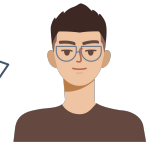
2 plus 4

front-end fundamentals and some back-end fundamentals

Jiawen Li(IT)

Project Management, full-stack development, Organisational skills, Leadership



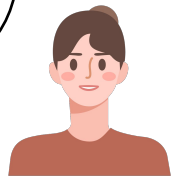
Wei Liu(Com/IT)

front-end fundamentals and some back-end fundamentals

He Zong(IT)

front and back-end development, user-centered design

Weiduo Lin（IT）



Good visual aesthetic, prototyping ability

Yao Xiao(ID)

Basic front-end knowledge and a serious attitude toward work

Yuqing Zhang(ID)

Domain

Travel Planning

Problem space

Family road travel planning differs significantly from both self-guided tours and group tours, as it involves balancing a wide range of individual preferences among family members.

The challenge lies in the complexity of accommodating diverse travel interests and priorities within the family, making it difficult to develop a singular itinerary that satisfies everyone's preferences

Design Opportunity

Problem:

Different preferences

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How to balance?

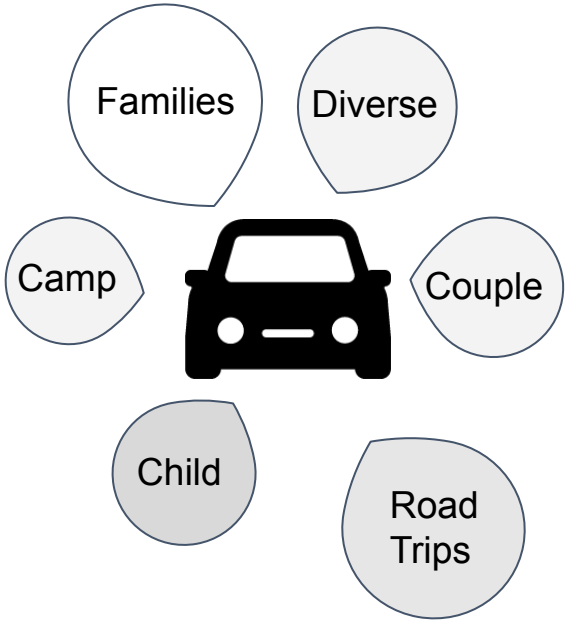
Opportunity:

Integrate multiple user preferences

an algorithm that can prioritize preferences

fuzzy analytic hierarchy process

Audience



Concepts

Personalization recommendation system

Interactive map interface

Dynamic stroke adjustment

Highway navigation

Existing Design

TripIt

Wanderlog

Disadvantages

Low personalized recommendations
No safety tips

Our design

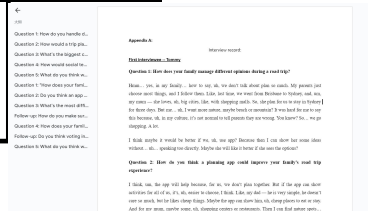
Provide more detailed personal recommendation services

Advantages

Provide Safety tips

&

High Personalization



Work Plan and Methods

Research Phase
Literature Review:
-Understanding family travel circumstances and the technologies used in planning.

User Research (Due: Sep 6)
-Interviews: 2-3 families per member on travel preferences and planning negotiations.
-Observation: Weiduo Lin observes family planning behaviors.
-Survey: Gather data on travel frequency and challenges.

Design Phase (Due: Sep 11)
Idea Generation:
-Brainstorming session: 3-5 ideas per member.
-Co-design Workshop: Involve families in the design process.

Initial prototype development(Due: Sep 13)
-Wireframes: Low-fidelity layouts of features and pages.
-Interactive Prototypes: Simple models using cardboard.

User Testing & Iteration (Due: Sep 28)
-A/B Testing: Validate concept prototypes.
-High-Fidelity Prototypes: Develop using Figma/Arduino, and test with 4 families.
Final Prototype: Deliver the validated final concept prototype.