

WHAT

Online platform, like a social network, where users can **connect with someone** random in a **personal way** and **listen to** it.

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2020/2021
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WHY

To **connect people all over the world** with the goal of helping each other and sharing experiences and emotions.

To visualize the connections that the internet and new technologies can create through **sound**.

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WHO

Our main target would be **travelers**, **teenagers** and **young adults**, who are trying to find someone to ask advice from or simply connect with a random stranger around the **world**.

Any person who seeks **connections** with other people all over the world and wants to know more about people in other places.

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Product (economy vs technology)

- The user can create an account and store information
- We'll use a PostgreSQL database management system and PHP for communicating with it
- We'll use Gio.js, HTML/CSS and javascript for the interface

Interface (technology vs design)

- Multi user
- Contact between users by chat
- 3D interactive globe to visualize the connections

Communication (economy vs design)

Our mission is to connect, help and bring people together, thus our branding and marketing campaigns will be aligned with those values.

Will include:

- Social media posts
- Advertisement
- Video promotion
- Physical publicity

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UX MAPPING

User >>	Research	Sign In	Experience	Post-Experience
Description	User feels the need to connect with someone for some reason, so he looks up on the internet a solution.	User creates an account to access our webapp.	User starts a new connection with someone from a different country.	User tells other people about the experience. Comes back later to check new messages.
Actions	<ul style="list-style-type: none"> Reasearch for a way to connect with others. Find our webpage. 	<ul style="list-style-type: none"> Open website. Create account. Log in account. 	<ul style="list-style-type: none"> Connect with someone. 	<ul style="list-style-type: none"> Tell others about the experience. Revisit again our webpage to find new advices. Reflect on the experience.
User Experience	<p>Emotional Interested Happy Happier</p>			
Motivations	<ul style="list-style-type: none"> Feeling lonely. Advice for traveling. Meet new people. Looking for someone to talk to. 	<ul style="list-style-type: none"> Interest in the webapp. Ready to try this experience. 	<ul style="list-style-type: none"> Curiosity about different countries / cultures / languages. Likes to experience new things. 	<ul style="list-style-type: none"> Determination to meet new people. Travel more.
Questions	<ol style="list-style-type: none"> How can I meet people from other countries? How do I get better advice for traveling? 	<ol style="list-style-type: none"> How do I Sign In? 	<ol style="list-style-type: none"> How do I leave a message? How do I read a message? 	<ol style="list-style-type: none"> How can I better connect to other people? Can I meet these people in other way?
Pain points		<ul style="list-style-type: none"> ✗ Browser not supported. 	<ul style="list-style-type: none"> ✗ Message left in a different language 	