**Interviewee: Sarah Chen, 24, undergraduate student in Brisbane, enjoys weekend trips with friends around Queensland**

**Interviewer (me):** When you travel with friends, in what ways would you like to increase interaction within the group?  
**Sarah:** I feel that sometimes when we go on trips, everyone is on their phones scrolling social media, and real interaction becomes limited. I’d prefer activities that encourage us to talk, share stories, or do something fun together. For example, during long car rides to the Gold Coast, having small interactive questions or mini-games would make the trip feel more engaging.

**Interviewer:** During trips, what kind of elements do you think could best bring out a sense of “interaction”?  
**Sarah:** I think it could be something connected with the environment. For example, when visiting a national park, an interactive map or a mission-based challenge would be great—something we can complete together as a team. In the city, like South Bank or Roma Street Parkland, it could be location-based check-in challenges around landmarks. That way, everyone can participate, and communication happens naturally.

**Interviewer:** If a game were specifically designed for group travel, what type of game would you want?  
**Sarah:** I’d like something light and cooperative, not too competitive. Maybe a “treasure hunt” or “puzzle-solving adventure” where we have to give hints, unlock clues, and finally complete a shared goal. That would not only pass the time but also build teamwork and leave us with stronger shared memories.

**Interviewer:** On what device or platform would you prefer to play such a game?  
**Sarah:** Definitely on mobile, since everyone carries their phone while traveling. But if it could also connect with the real environment—for example, using AR around Brisbane streets to find clues—that would make it even more exciting.