

# Travel Us

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2018**


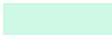
**Problem**

How can Travel Us help  
people collaborate on  
trip planning?

# What's the competition doing?

	Real time collaboration	Easy to use planner	All type of transportation	Recommendations
Triplt	Not immediately clear	Immediately clear	Immediately clear	Immediately clear
Google Trips	Not immediately clear	Immediately clear	Immediately clear	Immediately clear
Road Trippers	Not immediately clear	Immediately clear	Not immediately clear	Immediately clear
Trip Advisor	Not immediately clear	Not immediately clear	Immediately clear	Immediately clear

For the sake of the exercise, this isn't a full competitive analysis, I didn't go through a full trip experience with each one.

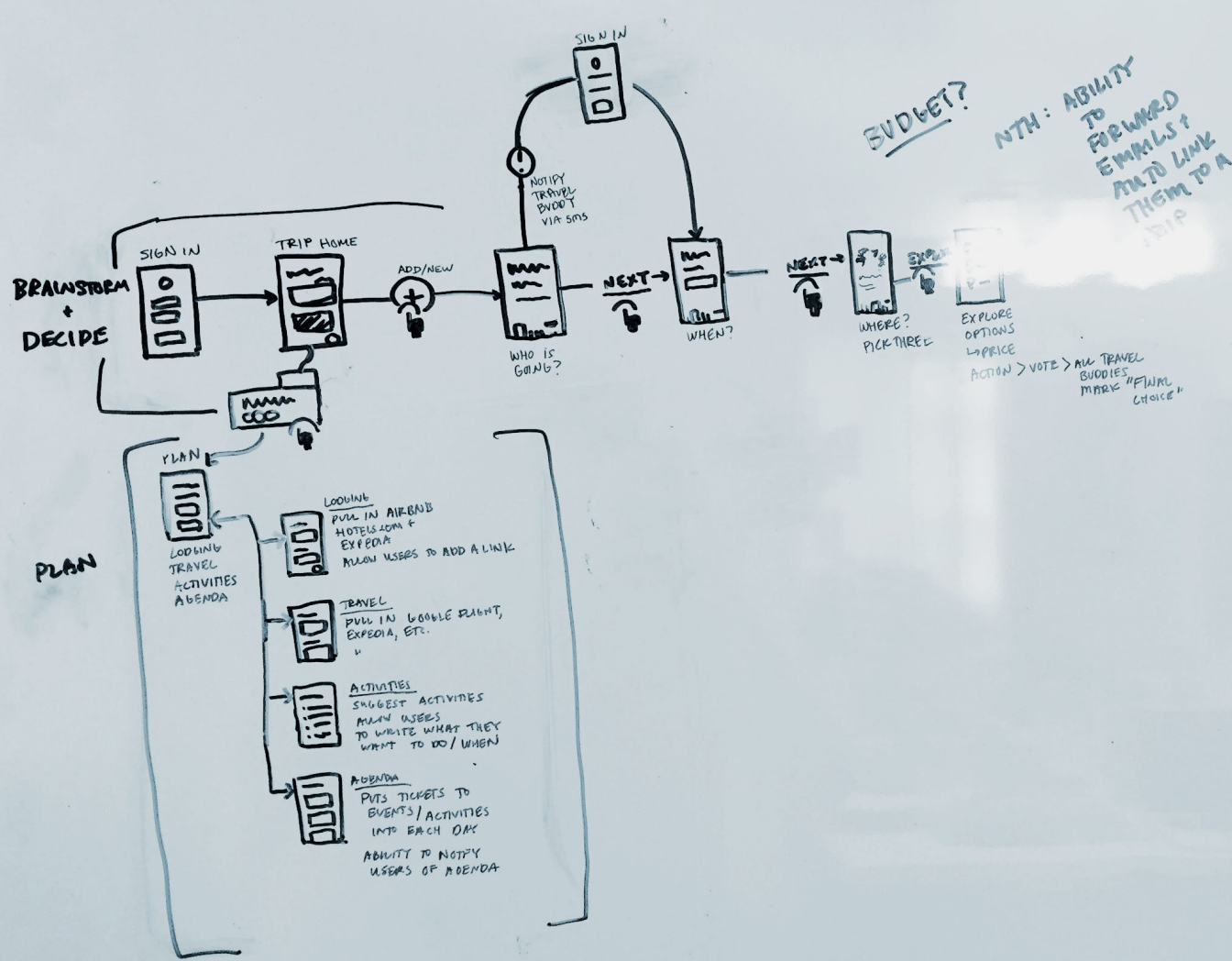
 Not immediately clear  
 Immediately clear

## **Focus**

Based on a brief look at the competition I decided to focus this exercise on the collaborative aspect of planning.

# Stages of taking a trip with others



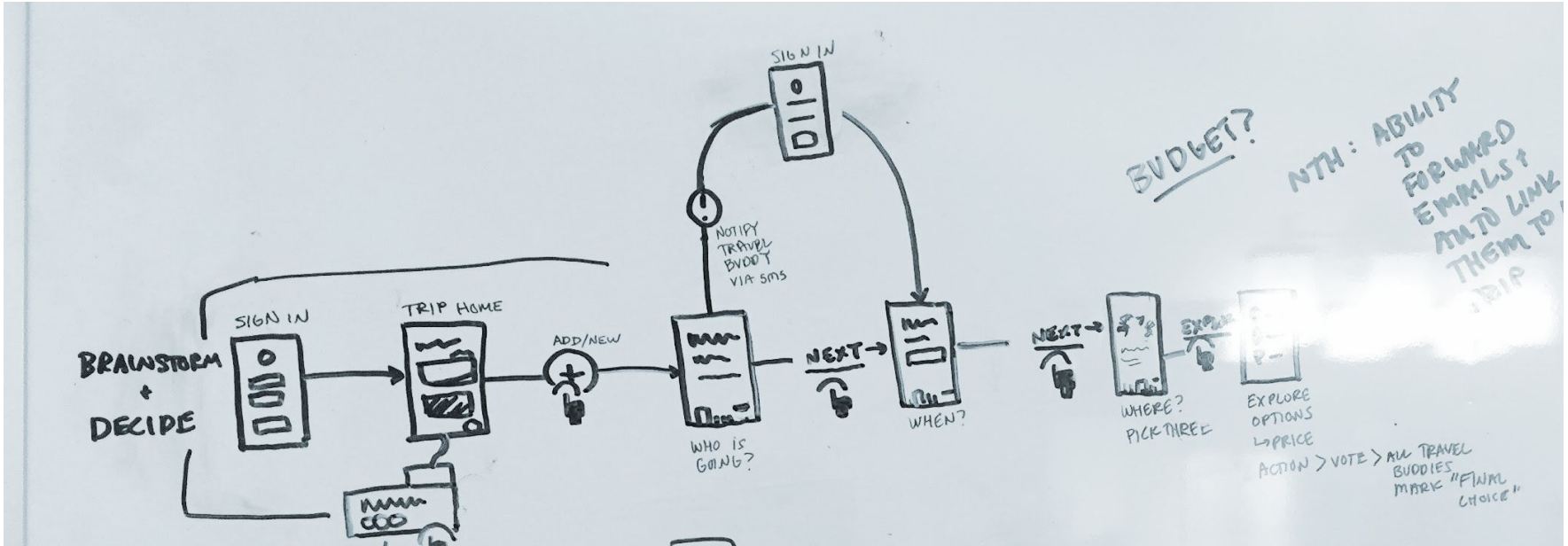


Sketched out a quick flow focusing on collaboration

# Brainstorm

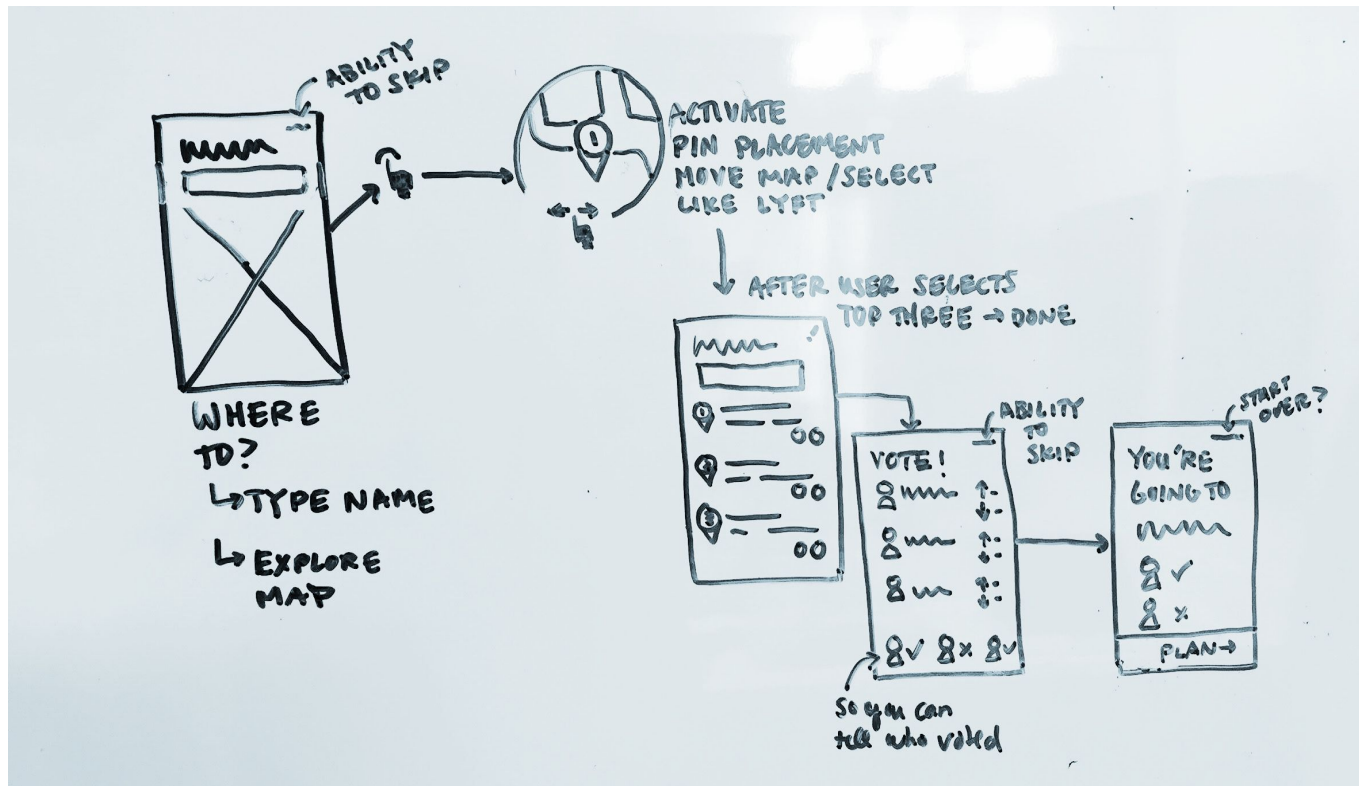
Travel buddies may all have different times they can travel or places they want to go.

This is the phase where everyone discusses what they want to do, looks online at different prices and activities.



# Decide

To take the trouble out of deciding where to go by using an optional voting feature.



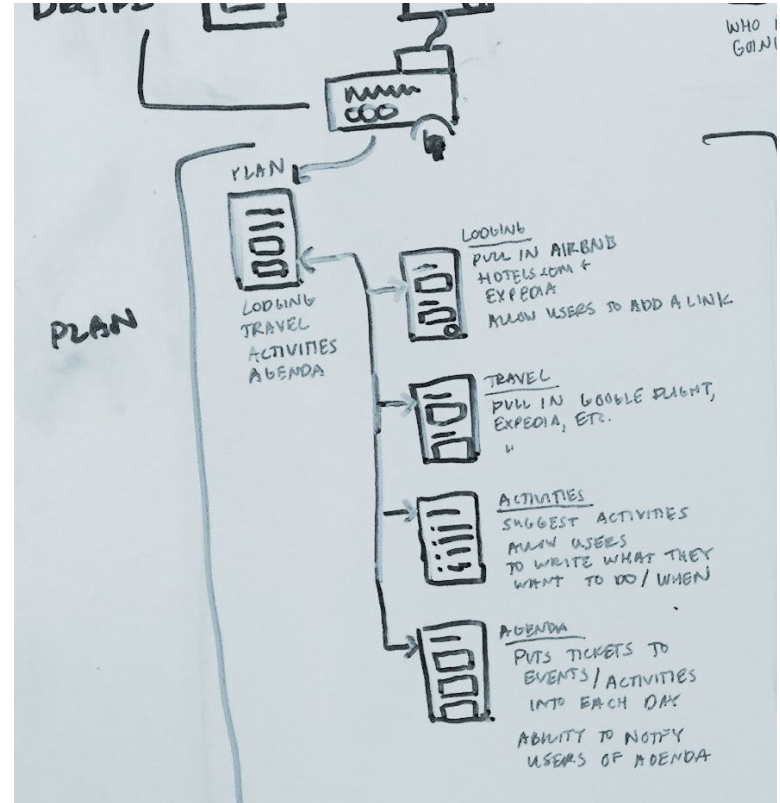


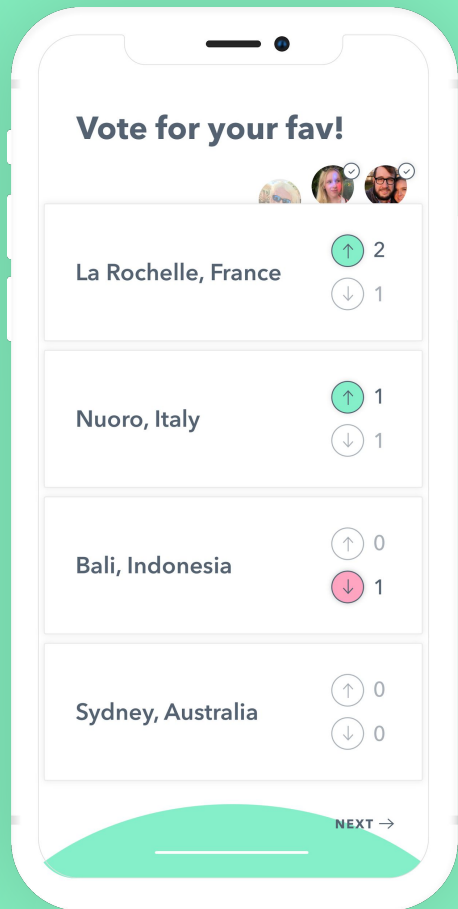
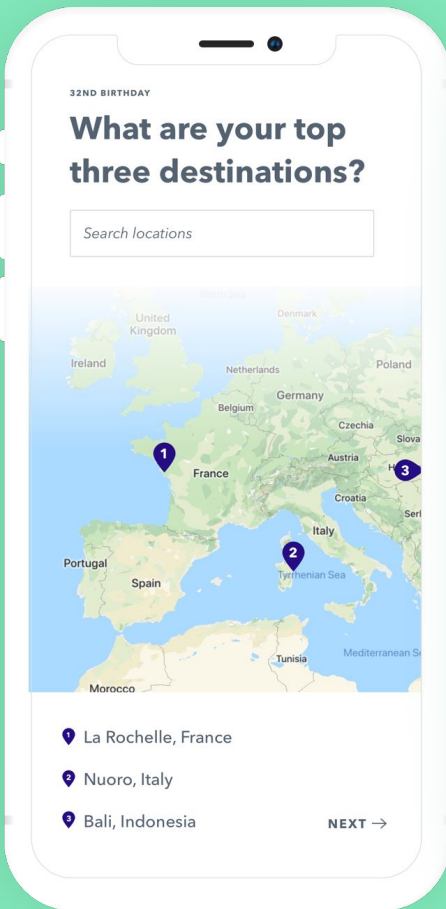
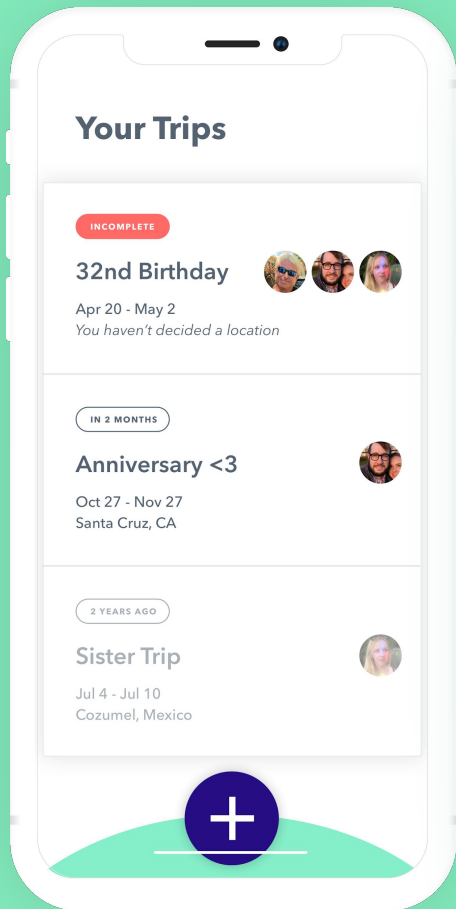
# Plan

Some users might get very detailed with their planning, using spreadsheets to map out each day.

Other users will plan high level items such as transportation methods and lodging, and then conduct spontaneous activities when they arrive.

Users in between like to have a list of possible activities and decide on an agenda each day.





# Monetization

Allow businesses to advertise their activity, lodging, or transportation service

Allow users to buy additional planning spaces (allows users to plan multiple trips at once)

Allow users to buy pre-planned trips

# If I had more time

Understand how people plan trips now, for the sake of the exercise, I used my own experience to guide the design. Ideally, we would use user data instead.

Study what third parties people use to plan trips and include them in the selection process.

Explore how this UI might be different for people traveling with children or people who have a very strict budget.

Explore ranking vs. up-vote-down-vote.

That was fun!