Uncharted: Discover the Destinations you Never Imagined

Team

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Problem and Solution Overview

Travelers and travel planners are inundated with information about locations and itineraries that is often irrelevant to their needs. We seek to simplify and improve travel planning by making new places that suit your needs easily discoverable. We will only share the important details, preventing information overload and keeping the location and activities relevant to your stated desires.
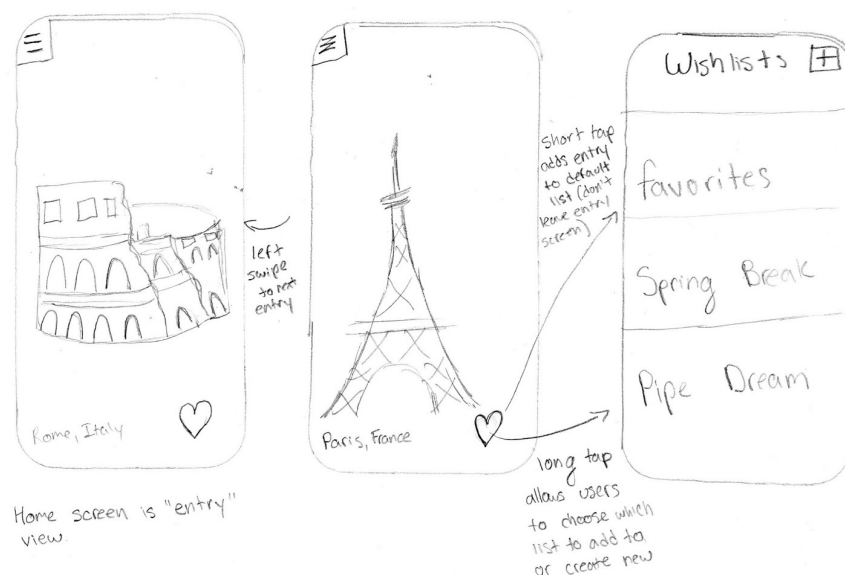
UI Sketches

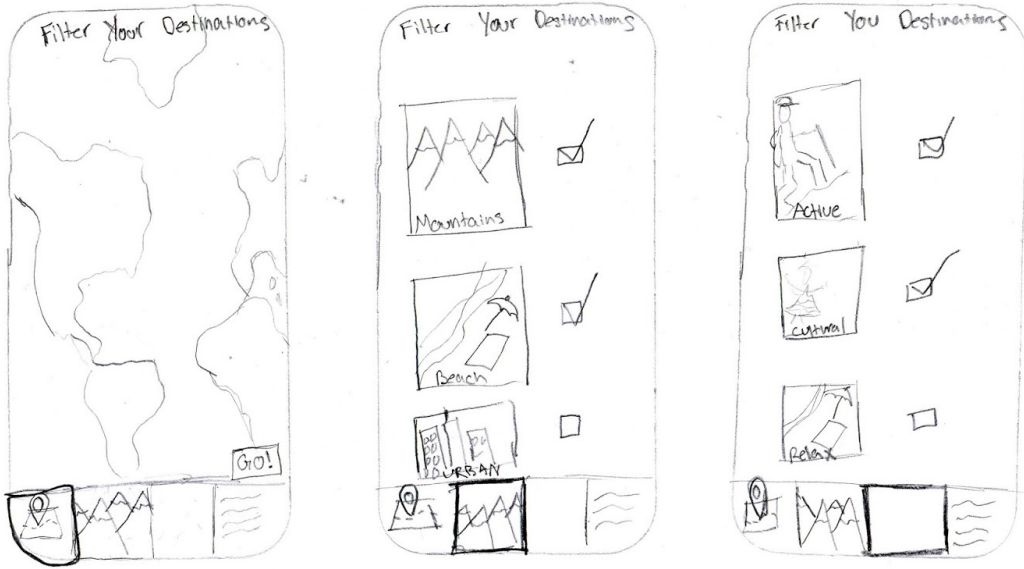

Figure 1: Home screen and favoriting in UI #1
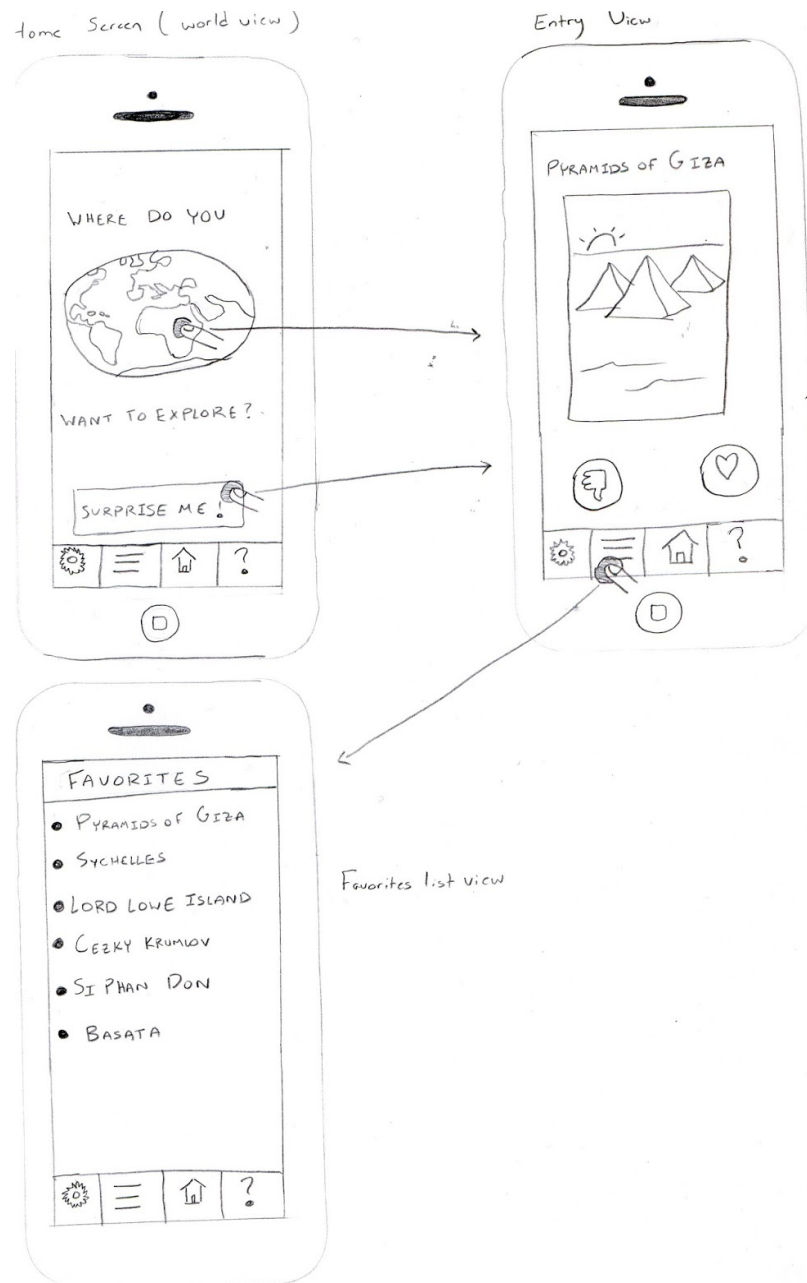
Figure 2: Filtering in UI #1

Figure 3: Home screen, entry view, and favorites list in UI #2

Selected Interface Design

We selected UI #1 because this interface is more visually/pictorially focused than the other interface. We want to showcase locations and inspire people to visit them, which is often done visually. Reviews, descriptions and words obviously help as well, but

as our contextual inquiry showed us, people want less words rather than more when it comes to travel.

The interface we did not select has a menu bar that is always present, which would detract from the uncluttered picture view we desired.
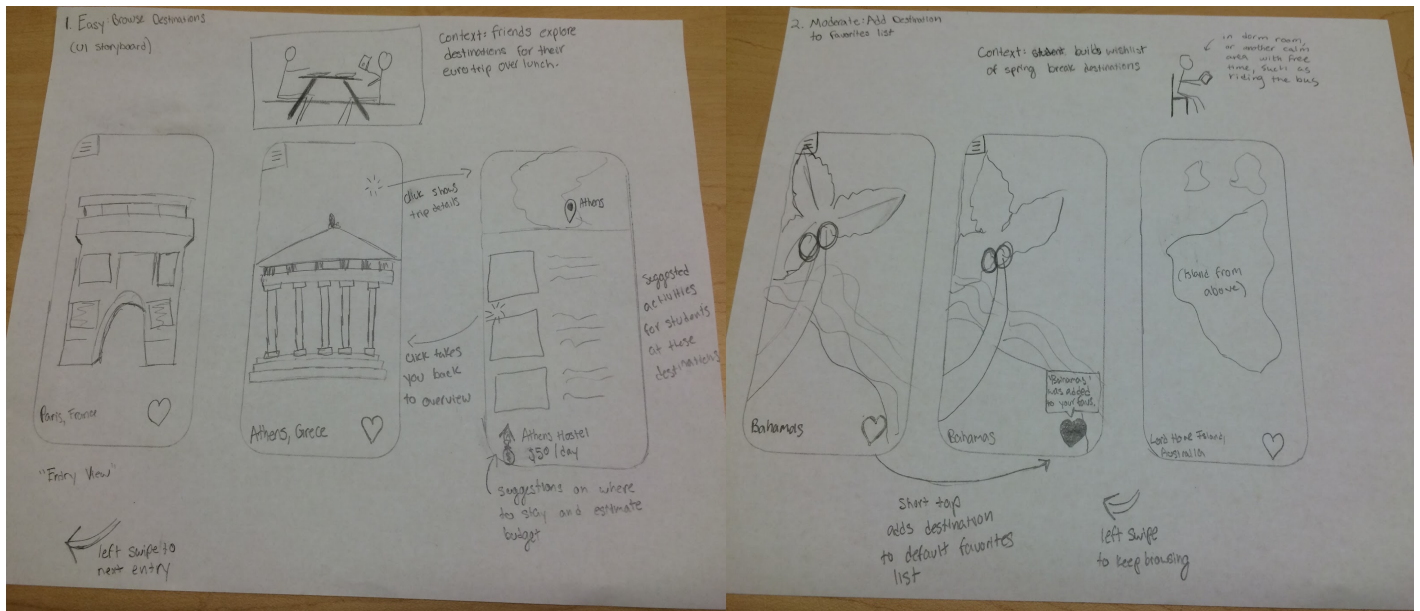
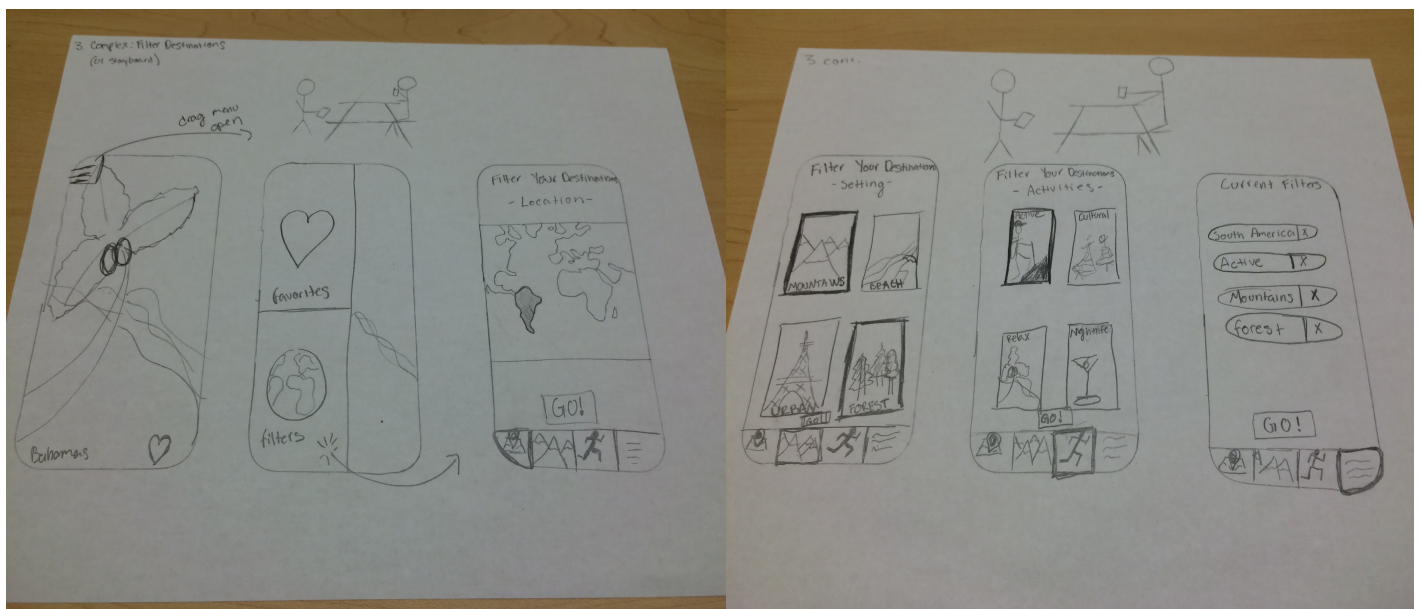## UI Storyboards

Figure 4: Easy task

Figure 5: Moderate task

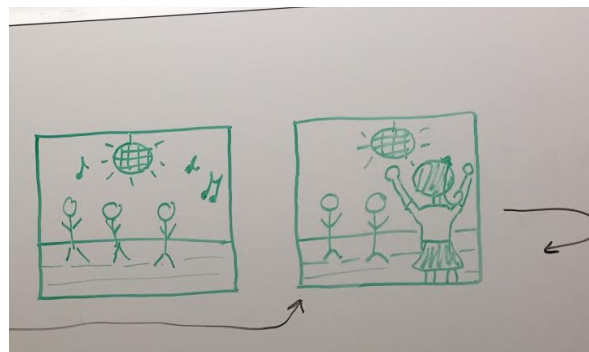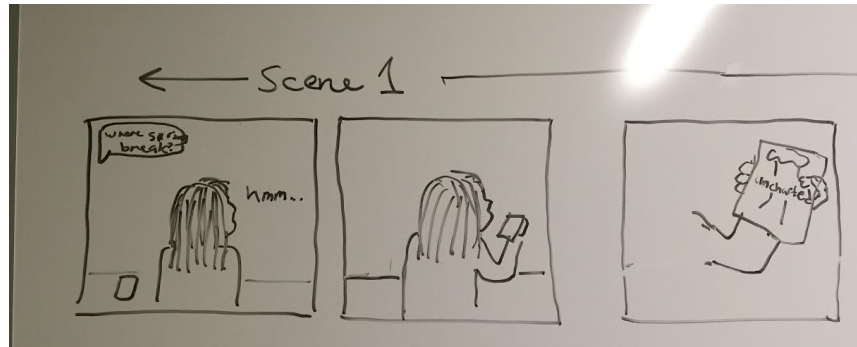# Video Storyboards

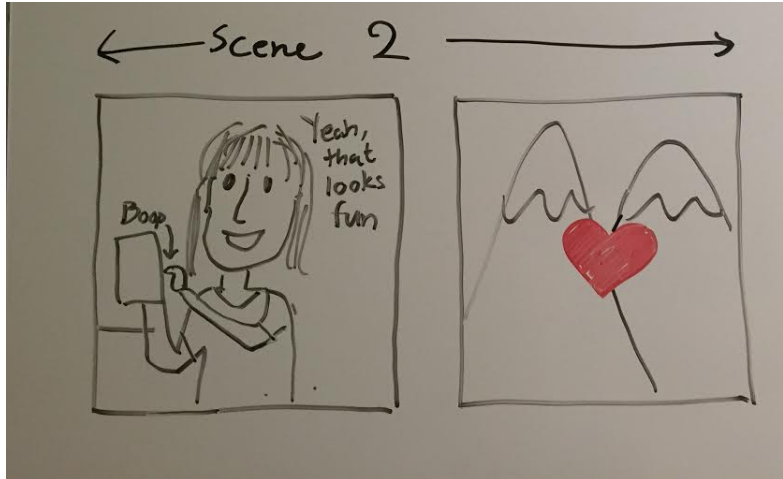**Figure 7**: Scene 1 in the Video Storyboard

Figure 8: Scene 2 in the Video Storyboard

Figure 9: Scene 3 in the Video Storyboard

Concept Video Description

During the planning for the video we realized we already had a fairly concrete idea of what we would want the video to show and the story it would tell. This portion took about 2 hours. However, we later realized that some portions of our storyboard could turn out awkward in practice, and we ended up trying to remove all dialogue in order to prevent awkwardness.

We then reached the shooting portion, which was difficult in several regards. We had very specific requirements for the shots we needed. For example, we wanted a text to be able to pop up on a wall behind Kate, our main actress in the video. This meant we had to find a table or desk next to a blank wall, but in a room with adequate lighting. Furthermore, it was difficult to get quality green screen photo booth shots, and find blank walls that would work well for the green screening. We could not move much, or quickly, because the background would become patchy. This portion of the video took roughly 4-5 hours.

Editing the video was a much more difficult process than initially intended due to some effects we wanted to have, such as text messages and filters appearing on walls, which required creating images with transparent backgrounds and other forms of image editing. On the other hand, iMovie had features that we had not previously anticipated, such as map transitions, which facilitated our lives. This portion took about 8 hours.