

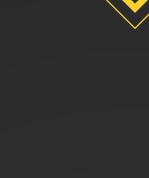
THE CHALLENGE

This application will enable them to book a ride from any place and they will be picked and dropped depending on the drop location. This applications will also help tourists to book bikes, cars or taxis well in advance. It also provides a list of places and images of places that they can visit. . **Duration:** 2 months **Group size:** 1 person

Brief: The challenge was to create a mobile application to provide quick and reliable transportation facility for the locals in Goa as well as the tourists coming to Goa on vacation with friends and family. As it is very difficult for the locals to immediately find an auto or pilot and they need to go to the pilot or auto stand all the way.

> My role: I did the Analysis wherein I worked on the Case Study, User study and Market Research and created Personas, Empathy Maps and Customer Journeys. I also did the branding and visual design.

Design Process: The five step approach of Design Thinking was used to design this application. It was extremely important that the message could be sent using minimum user interaction. Since this idea was entirely new, there were several iterations as how to carry out the working of this concept in reality.



Desired Outcomes: The output of the application was to enable the local user to book a ride whether it is a pilot ride or auto from anywhere and save them the

SUMMARY

trouble of going all the way to the stand.

The application helps book the tourists their choice of transport well in advance and they are provided with a bunch of options to choose from. It also provides a list of places along with location as well as images to visit. The option to add your own images and location is also provided. The main aim of this application is to help make travelling quicker and easier. Process: CASE STUDY, USER STUDY, MARKET STUDY, ANALYSIS, EMPATHY MAPPING, CREATING PERSONAS, CUSTOMER JOURNEYS, FEATURE LISTS, INFORMATION ARCHITECTURE, WIREFRAMES, UI DESIGN AND PROTOTYPING.

Insights- Decisions: In the application, apart from booking rides it gives you the freedom to choose the type of vehicle and proper details about the vehicle and the owner are provide along with all necessary documents and the option of sharing documents like license is provided. It also gives you a list of places to visit and a feature to add your own images...

advance. they are also provided with an option to view documents of vehicle as well as owner details and they can also share their documents like license. The application shows a list of places along with location and images that people can visit. This application will help solve transportation problem in Goa. Lessons Learned: The most important thing to design any product or service is to empathize with the user. Empathy has tremendous power in it and can create wonders. Further, frequent iterations are important. A Design is never final. It keeps on improving with every iteration.

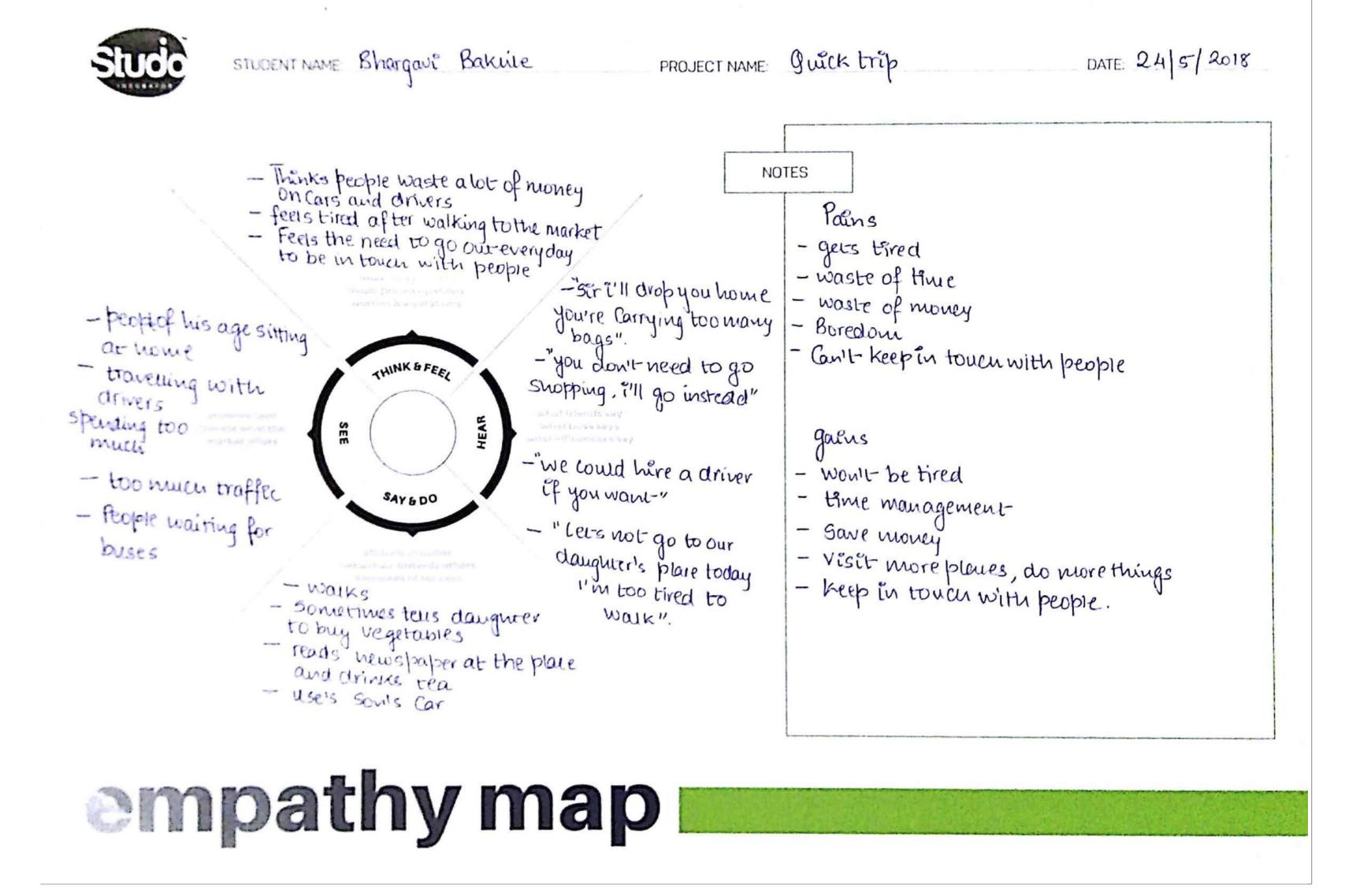
Results: The local users can easily book rides from any place, they can choose from the local options that are provided. The tourists can book their vehicles well in



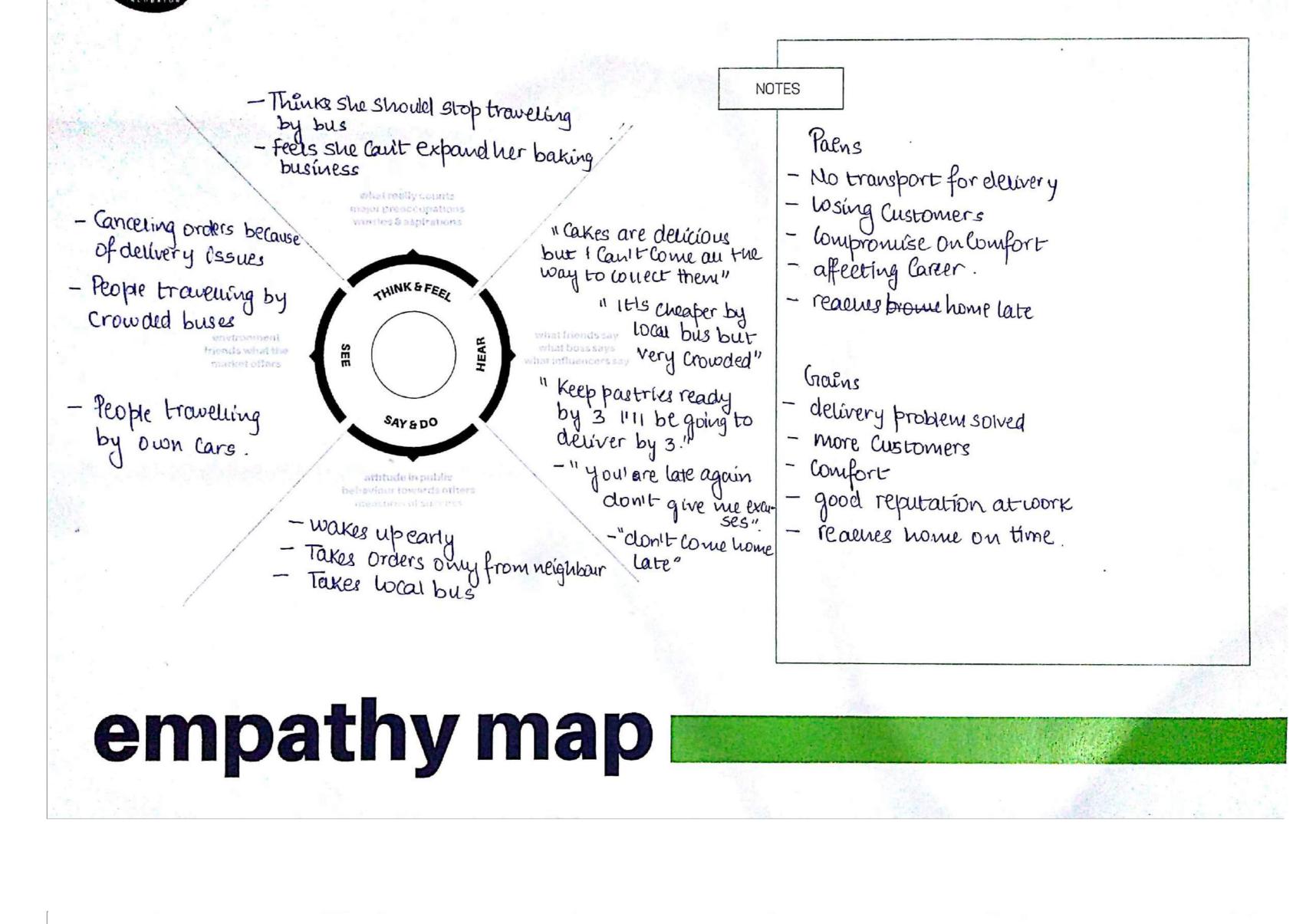
USER'S PROBLEM: The local user cannot find a pilot or an auto easily till the go to the pilot or auto stand.

Tourists need to contact friends or middleman to book bikes or cars. Sharing of documents is a problem for the user..

SOLUTION: A platform was designed which would help. The local users can easily book rides from any place. they can choose from the local options that are provided. The tourists can book their vehicles well in advance. They are also provided with an option to view documents of vehicle as well as owner details and they can also share their documents like license. The application shows a list of places along with location and images that people can visit.



STUDENT NAME



PROJECT NAME:

NOTES

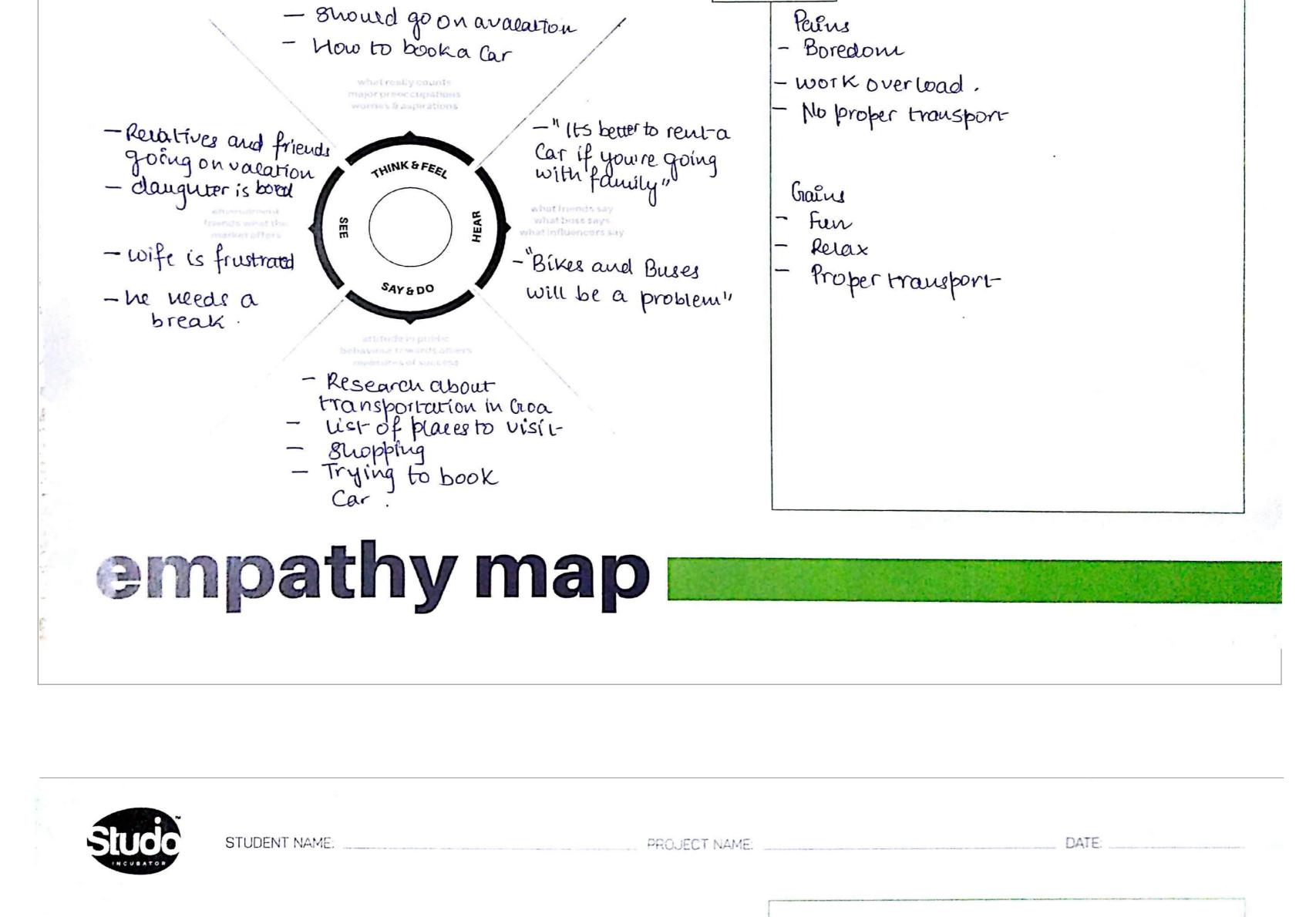
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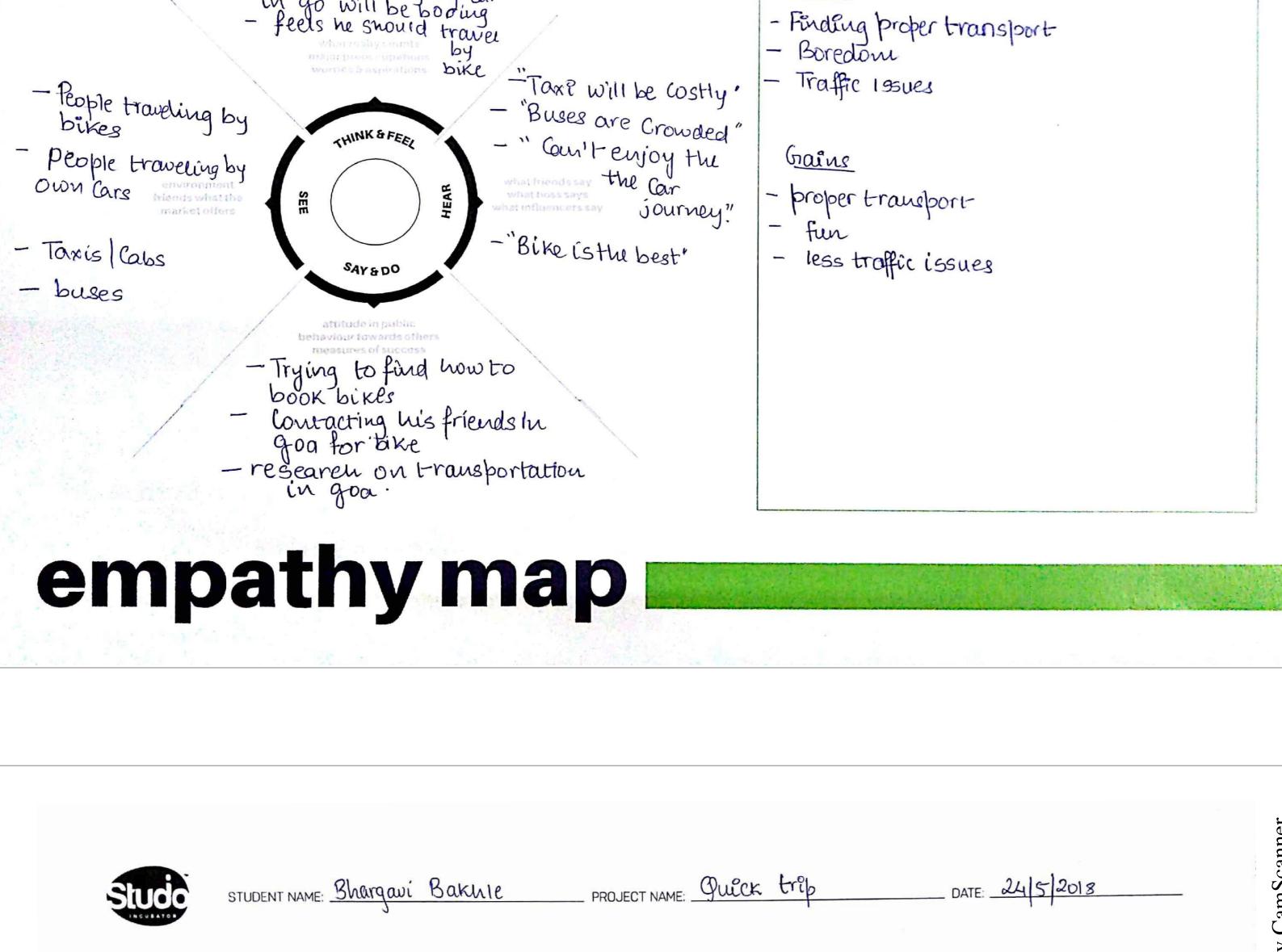
Pains

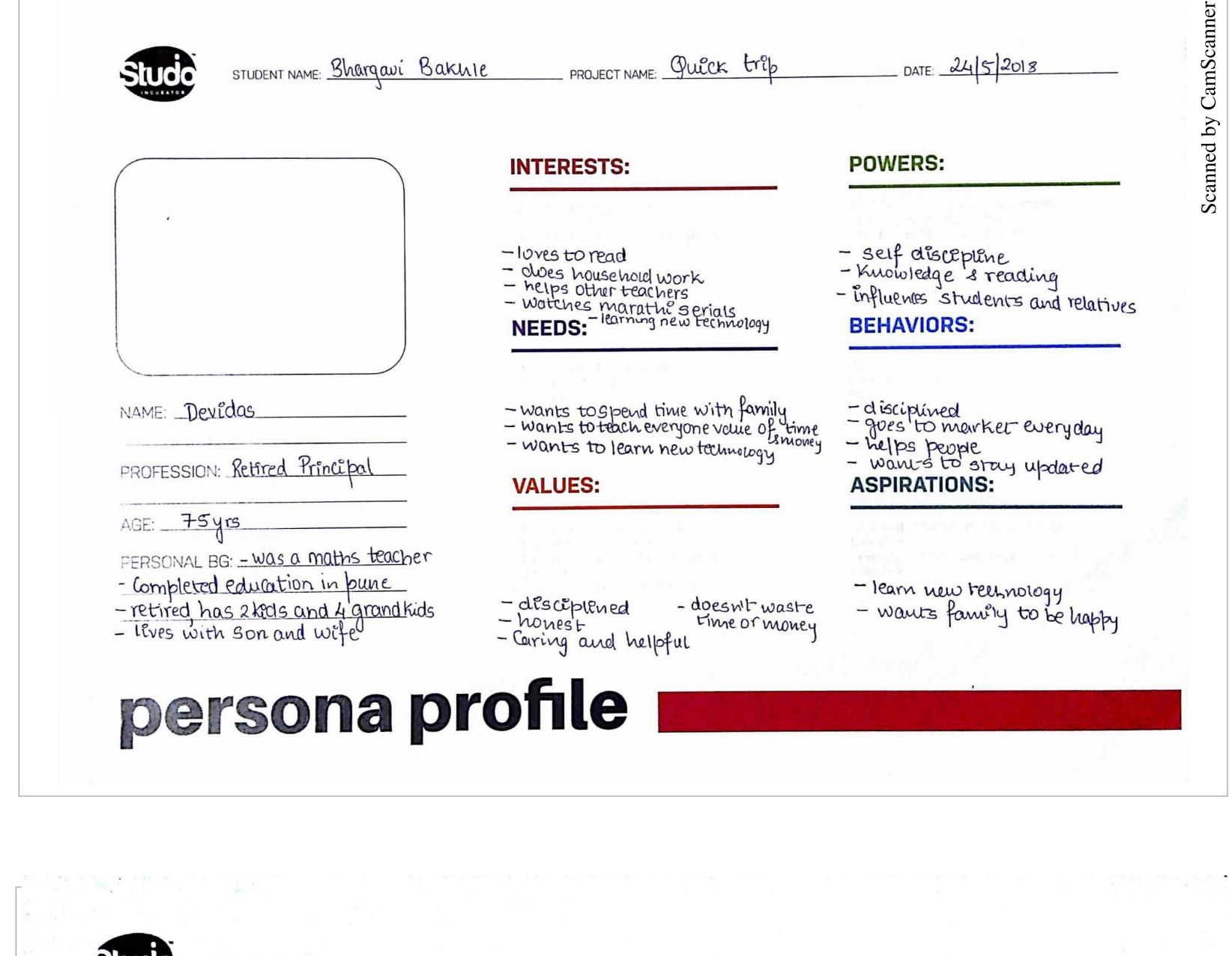
- Finding proper transport

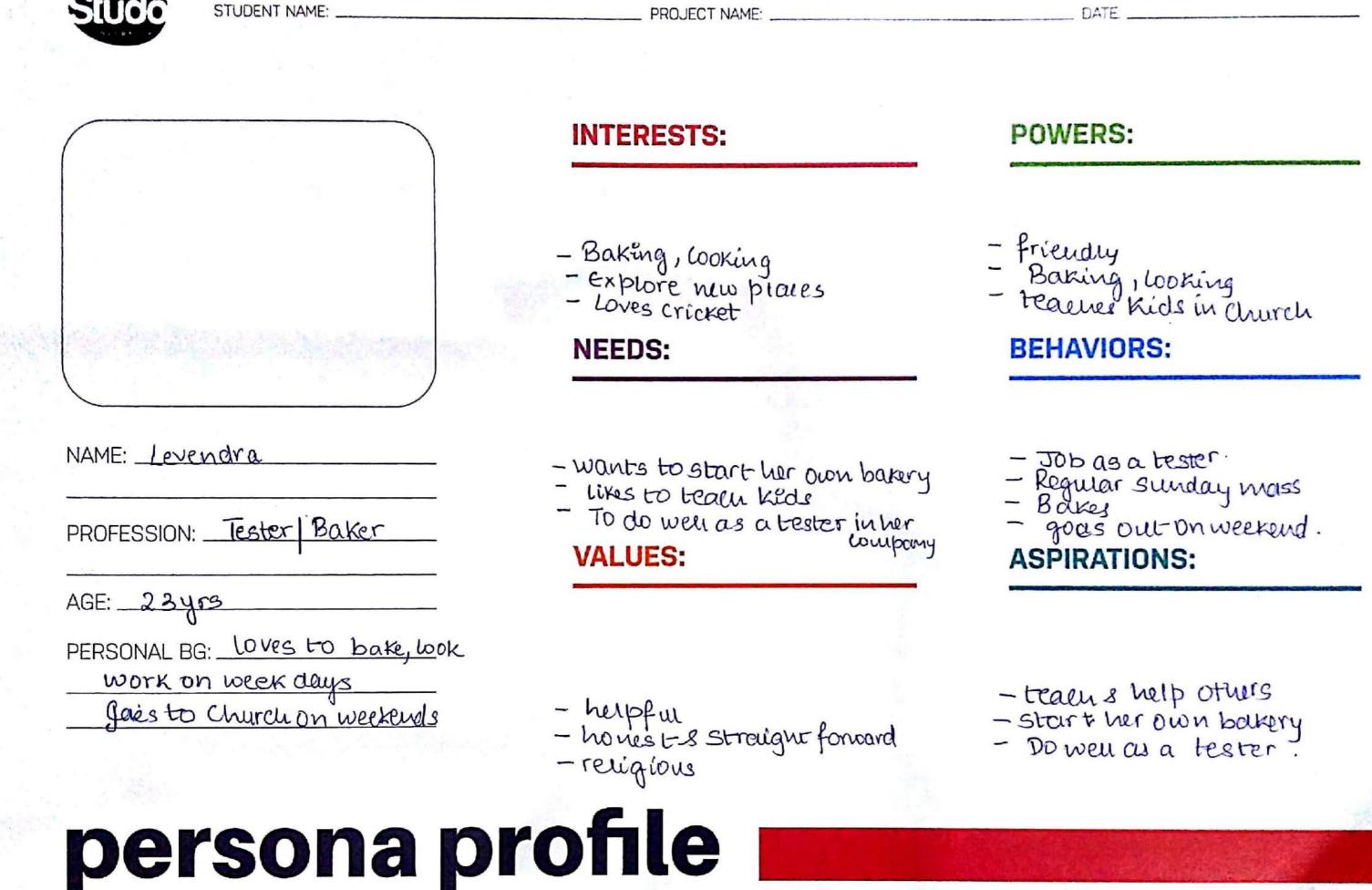


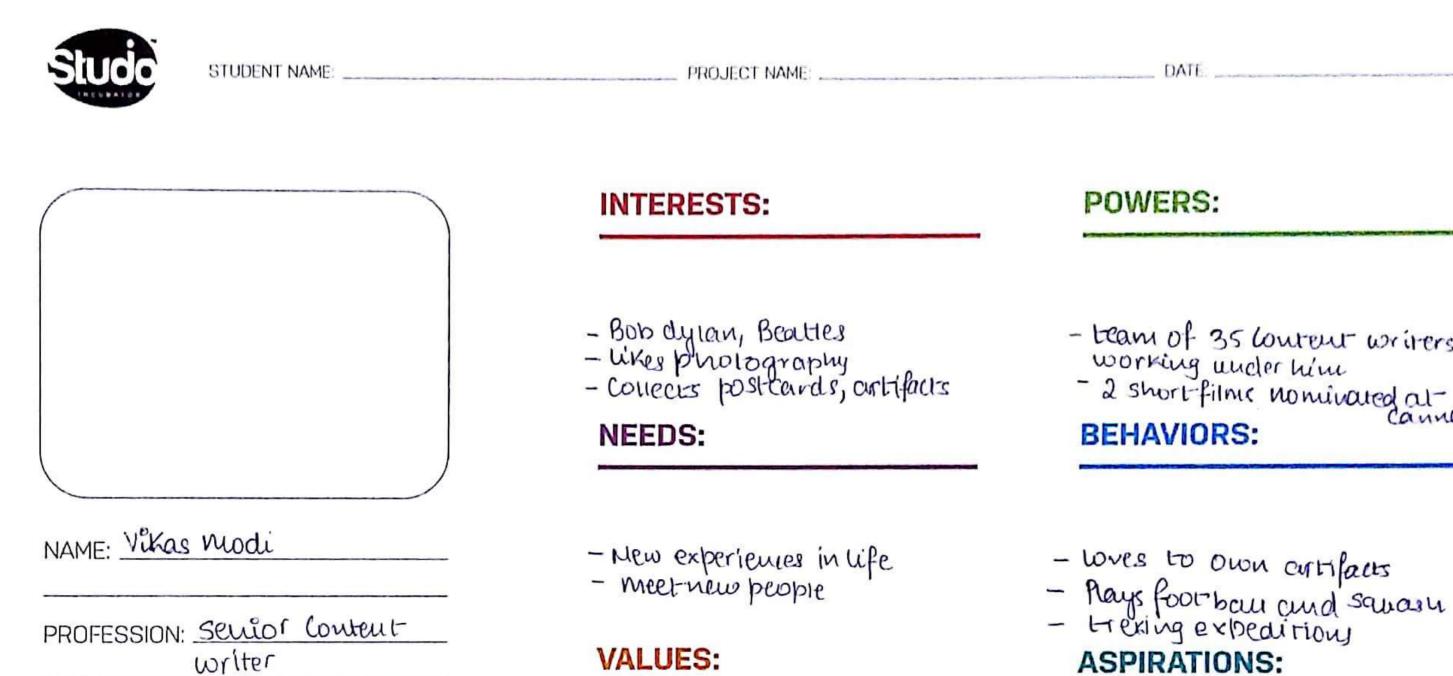
-Thinks Traveling by Car











- hard work.

STUDENT NAME Bhargavi Bakme PROJECT NAME Guick trip

- live and let live.

persona profile

- team of 35 Content writers working under him - 2 short-films nominated at-

ASPIRATIONS:

- would to undertake one bike expidition to ladakh - wants to write a book on a life of typical middleclass

DATE: 24 5 2018.

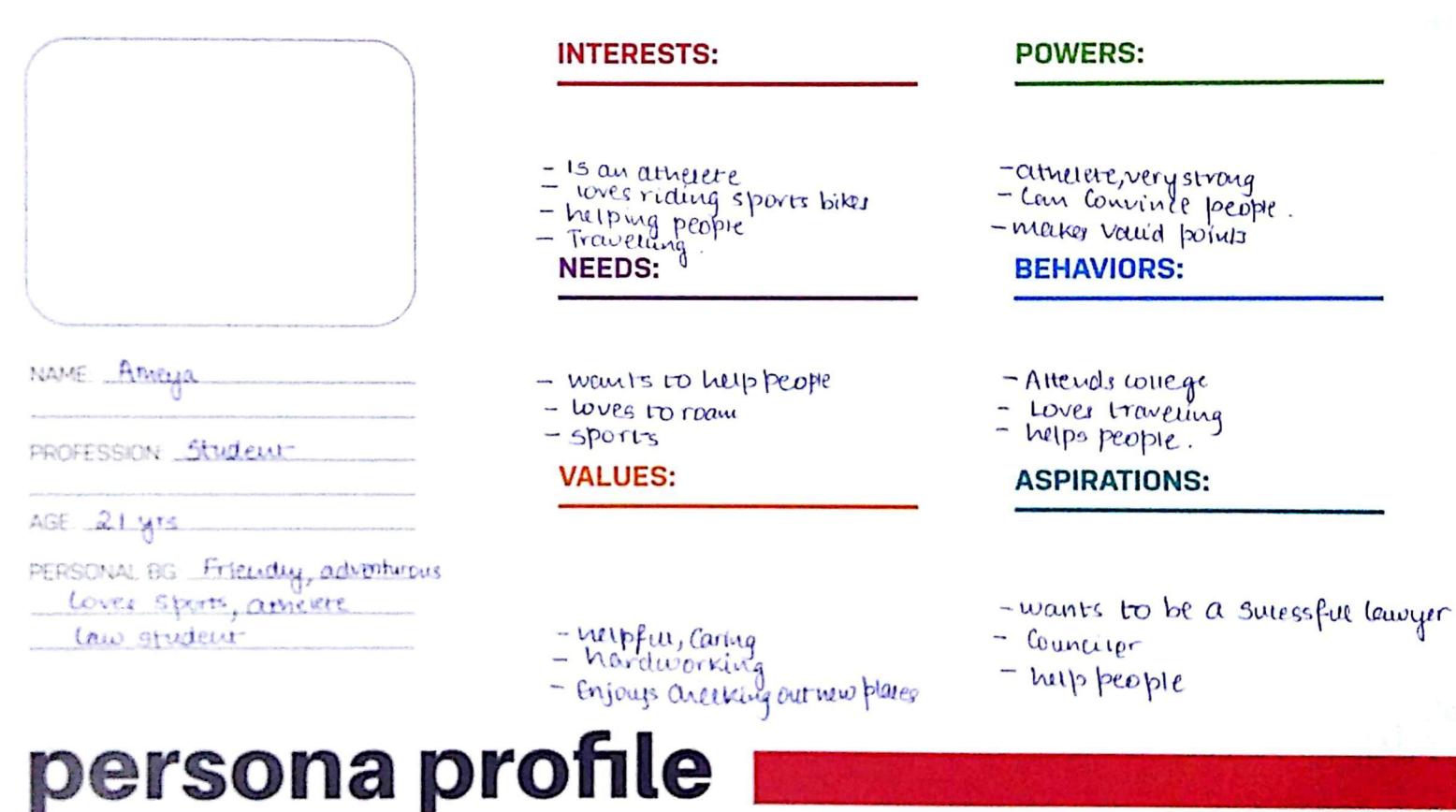
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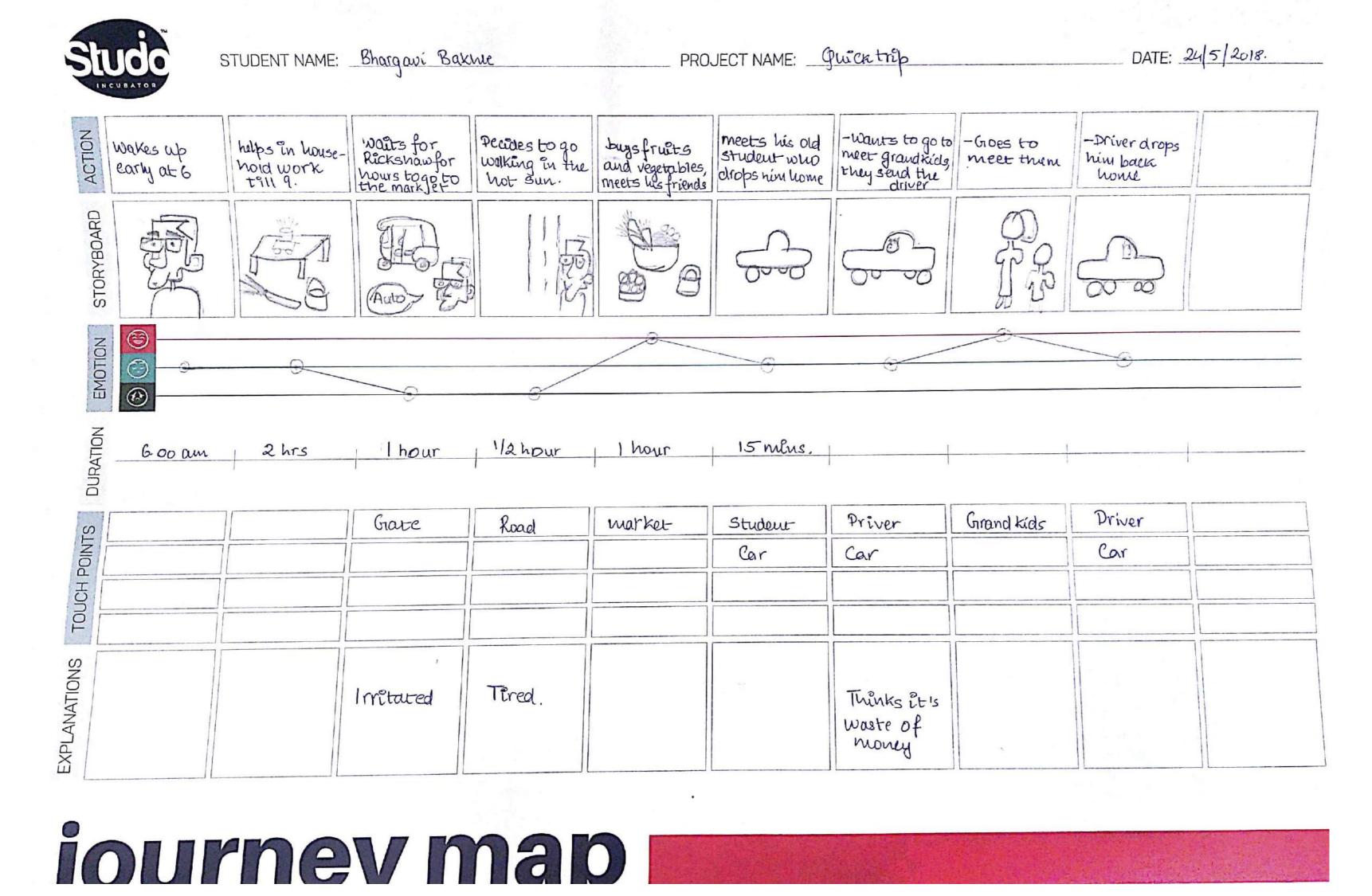
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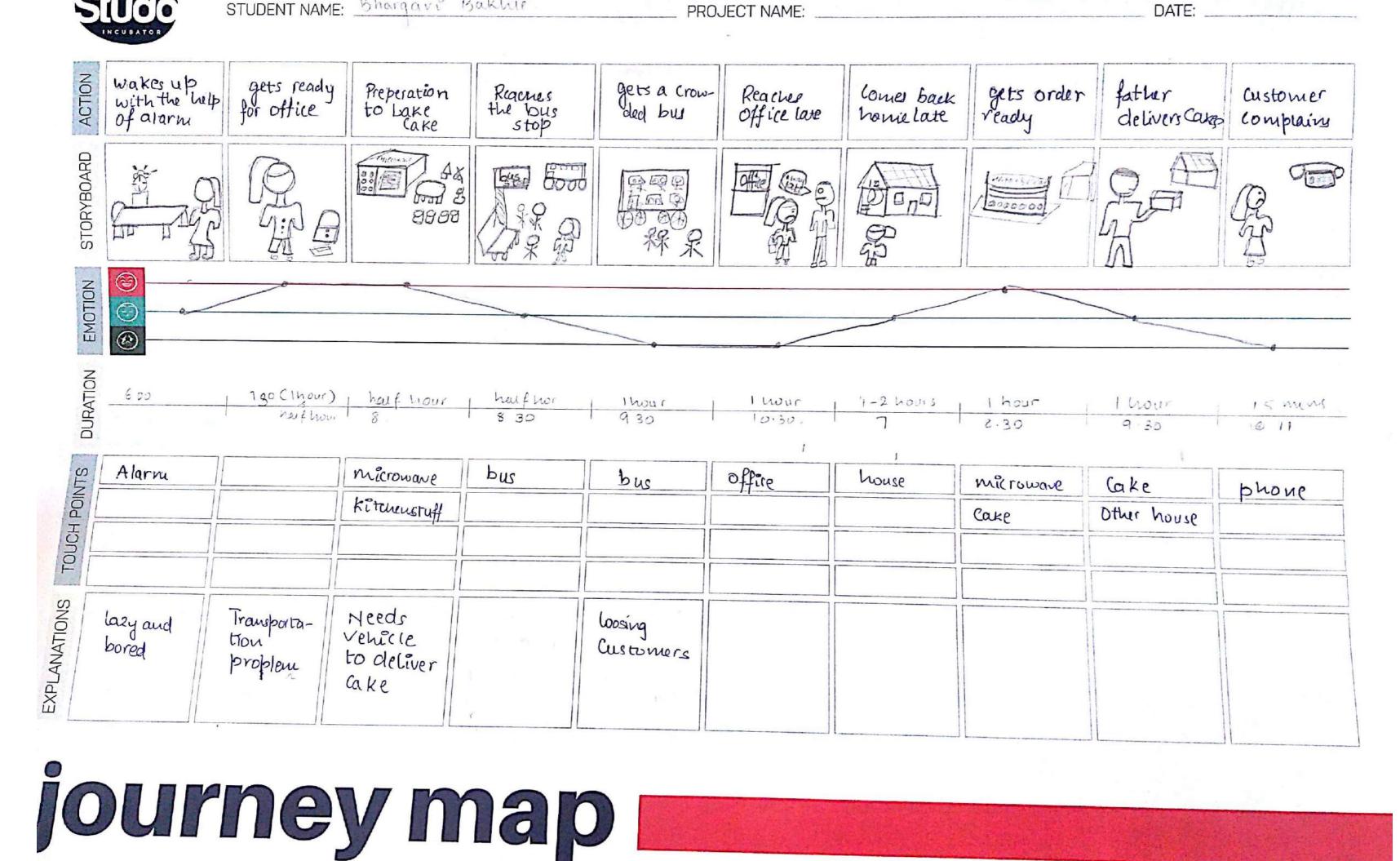
PERSONAL BG: married for 5

years has a 3 year old daugnter





STUDENT NAME: Bhargave Bakkie



PROJECT NAME:

Decides to

Goes to

whel.

Coursuporiver, wants to rent chiver charge, a Car but out extra. Find last minute

extra.

STUDENT NAME: ACTION Takes a drivers number from a friend danguer is hundry, go to restourant by taxi, assess Reach by Flight

12.30

at 11

ACTION

STORYBOARD

Courches

a flight to

Information architecture

Splash Screen

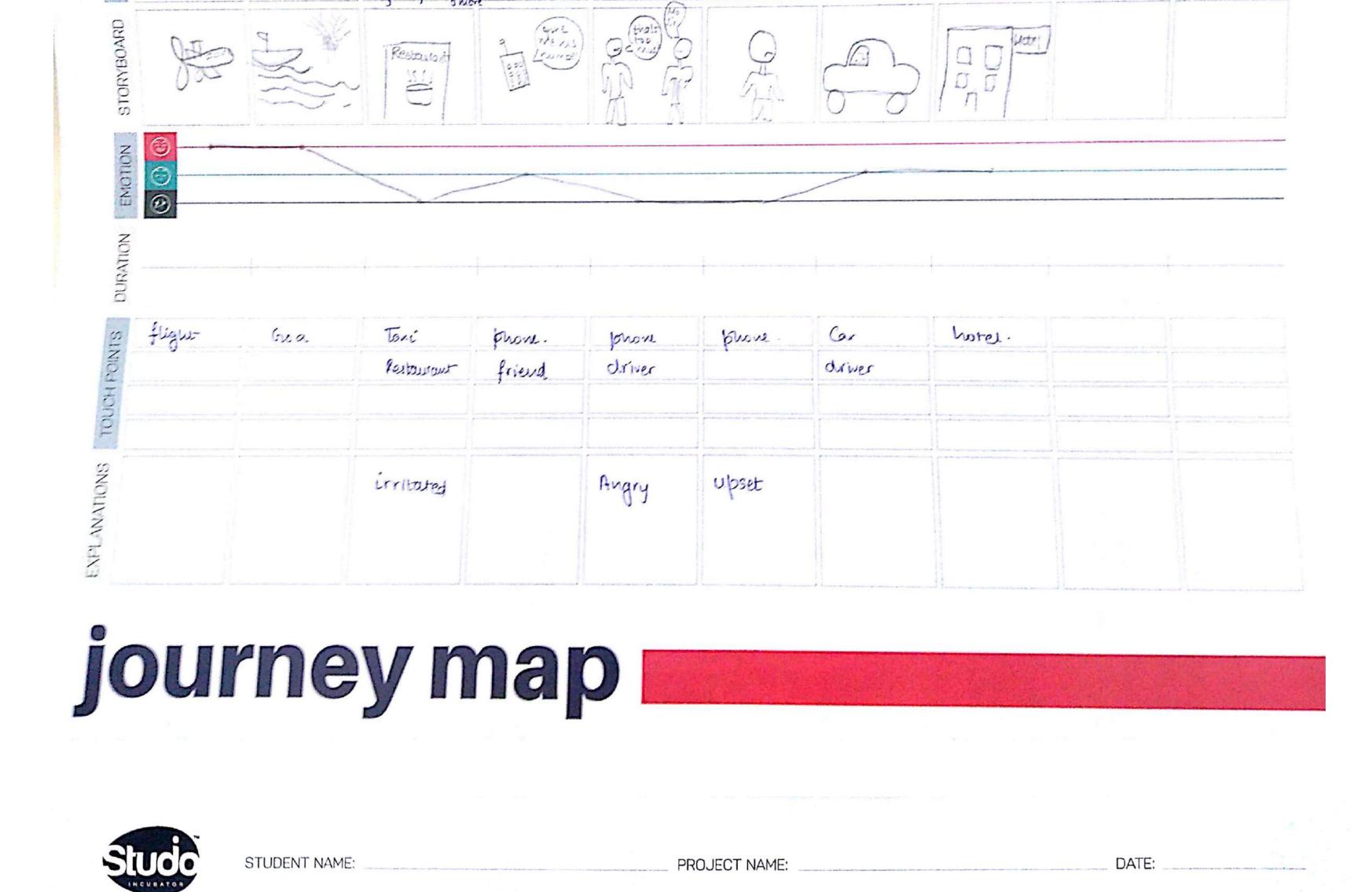
Reacues Goa

by 12.80

Caus up friend in Goa to pick wim up

Searches for bikes but can't find

has to take his friend's Car, hastoreturn



Bored at hore,

Croi out for walk

00

howe

clinner

Restaufant

Come back

to hoter

00 111

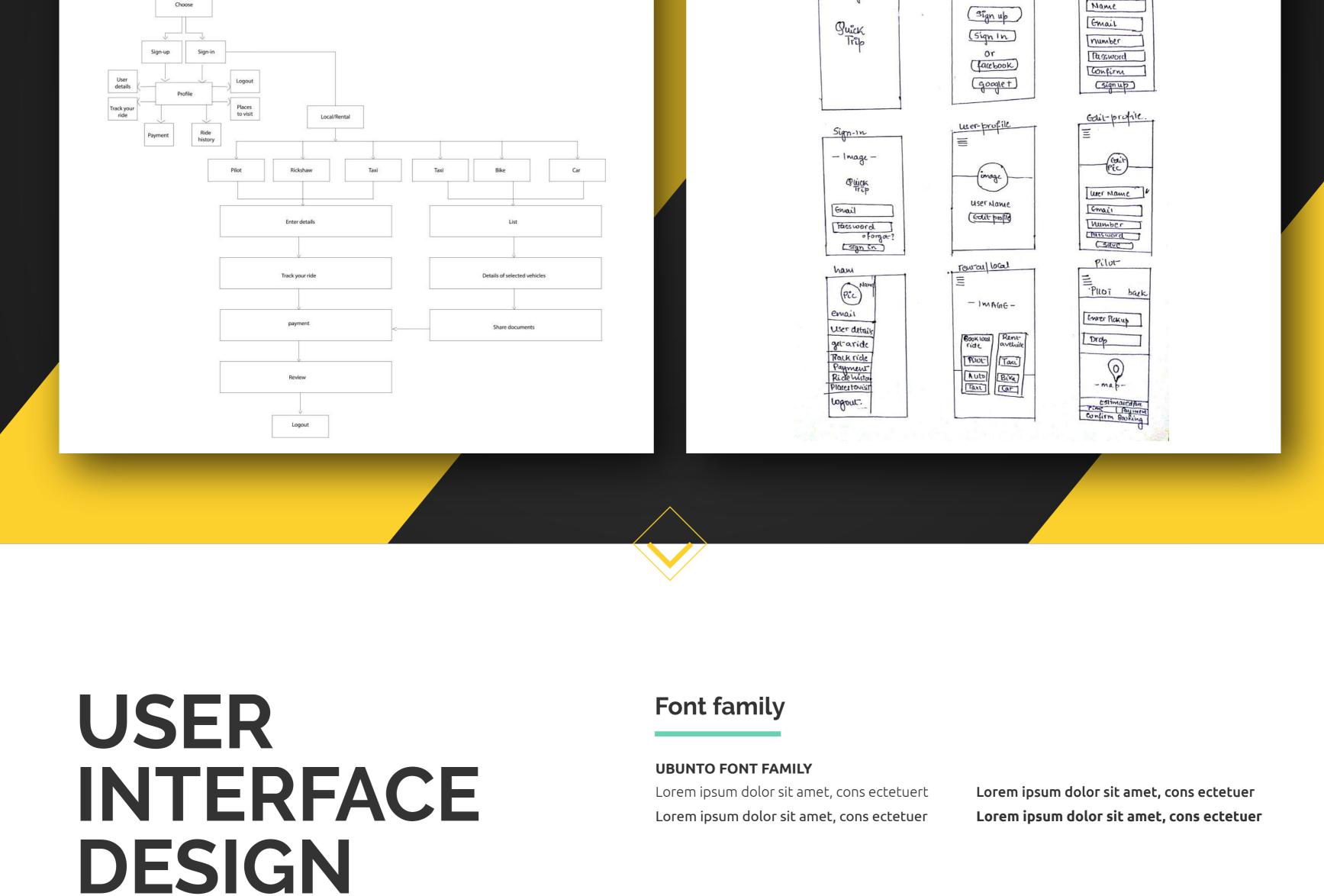
hotel

Signuplin

Sleep.

EMOTION (i) **@** DURATION 11/2 hours 11.00 am TOUCH POINTS flight Goa. friend's Gar Car hotel restaurant hotel hoter. EXPLANATIONS Irritated annoyed Bored Journey map

Prototype



The User Interface of Quick Trip is simple and intuitive. One can easily transition between the different features of this application. The Quick Trip Logo denotes the process of sharing location which justifies the nature of use of the application.

Final Design

