

List five existing designs (inspirations) that relate to your thinking. The relationship could be very concrete or very abstract. For each design, give brief explanations (1-2 sentences) for why you chose those designs.

5-10 words that relate to my design idea are:

- [1] Organize
- [2] Manage
- [3] Assist
- [4] Relax
- [5] Checklist
- [6] Catalogue
- [7] Conform
- [8] Adjust
- [9] Arrange
- [10] Systematize

Inspiration 1: Luggage & Suitcase Checklist

Link: <https://play.google.com/store/apps/details?id=com.lugcheck&hl=en>

Interesting workflows that this application provides include an option to create a suitcase list and also allow users to capture the items stored in those suitcases, items can be marked as packed or unpacked and also allows a search for a packed item in a suitcase.

Inspiration 2: EasyMeasure - Measure with your Camera!

Link: <https://itunes.apple.com/in/app/easymeasure-measure-your-camera/id349530105?mt=8>

EasyMeasure mobile application allows measuring the height and width of objects in a very intuitive and easy way. It also provides a way to switch on flashlight for measurements in the dark.

Inspiration 3: Withings WiFi Body Scale

Link: <http://www.amazon.com/Withings-WiFi-Body-Scale-Black/dp/B002JE2PSA>

It provides an intuitive user experience by automatically uploading and syncing the weight readings using its Wi-Fi connectivity. The large range of Wi-Fi connectivity allows user to weigh from anywhere in home, no matter where the wireless router or access point is located.

Inspiration 4: Built-in scale - Ricardo Beverly Hills

Link: http://usatoday30.usatoday.com/travel/flights/2006-04-06-luggage-scale_x.htm

Travel innovation at its best. A bag with a built-in digital scale that tells you the exact weight of what you've packed. The built-in Over-Weight Indicator lets you pack more while saving money on airline fees by allowing you to easily determine if your bag is overweight.

Inspiration 5: My TSA Mobile Application

Link: <http://www.tsa.gov/traveler-information/my-tsa-mobile-application>

It's a stunningly simple solution to a very real problem. "Can I Bring_____?": Users can type in an item they plan to bring on a trip to find out if it is permitted or prohibited, and whether they should pack it in carry-on or checked bags.

Which of the design briefs does your observation (from Assignment 1) fall under: Change, Glance, or Time? Explain what activity you observed and how it relates to the brief. Write down your Point of View.

My observation falls under the design brief **Glance**.

I observed three people performing the **baggage packing activity**. Three tasks that were given to them and observed were:

[1] Identifying the (prohibited) items in hand and checked baggage as per the regulations

[2] Weighing the baggage as per the airlines policies

[3] Measuring the baggage as per the airlines policies

Relation to the brief: My design brief focuses on the experience of travelers while packing their baggage before they embark on their journey. This specific leg of the experience is both mentally and physically exhausting for the travelers.

Activities observed of three users performing the specific task of packing their baggage (including weighing and measuring) that were about to travel in coming days ***relates to the design brief*** as it captures the baggage packing experience. Observing them provided very useful insights that helped me to come up with a set of goals that will drive the creation of my dashboard application.

Point of View: Provide travelers a delightful baggage packing experience that assist and aid them in packing and arranging their baggage.

Upload a comprehensive set of digital photos or scans of both of your storyboards.