# **TAD Capstone Project**

# **#1 MID Presentation**

TEAM 3	2022.03.30

2015198015 조형준 2018190127 정동은 2018195016 문가일 2018195165 소현서 2019195135 조민서

### **Problem**

Compared to the importance and value of travel, *information resources are not sufficient* to complete the experience.

## Need

Reliable and accessible channel to obtain quality information

#### Pain

People have difficulty finding information that is <u>credible</u>, <u>accessible</u>, <u>and abundant</u>.

Little chance to fully <u>understand the</u> <u>traveled region</u> with existing information.

#### Want

No more over flooding advertisements
Information tailored to personal needs
Easy to use

# **Foreign and Domestic**

#### **Market Trend**

Tourism industry is one of the worst affected by the COVID-19 pandemic.

However, based on the UNWTO Tourism Recovery Tracker, the increased international arrivals in January 2022 already exceeded the total increase for 2021.

Preparing for recovery, an increasing number of destinations are gradually lifting the travel restrictions.

While international tourism is ready to bounce back, domestic tourism is trying to invigorate the industry.

#### Current

**Market Players** 

Airbnb

Couchsurfing

Google Maps

Naver Map

Triple

Myrealtrip

# Interview

29 interviewees, mostly in their 20s

Experiences and Perceptions on Travel

Previous Travels

Travel Planning

Existing Travel Services

Expected Travel Services

Travel Style	Travel Activities	Preferred Travel Spots	Experienced Pain-points (Planning)	Experienced Services
Prioritize flexibility 18	Eating 16	Unusual experience 17	Little understanding of the region 5	Difficult to find the very information 9
Organize travel by one's taste 5	Sighting 12	Discover new spots 3	Diverse travel needs 5	Convenient to use 7
Use guide occasionally 4	Visiting attractions 10	Time saving to set plan 3	Complex route setting 4	Exposed to advertisements 7
Seek relaxation 3	Relaxing 7	Ensured satisfaction 3	Too many and messy information 4	Can hear actual experiences 7
Enjoy unusual experience 2	Physical Activities 7	Safe area 1	Time consuming procedure 1	Can learn good travel routes 6
Refuse to travel w/ others 1	Understanding the region 3		Nervous to miss out 1	Unsorted information 4
Prefer group tour 1	Shopping 2		Lack of desired information 1	Plentiful information4
	Touring exhibitions 2			

INTERVIEW 02. User Research Team 3

# Q1.

# Which type of travel style do you prefer?

## **Travel Style**

Prioritize flexibility 18

Organize travel by one's taste 5

Use guide occasionally 4

Seek relaxation 3

>>

People prefer free travel rather than following the schedule set by the guide.

In other words, they only need travel information and use it themselves.

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Q2.

Which type of travel spot do you prefer?

**Travel Spots** 

Unfamiliar and new spots 21

Familiar and comfortable spots 3

Q3.

How did you benefit from local's information?

Local's information

Unique spots 12

Restaurant Recommendation 5

Trustable information 2

High quality1

>>

People's desire to explore new and unfamiliar travel destinations can be generally relieved from the information provided by locals

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# Q4.

# What problems did you have with planning your trips?

Experienced Pain-points (Planning)

Little understanding of the region 5

Diverse travel needs 5

Complex route setting 4

Too many and messy information 4

Time consuming procedure

>>

Interviewees continuously insisted the major problem to be the lack of understanding of travel regions.

# Survey

60 responses, mostly in their 20s

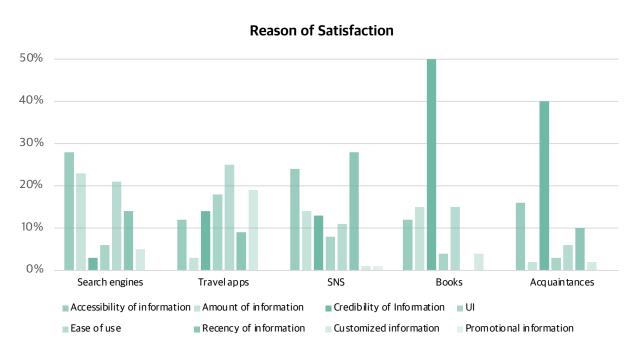
User Behavior &
Satisfaction of
Existing Channels
(search engines,
travel apps, SNS,
books, acquaintances)

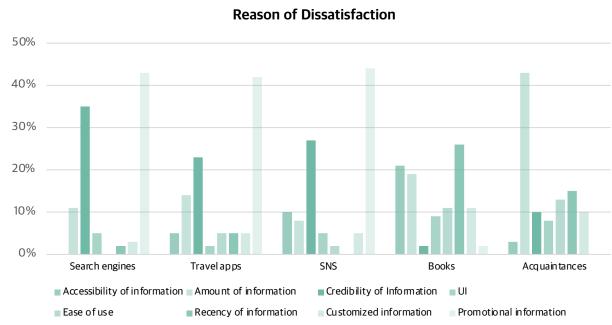
Preferred Travel Style

Travel Planning

Existing Channel

Helpful Channel





→ People have difficulty finding information that is *credible, accessible*, and *abundant* in amount.

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Q. Please rank the following five channels of information in the order you think would help you plan your travel .

	1 (most helpful)	2	3	4	5 (least helpful)	Average	Rank
Travel Agencies	8	11	6	20	10	3.24	4
Travel SNS (Instagram, Blog Posts, etc)	11	13	17	9	5	2.71	3
Local Residents	14	15	10	11	5	2.6	2
Travel Apps	12	14	19	7	3	2.55	1
Travel Books	5	9	6	14	21	3.67	5

<sup>→</sup> People perceive SNS, local residents, and travel apps to be helpful when planning for travel.

	Adept Traveler	Travel Beginner		
Age / Occupation	Age 20~29 / Student			
Travel Frequency	Every two months Once or twice a year			
Plan Involvement	High	Low		
Preferred Activities	Sighting, Understanding the region	Physical activity, Visiting tourist attractions		
Preferred Spots	Both (Familiar and Unfamiliar)	Unfamiliar and novel area		
Reason of Preference	Want to discover new aspects of the familiar space. Want to broaden my point of view by visiting new area	Want to have unusual experience and impressive mem ories		
Pain-points	Have difficulty getting reliable, unique travel information  Have no idea how to plan a trip and set a reason travel route			

## **Credible travel information**

Provide travel contents from local Confirm locals with GPS technology

# Appropriate reward system

Point system for locals' participation

#### Less irrelevant advertisements

Auto tag systems on advertisements Censorship against inappropriate postings Community Based Mobile Application for Travelers

# **Ensured abundant information**

Build open Q&A(board) feature Allow users share their experience

# Reduced burden of planning

Auto travel route planning service Spot or activity recommendation algorithm

# High accessibility of information

Anyone can skim through the travel contents

#### **Key Partners**

- Travelers
- Locals
- Local stores
- Korea Tourism Organization
- Specialized technology providers(Maps API, GPS)

### **Key Activities**

- Found and manage a platform
- Allow users openly share their information
- Automatically set travel plan
- Monitor the community
- Verify the locals

#### **Value Propositions**

- Provide up-to-date and trust worthy information
- Stack abundant information
- Lessen the planning burden
- Connect locals and travelers
- Ensure easy access to travel information

#### **Customer Relationships**

- Provide 1:1 personalized reco mmendation at every log-in
- Social media
- Ask to review the service regularly

#### **Customer Segments**

- Travelers
- Locals
- Mobile application users

#### **Key Resources**

- Platform
- Service management team
- Technology engineers
- Marketers
- Designers
- Platform developers

#### **Channels**

- Mobile application (communi cation)
- Social media and Advertisem ent (marketing)
- Play store / app store (distribution)

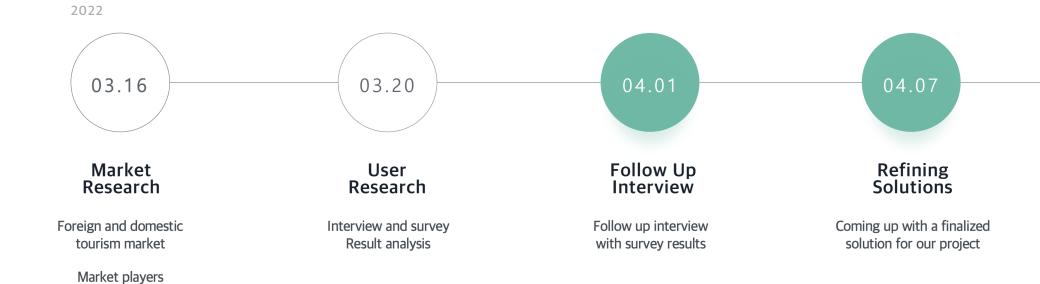
#### **Cost Structure**

- Marketing and sales
- Research and development
- General and administrative fees
- Server development
- Community monitoring

#### **Revenue Streams**

- In-app purchase of points
- Local tourism data
- GPS-based local advertisements

	March	April	May	June
Phase 1 Discovery				
Problem Exploration				
User Interviews				
User Surveys				
Mid-presentation	•			
Phase 2 Design & Development				
Follow-up Interviews				
User Scenarios				
Define Functional Requirements				
Sketches & Wireframe				
UI Design				
Software Design				
Development				
Prototype Demo			•	
Phase 3 Product Management				
Business Model				
Video Production				
Phase 4 User Testing				
User Testing				
Prototype Refinement				
Working Prototype				•
Semi-Final Presentation				•
Online Gala Night				•



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