenges we identified. These ideas included implementing a user-friendly interface, introducing personalized vacation recommendations, offering interactive features such as virtual tours, and providing real-time budget tracking tools, among others. Each idea was carefully considered for its potential to improve user engagement and enhance the overall vacation planning experience.

After thorough evaluation and deliberation, we have selected the following solution as the update to VacAI: Collaborate with reputable travel agencies and service providers to offer exclusive deals, discounts, and packages. By partnering with trusted industry players, we aim to incentivize users to book through the app by providing them with access to exclusive offers and value-added services.

Reflecting on the idea generation process, I am pleased with the creativity and collaboration demonstrated by our team. The brainstorming sessions allowed us to

explore a wide range of possibilities and consider different approaches to address the challenges faced by VacAI. It was inspiring to see everyone actively contributing their ideas and perspectives, resulting in a diverse set of solutions to choose from.

Moving forward, I will be finalizing the details of the selected solution and preparing to share the prototype of the updated VacAI application in a presentation document next week. This presentation will provide a comprehensive overview of the proposed changes and outline the potential impact on user engagement and satisfaction.

Thank you for your continued support and involvement in this project. I look forward to sharing further updates with you soon. Please feel free to reach out if you have any questions or require additional information.

Best regards,

Okenwa Chibuzor Anthony

Web developer

rucksolly@gmail.com

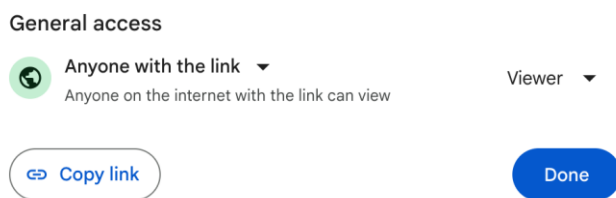


Step 11: AI Toolkit

To access your AI Toolkit, Go to your personal ALX AICE Google Drive, then locate your updated [AI Toolkit Spreadsheet](#). Make sure your AI Toolkit is updated and contains prompts and workflow optimization processes from the following activities:

- Visualizing Data Using Julius AI
- User Persona
- Email to Stakeholders

Next, Click "**Share**" (under the 3 dots) and adjust the settings so that it looks like this:



Then, copy the link and paste it in the box below;

Step 11: Your AI Toolkit
<p>https://docs.google.com/spreadsheets/d/12eMV4rQ7k4vJ6Vrl5drrAOtaIDE0i78xzMVZ9Z8eEQU/edit?usp=sharing</p> <p>(Please copy the full link and paste on separate tab if it shows error after click)</p>

If you need more help with this, Google for video instructions on sharing files in Google Drive, or ask a peer.

Step 12: Reflection on the use of AI

Take a moment to reflect on how you used AI this week, you are to write a short paragraph answering the following reflection questions:

Reflection on the use of AI

- 1. How did AI assist you in the writing process? Did it help you generate ideas, proofread, or edit your work?*
- 2. Did you feel that AI helped you save time or improve the quality of your writing?*
- 3. What potential drawbacks or limitations did you experience while using AI for writing?*
- 4. How did you use AI for prototyping? Did it help you create and refine designs or models?*
- 5. In what ways do you think AI can improve the prototyping process, and how might it be limited?*

Step 12: Write Your Reflection Response Here

- 1. AI assisted me in the writing process by generating ideas and providing suggestions for improvement. Tools like ChatGPT helped me brainstorm ideas and refine my thoughts, while grammar checkers helped proofread and edit my work for errors.*
- 2. Overall, I felt that AI helped me save time and improve the quality of my writing. It streamlined the brainstorming process, allowing me to quickly generate ideas and explore different angles. Additionally, AI-powered grammar checkers helped me catch errors and polish my writing more efficiently.*
- 3. One potential drawback I experienced while using AI for writing was overreliance on automated suggestions. While AI tools can provide valuable insights, they may not always understand context or nuance, leading to suggestions that are not relevant or accurate.*

4. I used AI for prototyping through tools like Uizard, which helped me create and refine designs quickly. It significantly sped up the prototyping process and allowed me to visualize ideas more effectively.

5. AI has the potential to improve the prototyping process by offering more advanced design suggestions and automating repetitive tasks. However, it may be limited by its inability to fully understand user preferences and context, leading to designs that lack creativity or fail to meet user needs effectively.