

RESEARCH

DOCUMENTATION

Innovation Spaces

PROJECT INITIATION & PLANNING

After identifying our goals and aims for the project, my partner and I created a task checklist with priorities (high, medium, low) to organise and structure the necessary tasks required to achieve those objectives.

The prioritised task checklist clarified goals, facilitated resource allocation to critical tasks, enabled progress monitoring and team collaboration, ultimately boosting the chances of timely project completion within scope.

Client Meeting 3					
Aa Task name	Status	Assignee	Due	Priority	...
Send the client an email	Done	Anderson Putra Irawan	October 18, 2023	High	
Write a blog for Week 1	Done	MJ	October 20, 2023	Medium	
Meeting with Client	Done	Anderson Putra Irawan MJ	October 23, 2023	High	

+ New

COMPLETE 3/3

Project Development 2					
Aa Task name	Status	Assignee	Due	Priority	...
Supabase	In progress	Anderson Putra Irawan	November 28, 2023		
Schedule kick-off meeting	Done	Anderson Putra Irawan MJ	October 18, 2023	Medium	

+ New

COMPLETE 1/2

Research & Ideation 4					
Aa Task name	Status	Assignee	Due	Priority	...
Research Examples & Compe	Not started	Anderson Putra Irawan		Low	
Construct User Journey Map:	In progress	MJ	November 28, 2023	Low	
Personas	Done	Anderson Putra Irawan MJ	November 30, 2023	Low	
Contact People	Done	Anderson Putra Irawan MJ	November 13, 2023	High	

+ New

COMPLETE 2/4

No Project 2 ... +					
Aa Task name	Status	Assignee	Due	Priority	...
Compile Data	In progress	Anderson Putra Irawan			
High Fidelity Design	OPEN	Not started			

+ New

COMPLETE 0/2

PROJECT INITIATION & PLANNING 2



Checklist

- send presentation slides to clients
- set up a next meeting

1. group map out remaining 6 weeks before hand-in at end of March:
 - a. what is realistically achievable for the team
 - b. who in the team is responsible for what
 - c. check planned deliverables against the brief
2. what documents will need to be handed over to the client in March?
 - a. how exactly will this be done?
 - b. how will the client make use of the project in future?
 - c. has the team promised to write 'how to' instructions or to create a video walk-through? If so, how will that be handled?
 - d. Handover docs will contribute to the module marks
3. what is the showcase for each project and in what format will that be submitted in March?
4. what crucial obstacles need to be resolved to get to the finish line
 - a. server logins
 - b. missing information or data
 - i. try contacting the possible contacts again with prototype to demonstrate
 - c. user testing that needs conducting
 - i. user test on people in Incubation and ask for feedback
 - d. feedback, etc.

EARLY USER RESEARCH



INTERVIEW FROM POSTGRADUATE: ROMAIN

Notes from Interview with Romain (postgraduate)

- Despite already graduating Romain is still using the incubation space for his work on his company. He plans on using this space until, in his words, "he hits the jackpot".
- He discovered student venture himself
- He relied heavily on just speaking to everyone inside and then was guided by the launch space on what to do next
- When acquiring equipment he had to search around himself and spoke to many people to find the equipment he needed
- Romain found a lot of equipment in Z block to help him with his ventures
- He also realised there was only limited time to book and near project submissions he found it very hard to acquire the equipment he needed
- He found the technicians very helpful and relied heavily on them
- When asking around for what equipment to use and where to find them he was given very broad answers so he had to work it all out for himself
- Lucy and Drew are two technicians he found most helpful when using 3D printers

USER PERSONA 1

This persona represents students who are new to the university. They are unfamiliar with the campus and its resources.

Some key characteristics and needs of this persona could include:

- Feeling overwhelmed or lost in a new environment
- Seeking information about available facilities and resources
- Looking for ways to get involved and explore extracurricular opportunities
- Needing guidance on navigating the campus and finding relevant spaces



ABOUT									
<p>AFTER FINISHING HER A-LEVELS, JADE DECIDED TO CREATE HER OWN ARTS AND CRAFTS BUSINESS.</p> <p>EMILY IS A NEW STUDENT OF UWE AND IS DETERMINED TO WORK ON HER BUSINESS VENTURE WHILST STUDYING.</p>									
<p>JADE THOMPSON</p> <p>AGE: 19</p> <p>JOB: N/A</p> <p>ORIGIN: UK</p>	<p>OBJECTIVES</p> <p>1 ESTABLISH AND GROW HER ARTS AND CRAFTS BUSINESS</p> <p>CONNECT WITH FELLOW ARTISTS AND POTENTIAL CUSTOMERS WITHIN THE UNI</p> <p>2</p> <p>NEEDS</p> <ul style="list-style-type: none">• ACCESS TO A DEDICATED WORKSPACE EQUIPPED WITH ART SUPPLIES• GUIDANCE ON MANAGING A SMALL BUSINESS WHILST AT UNI								
<p>PERSONALITY</p> <table><tr><td>INTROVERT</td><td>EXTROVERT</td></tr><tr><td>IMPATIENT</td><td>PATIENT</td></tr><tr><td>PANIC</td><td>CALM</td></tr><tr><td>FREE</td><td>TEAM PLAYER</td></tr></table>		INTROVERT	EXTROVERT	IMPATIENT	PATIENT	PANIC	CALM	FREE	TEAM PLAYER
INTROVERT	EXTROVERT								
IMPATIENT	PATIENT								
PANIC	CALM								
FREE	TEAM PLAYER								
<p>CHALLENGES</p> <p>NAVIGATING AROUND THE UNI</p> <p>RUNNING A SMALL BUSINESS WHILST STUDYING</p>	<p>COMPETENCY</p> <table><tr><td>PROJECT MANAGEMENT</td><td>● ● ○ ○ ○</td></tr><tr><td>MARKETING</td><td>● ● ● ○ ○</td></tr><tr><td>SOCIAL MEDIA</td><td>● ● ● ● ●</td></tr><tr><td>TECHNICAL WRITING</td><td>● ● ● ○ ○</td></tr></table>	PROJECT MANAGEMENT	● ● ○ ○ ○	MARKETING	● ● ● ○ ○	SOCIAL MEDIA	● ● ● ● ●	TECHNICAL WRITING	● ● ● ○ ○
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SOCIAL MEDIA	● ● ● ● ●								
TECHNICAL WRITING	● ● ● ○ ○								

USER PERSONA 2

This persona represents students who are already enrolled and actively pursuing their studies at the university.

Characteristics of this persona could include:

- Familiarity with the campus and basic resources
- Seeking more specialised or advanced facilities for projects or research
- Looking for collaborative spaces or maker spaces for group work or prototyping
- Needing up-to-date information on equipment availability and access requirements

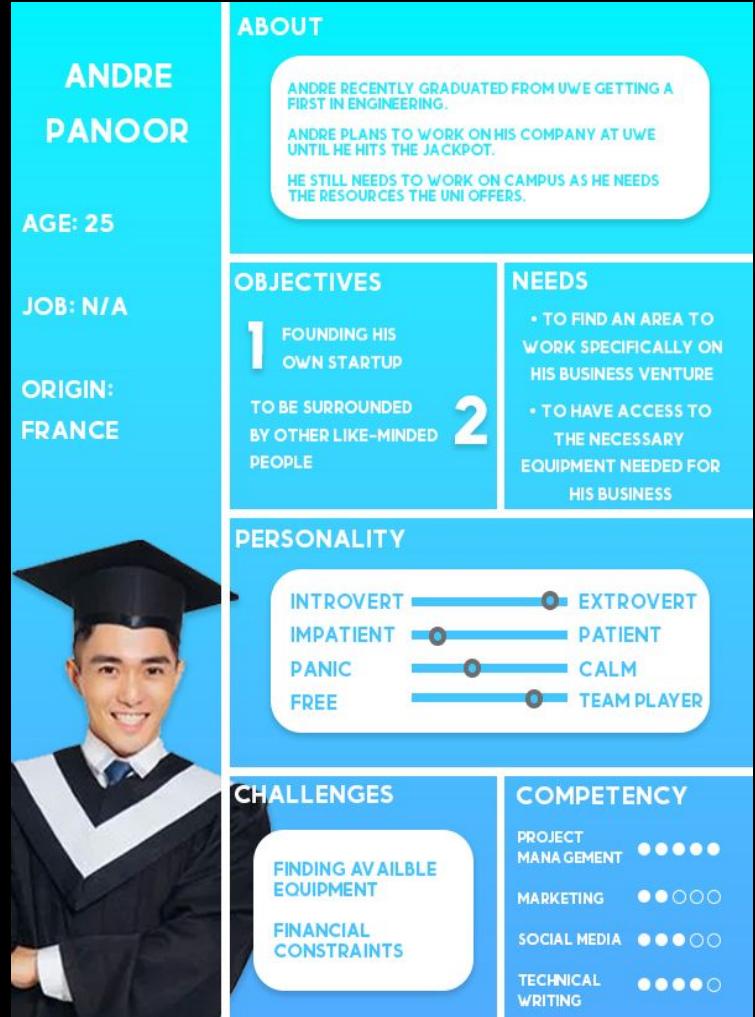


USER PERSONA 3

This persona represents students who have completed their undergraduate or graduate studies and may be pursuing further academic or professional pursuits within the university context.

Their needs and motivations could include:

- Seeking resources for continuing education, research or professional development
- Looking for opportunities to collaborate with faculty or industry
- Requiring access to specialised facilities or equipment for advanced projects or research
- Seeking networking opportunities or career resources within the university community



USER JOURNEY MAP 1

JADE THOMPSON AGE: 19 JOB: N/A ORIGIN: UK	<u>SCENARIO</u> JADE IS A NEW STUDENT TO UWE AND IS DETERMINED TO START AN ARTS AND CRAFTS BUSINESS WHILST STUDYING		<u>EXPECTATIONS</u> TO EFFICIENTLY FIND A DEDICATED WORKSPACE WITH ALL THE REQUIRED ART SUPPLIES	
	<u>DECIDE</u> JADE FINISHED STUDYING AT SIXTH FORM WANTS TO START AN ARTS AND CRAFTS BUSINESS AT UWE TO DO ALONGSIDE HER STUDIES	<u>CHOICE</u> SEARCHES THE UWE WEBSITE AND COMES ACROSS "INNOVATION SPACES"	<u>EXPERIENCE</u> LIKES THE DESCRIPTION OF THE ROOM	<u>RETENTION</u> FINDS THE ROOM CODE THEN LOCATES THE ROOM ON CAMPUS
<u>PAIN POINTS</u>			NEW TO THE UNI SO DOESNT KNOW THE CAMPUS VERY WELL	

USER JOURNEY MAP 2

<p>JOE ALLEN</p> <p>AGE: 21</p> <p>JOB:</p> <p>ORIGIN: UK</p> 	<p>SCENARIO</p> <p>JOE IS A MEDIA COMMUNICATIONS STUDENT IN HIS FINAL YEAR AT UWE</p> <p>JOE AND A COUPLE HOURS ARE WANTING TO CREATE A PODCAST AND NEED TO GAIN ACES TO RECORDING EQUIPMENT</p>	<p>EXPECTATIONS</p> <p>TO FIND A SOUNDPROOF ROOM AND ACCESS TO ESSENTIAL RECORDING EQUIPMENT</p>		
	<p>DECIDE</p> <p>DECIDES TO CREATE A WEEKLY PODCAST FOR THE UWE RADIO SOCIETY</p>	<p>CHOICE</p> <p>SEARCHES AROUND CAMPUS FOR SOUNDPROOF ROOMS</p> <p>OPENS THE UWE INTERACTIVE MAP</p>	<p>EXPERIENCE</p> <p>TYPES IN MUSIC IN THE SEARCH BAR</p> <p>FINDS A ROOM WITH THE EQUIPMENT HE NEEDS IN THE DESCRIPTION</p>	<p>RETENTION</p> <p>FINDS THE ROOM CODE OF THE LOCATION</p> <p>CHECKS THE AVAILIBILITY OF THE ROOM</p> <p>THEN ACTIVELY FINDS IT</p>
<p>PAIN POINTS</p>	DOESNT KNOW WHERE TO RECORD	NO SIGNAGE		AVAILABILITY OF THE ROOM

USER JOURNEY MAP 3

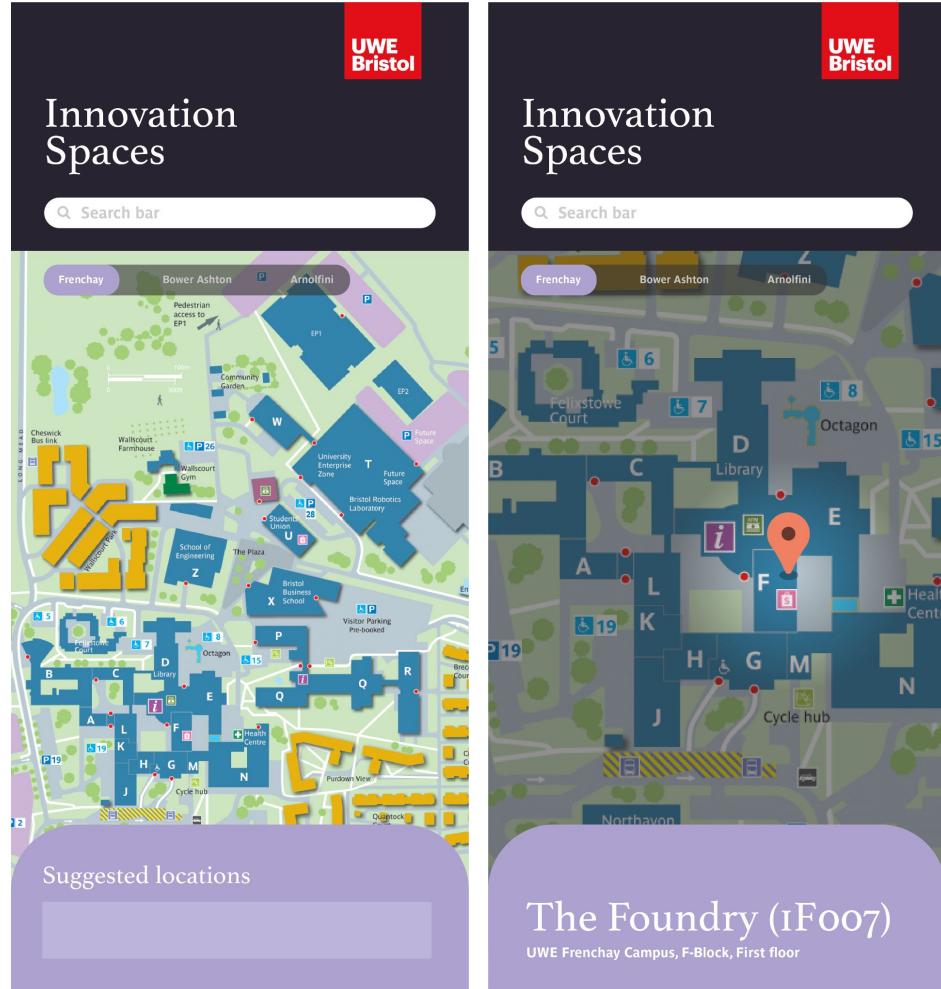
<p>ANDRE PANOR</p> <p>AGE: 25</p> <p>JOB: N/A</p> <p>ORIGIN: FRANCE</p> 	<p>SCENARIO</p> <p>AFTER RECENTLY GRADUATING FROM UWE. ANDRE LOOKS TO START UP HIS OWN BUSINESS AND WANTS TO BE SURROUNDED BY OTHER LIKE-MINDED ENTREPRENUERS.</p>	<p>EXPECTATIONS</p> <p>TO FIND AN AREA TO WORK SPECIFICALLY ON HIS BUSINESS VENTURE</p>
<p>PAIN POINTS</p> <ul style="list-style-type: none">• DOES NOT KNOW WHERE TO BEGIN DEVELOPING• NO SIGN OF POSTAGE	<p>DECIDE</p> <ul style="list-style-type: none">• GRADUATES FROM UWE BRISTOL• COMES UP WITH OF START-UP FOR HIS NEXT STAGE IN HIS CAREER <p>DISCOVERY</p> <ul style="list-style-type: none">• SEARCHES AROUND CAMPUS TO FIND A PLACE TO TALK ABOUT HIS STARTUP• FINDS AN UPDATE ON THE UWE WEBSITE AND CLICKS ON "INNOVATION SPACES"	<p>EXPERIENCE</p> <ul style="list-style-type: none">• CLICKS AROUND THE INTERACTIVE MAP AND FINDS NOTHING IN HIS BUILDING• GOES BACK INTO THE MENU AND SEARCHES "VENTURES".• ANDRE FINDS THE DESCRIPTION AGAINST A SUGGESTED ROOM APPEALING <p>RETENTION</p> <ul style="list-style-type: none">• FINDS THE ROOM CODE OF THE LOCATION• FINDS THE ROOM WITH THE IDENTICAL CODE
		<ul style="list-style-type: none">• DOESN'T KNOW EXACTLY WHAT TO CLICK• NONE

DESIGN PHASE

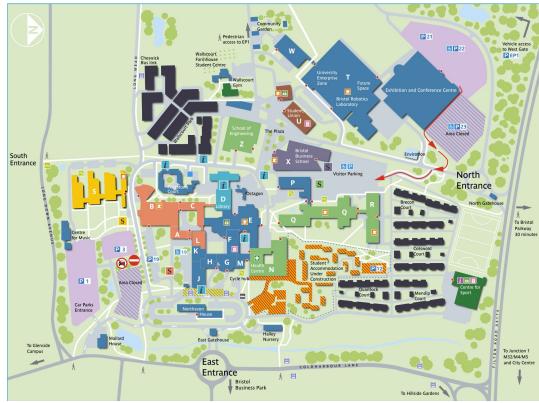
During the design phase of our project we made it a priority to ensure the app's visual elements and user experience aligned cohesively with the university's established brand guidelines. Adhering to the brand guidelines allowed us to create a design that felt seamlessly integrated with the university's digital presence and reinforced the institution's identity.

A key feature we incorporated into the homepage design was a map of the university campus. The map gives students a sense of where different innovation resources are positioned relative to their current location and other campus buildings/landmarks.

This was later removed from the developed app



DESIGN PHASE 2



Innovation Spaces - DES ▾

Home Page - Start

Innovation Spaces

Suggested locations

Home Page - Search...
Innovation Spaces

Type in the type of space, building block or equipment

Home Page - Typing
Innovation Spaces

Home Page - Search
Innovation Spaces

The Foundry
• The Works
• Incubation
More search results

Home Page - Option ...
Innovation Spaces

Music

Ventures
Recording Room
DJ Room

Engineering
Arts & Crafts
Media
Games

Space Page - Overview
The Foundry (1F007)
UWE Foundry Campus, 1st floor, First floor

Space Page - Contacts
The Foundry (1F007)
UWE Foundry Campus, 1st floor, First floor

Space Page - Equipment
The Foundry (1F007)
UWE Foundry Campus, 1st floor, First floor

Equipment 1
Equipment 2
Equipment 3
Equipment 4
Equipment 5

Locations with similar equipment

A series of screenshots showing the user interface for "Innovation Spaces - DES". The interface includes a search bar, a map view, and detailed pages for specific spaces like "The Foundry". Red arrows point from the "Innovation Spaces" section of the map and the "Innovation Spaces" section of the logo to the corresponding parts of the UI screens.

CONTENT FROM PRESENTATION 1

Innovation Space

/ɪnə'veiʃn spəs/ **noun**

a place that provide students with specific *preparations* for post-university ventures and developments in their respective fields to *enrich* a student's experience in university, become an extracurricular for them, and develop connections with new people.

Outcome 🙌

An interactive map app under the UWE brand that can show and inform students of the different innovation spaces that includes the following:

- ❖ A map of UWE (Frenchay, Bower Ashton, Arnolfini)
- ❖ Individual pages for each space
- ❖ An intuitive search bar that lets users search their preferences (room type, equipment, building)

Main Competitor UWE Navigator

Strengths

- Has a map, showing floors too
- Interactable blocks
- Features ALL facilities
- Shows walking distance

Weaknesses

- Most results are hard to understand
- Icons can clutter and confuse
- Vague descriptions (availability, opening times, etc.)
- No pictures for spaces

Opportunities

- The only room finder for UWE
- May show suggested spaces (Most Popular tab)
- Users may find places nearby UWE facilities

Threats

- Not showing Innovation Spaces
- Nobody knows about it
- Does not help find specific spaces/equipment
- Design is unappealing / difficult user experience

CONTENT FROM PRESENTATION 2

Methodology 🏭

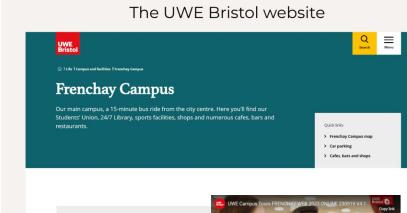
Data Collection - *Excel, Supabase*

User Research

Graphic Design - *Adobe Illustrator, Adobe XD, Figma*

Prototyping & Finalizing - *Figma, Adobe XD, FlutterFlow*

Competitor Analysis 🍀



Google Maps



Innovation Spaces ..

may have:

- ❖ Specialised equipment (VR, 3D Printers, Soundproof walls)
- ❖ Allows specific social discussions (Games, Trading)

do **NOT** include:

- ❖ Study Spaces
- ❖ Computer Labs
- ❖ Libraries
- ❖ Sporting Spaces
- ❖ Leisure Spaces (e.g. dance halls)

COLLECTING DATA 1

We used Excel spreadsheets to input data we collected on each space, such as the name, location, description, and amenities offered. The spreadsheets allowed us to systematically organise and store the information for later review and analysis.

Name of space	Block	Type of space	Room number	Floor	Contact	Opening days	Opening times	Equipment (if available)	Accessibility	How to get access
Incubation Space		Ventures			Mark Corderoy Simon Emberton Bruce McLaren		24/7			
The Foundry	F	Ventures	1F007			Everyday	06:00-22:00	-		Third year creative technologies Talent pool
Launch Space		Ventures								Membership required
Podcast Rooms	N	Audio								
Meeting Room	E									
R Block Workshops	R	Design	1R008		Geoff Sims Jamie Randall 1 Luke McCoy	Monday-Friday	09:00-17:00	Laser cutting Computerised numerical control (CNC) foam cutter CorelDraw Quark Xpress 3D Printers		
Design Studio	R	Design	2R026		Justin Robbins Tom Garme Luke Davies John Griffiths Ben Starling 2 Patrick Thornhill	Monday-Friday	09:00-17:00	Virtual Reality Photography Studio Arduino Support Computer Aided Design (CAD) - SketchUp - Autodesk (acad, revit) - Rhino - Parametric (Grasshopper) - Solidworks Graphic Design (Adobe suite) - Photoshop - Illustrator - InDesign		
Photographic studio	R	Design	2R002		John Griffiths 2 Luke Davies	Monday-Friday	09:00-17:00			
Project Room	Q	FET	2Q31		Ben Starling Justin Robbins 1 Patrick Thornhill			AutoCAD Revit Navisworks		
Surveying store	Q	Geography	2Q42		Steve Brown 1 Dr Andy Geary			Land and site surveying Total stations Automatic levels Microplastics analysis in soils/sediments and water - SMI extraction units - filtration - microscopes (stereo, compound, petrological) Particle size analysis - Malvern 2000 Mastersizer - sieve shaker Microfossil and pollen analysis - microscopes (stereo, compound, petrological) - centrifuge - hydrofluoric acid compliant fume cupboard Water quality analyses - DO		

COLLECTING DATA 2

We then migrated the relevant data from Excel into Supabase, an open-source database. Supabase is directly integrated with FlutterFlow, a platform for building mobile and web applications. By moving our data into Supabase, we could seamlessly connect it to the FlutterFlow app we were developing, enabling us to display and interact with the innovation spaces information within our custom application.

id	uuid	t	room_name	text	campus	text	images	text	opening times	text
5592ac0d-4952-4d6b-8d5f-4e5f27e2e44			Surveying store		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
041d85cf-58e7-480a-aa70-65f0124ccbf			Physical Geography Teaching Laboratory		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
739e6626-2:20-45cd-a85b-93577da435c			Environmental Change Laboratory		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
d76e6402-80ac-4e3b-b5b5-b7ea54bc3a7c			Soil Mechanics Laboratory		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
70d97565-afb4-4cd3-bff-6448a10bb638			Team Entrepreneurship		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
c4e55715-3251-42e0-91f1-c537c7c7dfb			Team Entrepreneurship		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
37a196b8-e3d8-4853-a49e-e6ba3d1615f			Business and Law Clinic		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
3bd478eb-ab2a-4b9c-b385-3bcc24ba4a1			Business and Law Clinic		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
a0104c78-8da0-467e-b2ac-c4d993b9ad7c			Business and Law Clinic		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
b76aa9b-4cc5-4fa1-b2e8-2e6b67c3883c			Business and Law Clinic		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
04e200eb-b1c8-4921-97d0-a5639765ccb1			Law Court		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
6e5b1880-2853-4f61-b4c5-bb3c9ff7a4d6			Law Court		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
aee062d3-2c1b-4d92-8ffc-78a5014b0c1f			Law Court		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
0601de45-8f3d-4807-bbda-a2baa4d7e27			Student Ventures Start Up Incubator		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
a7bc5ded-a538-456b-a10a-2960054b78			Design Studio		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
03bb6440-cf53-4455-8f10-8bb84aac1118			Photographic Studio		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
495e447f-cf4f-4b9e-ae0f-fd9eacdb14e0			Project Room		Frenchay		EMPTY		XX:XX - XX:XX	
8e0598bd-c683-4fea-b85e-d98c5170893			Bloomberg Trading Room		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
601dec02-b23b-4464-9292-c5d4fe1cd4			Bloomberg Trading Room		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
29f7cc14-e8dd-4182-a6cc-a887d986b5fd			Workshops		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	
1380e2f8-df03-4682-95c4-c388d7ef0000			The Foundry		Frenchay			https://pvqalhgqplkjtdznaad.supabase.c	XX:XX - XX:XX	

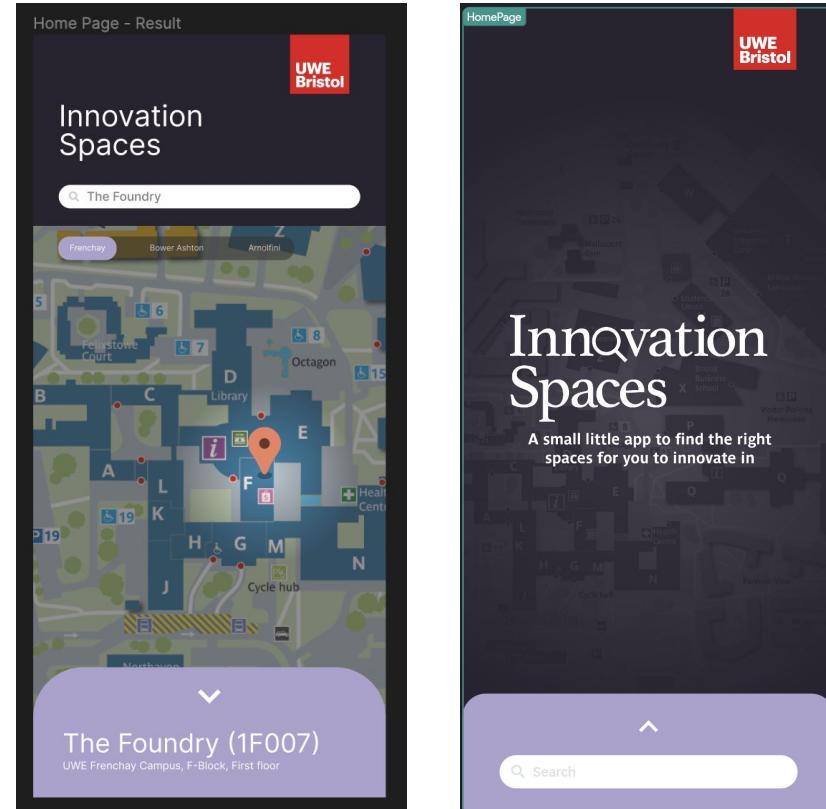
MOVING FROM FIGMA TO FLUTTER FLOW 1

Converting designs from Figma to a development platform like Flutter Flow can be tricky at times. Some design elements or layouts may not have matches in Flutters framework and the customisation options in Flutter Flow might be limited. Mobile platforms have their design standards and user interface conventions that may not perfectly align with web or app designs. Implementing animations, interactions and responsive design requirements for screen sizes can add to the complexity. If you are new, to using Flutter or Flutter Flow there is also a learning curve to navigate.

Homepage:

Figma on the left

FlutterFlow on the right



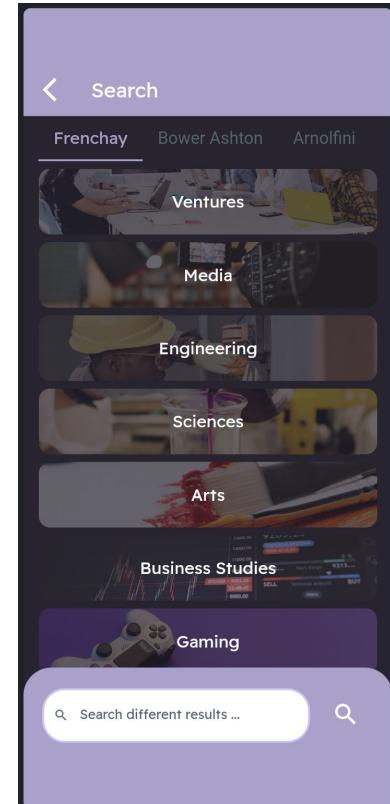
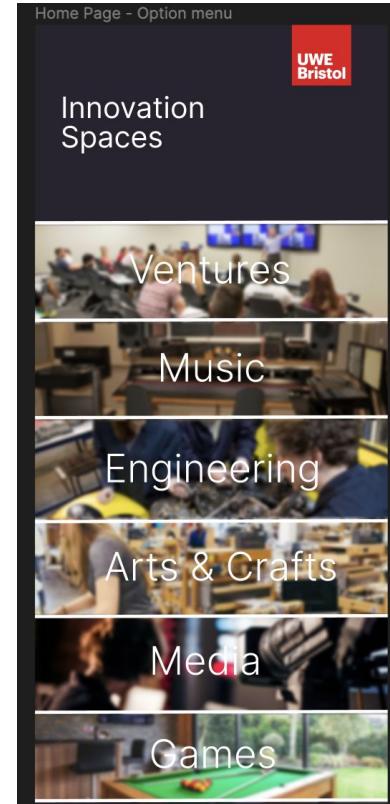
MOVING FROM FIGMA TO FLUTTER FLOW 2

To tackle these challenges you might have to streamline or modify designs to align closely with Flutter's features and the typical patterns of platforms. Delving into Flutter methods such as crafting custom widgets handling animations or incorporating libraries can empower you to execute more intricate UI designs. Engaging with the communities of Flutter and Flutter Flow for solutions. Collaborating with developers can help bridge the divide between your vision and the actualised application. Ultimately some compromises between design choices and technical limitations are often unavoidable, in order to create an efficient mobile app based on your designs.

Option Menu/New homepage:

Figma on the left

FlutterFlow on the right



DEVELOPMENT PHASE 1

FlutterFlow v4.1 — Flutter 3.13.7

Innovation Spaces

Build

Commonly Used Elements

- Text
- Column
- Row
- Container
- Image
- Button

Layout Elements

- Container
- Row
- Column
- Stack
- Card
- ListView
- GridView
- Spacer
- Divider

Size (px)
393 x 852

v1 ✓

Page Parameters

Route Settings

Scaffold

HomePage

Opacity

Page (Scaffold) Properties

Background Color #aca1cf

Safe Area

Hide Keyboard on Tap

Disable Android Back Button

Nav Bar Item Properties

Show on Nav Bar

Always Show Nav Bar on Page

Search for widget... (Ctrl + F)

Page Preview

Innovation Spaces
@ UWE Bristol

Frenchay Bower Ashton Arnolfini

Subway Sandwiches

School of computing

P Block

Post Service at UWE Frenchay Campus

UWE Studentpad

Univ of the West of England

Frenchay Campus Library

East Entrance Frenchay Campus

Northgate

UWE UNION

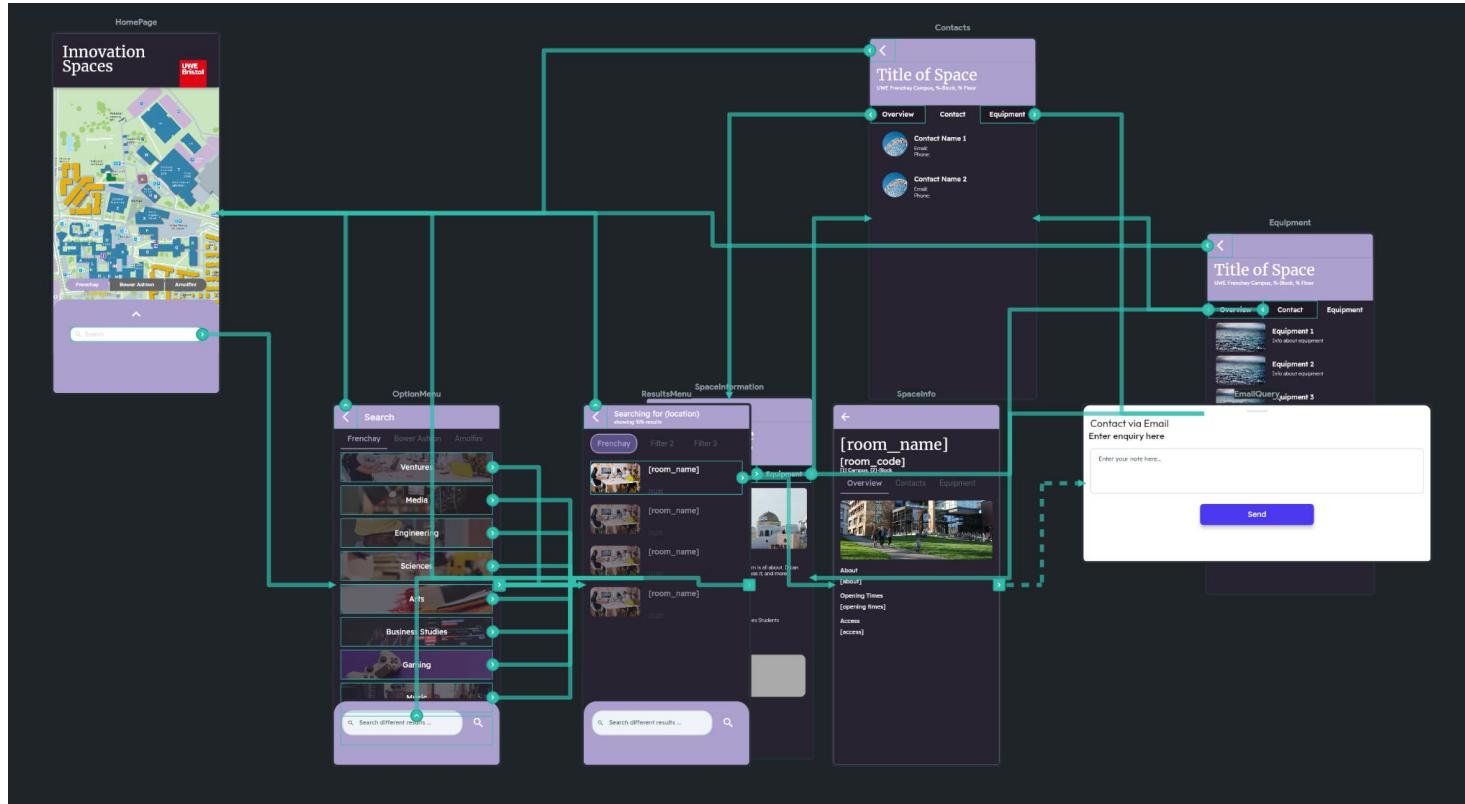
The Grill

View

Location Name Here

Additional Information Here

DEVELOPMENT PHASE 2



DEVELOPMENT PHASE 3

HomePage

UWE Bristol

Innovation Spaces

A small little app to find the right spaces for you to innovate in

Search

Frenchay Bower Ashton Arnolfini

- Ventures
- Media
- Engineering
- Sciences
- Arts
- Business Studies
- Gaming

Search different results ...

UWE Bristol

Frenchay

Searching for (location) showing %% results

Frenchay Filter 2 Filter 3

- [room_name] [1],[2]

Title of Space

UWE Frenchay Campus, % Block, % Floor

Overview Contact Equipment

About

Here is a short description of what the room is all about. It can go over its features, the people who may use it, and more.

Opening Times

09.00 - 17.00

Access

UWE Card for 3rd Year Creative Technologies Students

Suggested Locations

Contact Name 1

Email: Phone:

Contact Name 2

Email: Phone: