



Guided by

Prof. Zhan Zhang

Group Members

Aditya Rajurkar Nishant Doshi Sankalp Raut Saloni Pasad

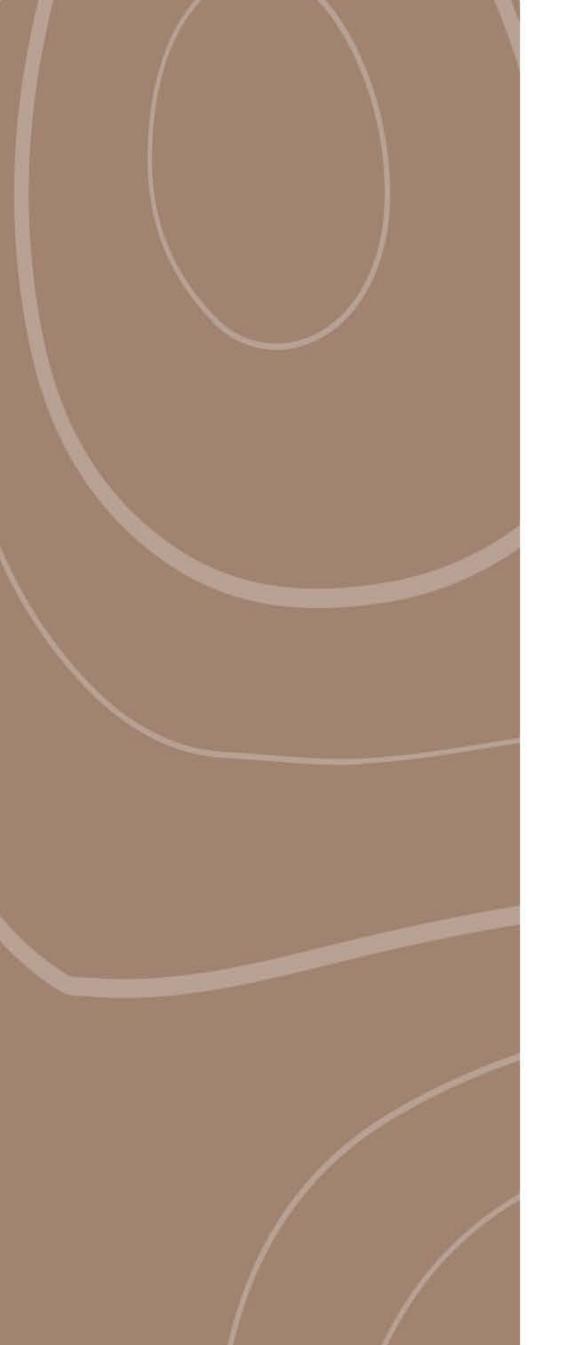


Table of Contents

Description

- Project Overview
- User Research Study and Analysis
- Low Fidelity Paper Prototypes
- Design System & Hi-Fidelity Prototypes
- Usability Testing & Evaluation
- Future scope of Improvement

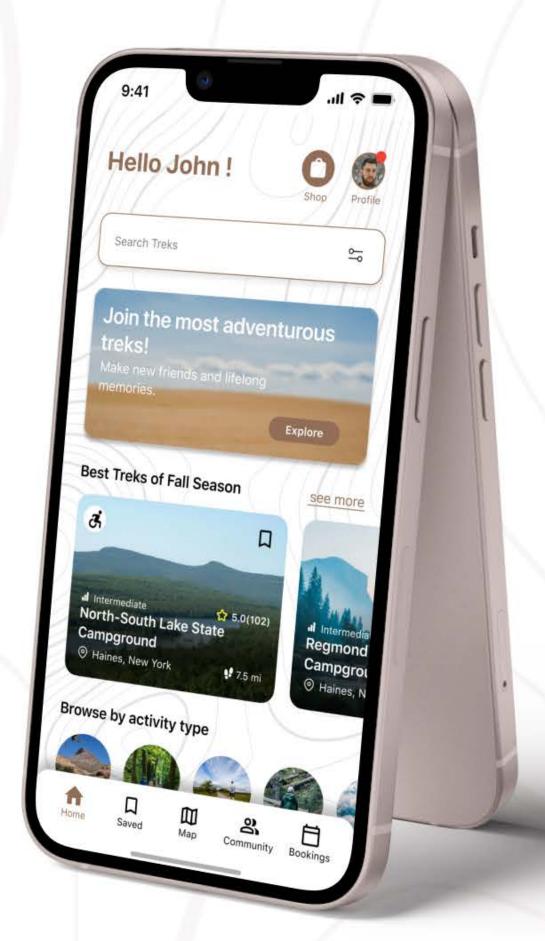
Project Overview

HikeU is a one-stop solution for users to find and join camping trips. They can either reserve their spot in existing planned treks and join other people to make new friends, or plan a trip with their friends, family or colleagues and bond over roasted marshmallows!

HikeU provides fun, exciting, and memorable treks ranging from a day to over a week. Tour guides will guide campers to give them an experience of a lifetime.

My Contribution to the team:

- Spearheaded the quantitative and qualitative research for the initial process.
- Designed high fidelity screens in conjunction with iOS design system.
- Formulated business plans for the survival of the project in real world scenarios using gamification and subscription plans, which was praised by the jury during final presentation.



Research Methods

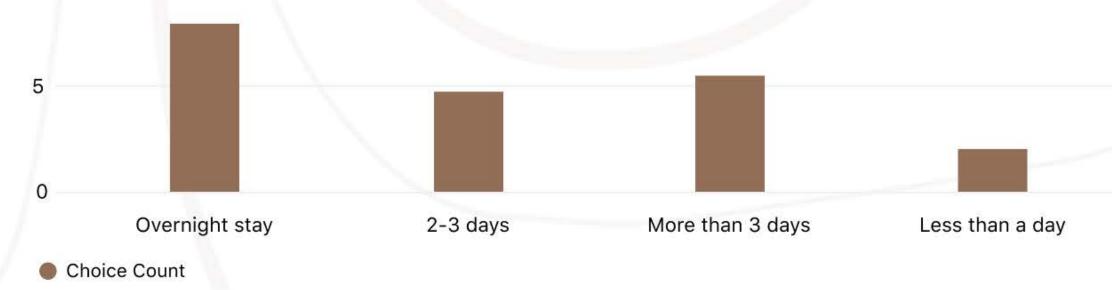
Survey Participants: 30

- Survey Consisted of 20 questions (12 close-ended and 8 open-ended questions)
- Online survey made with Qualtrics and was deployed via social media
- Connected with people on social media who like to trek here in USA

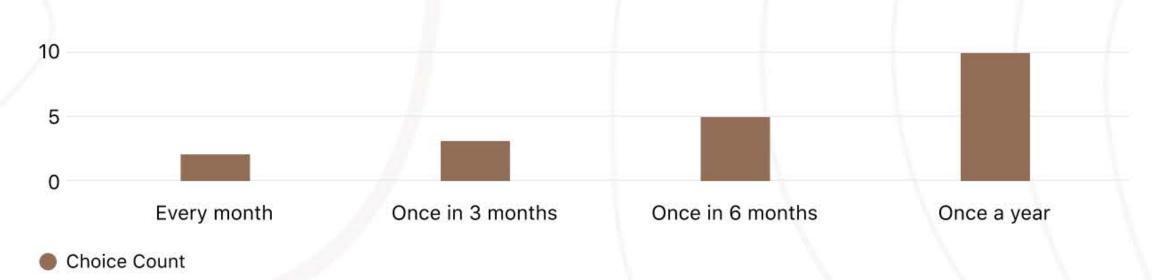
The data collected from the survey gave us a clarity on two set of users for our product, which we classified into;

- Frequent Hikers who hike at least twice or thrice a year
- Potential Hikers who trek once a year or wish to go more often

On average, how long of a camping trip are you comfortable with?



 Most people prefer treks lasting a day, but are also interested to explore places for more than 3 days How often do you go trekking/camping?



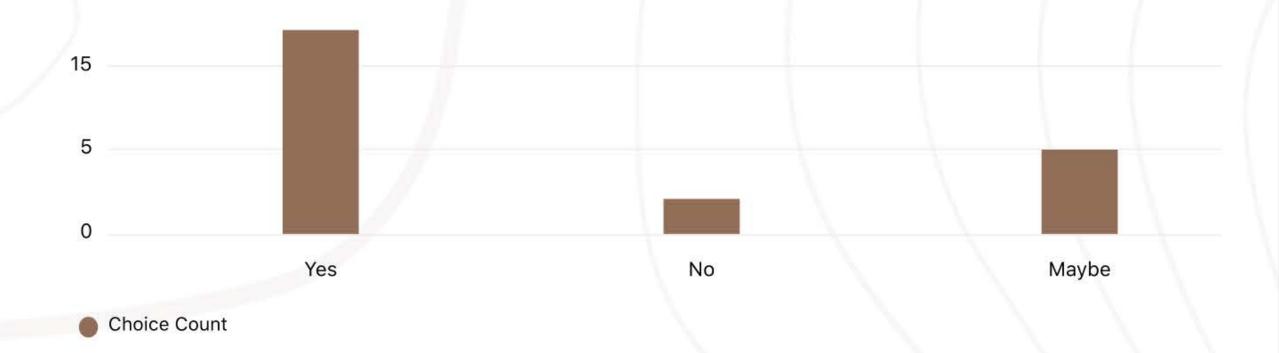
 Users prefer to go camping either once or twice a year, but some want to make it a habit and try to go on a trek every month

What do you look for in a place before you plan to go camping/trekking?



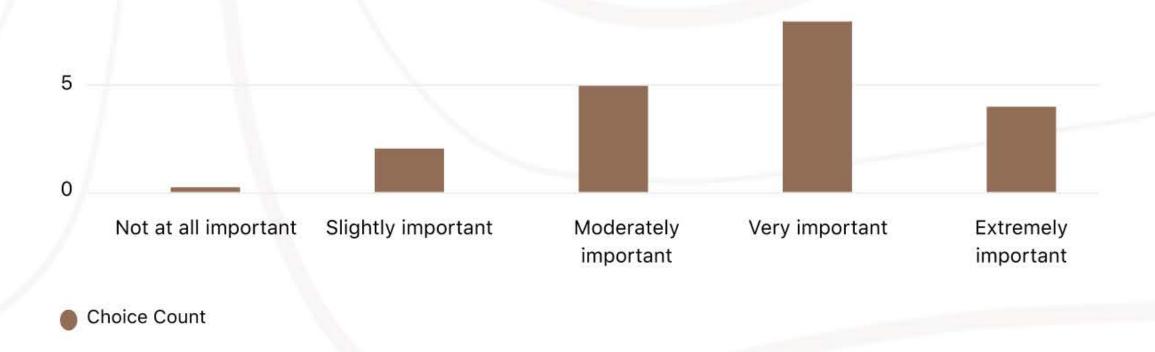
Scenic views, safety, and budget are the criterias which are prioritized the most by hikers while looking for a trek

Would you like to go trekking or camping with other groups?



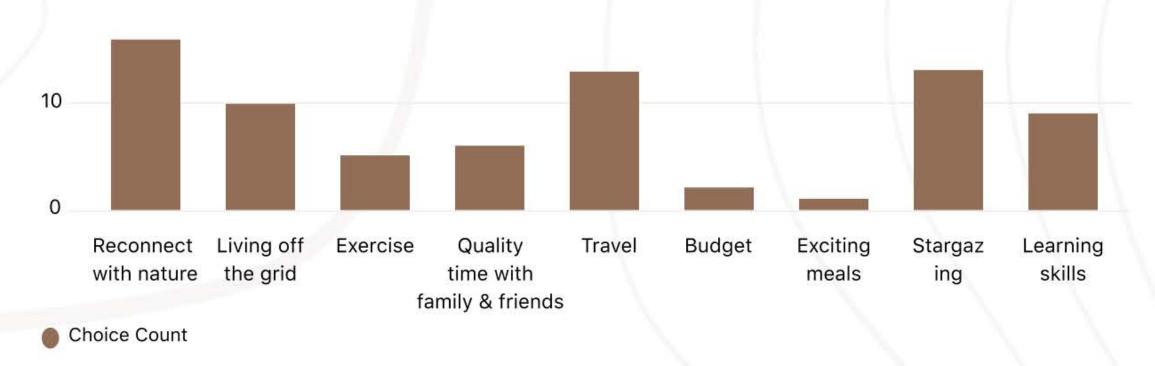
People also were open to the idea of using an app that lets them easily plan or join camping trips.

How important is it for you to be able to reserve a campsite in advance



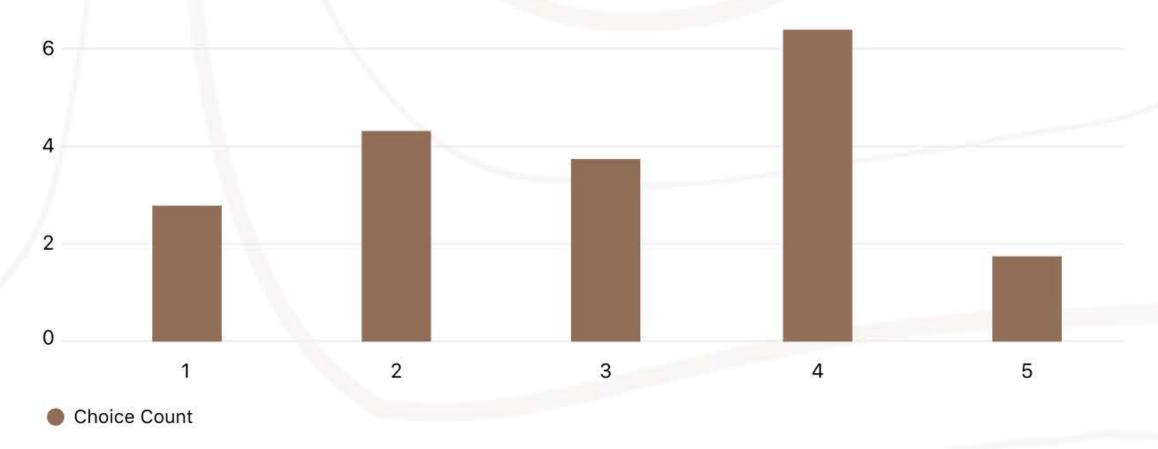
Most people considered reserving a campsite "Very Important" which is something our application provides that most other applications don't.

What are your camping motivations?



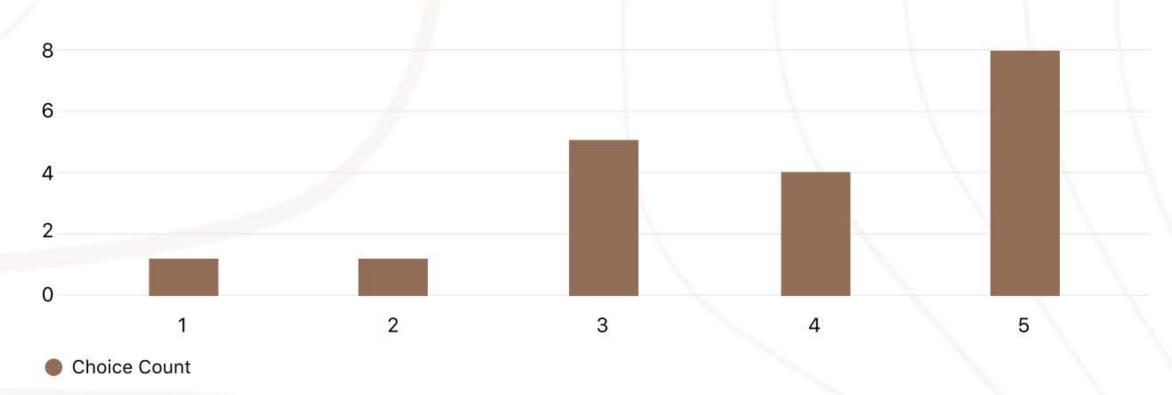
The main motivations to go camping or hiking were found to be reconnecting with nature and getting away from the regular work routine. However, Quality time with others was also a big factor.

How likey are you to hire a guide on your camping trip? (1-not likely)



Most users would prefer to have a guide on 3 day hikes as guides tend to know more about what activities could be done and could also show them places they would not know otherwise.

On a scale of 1-5, if a product provides you with a detailed itinerary, guided tour and other revelant resources, how likely are you to think of going to camp?



Most users would go camping more often if there was a product that would give them the features we aimed to provide.

- The average age of our user research participants is between 20-30.
- Majority of the people prefer to go on a camping trip with friends and family and rarely do solo trips and like to plan the camping trips themselves and only occasionally use other resources for planning.
- On an average, most people prefer to spend around \$150 for a camping trip that lasts about 3 days.
- Summer is the most preferred season for camping. People would also prefer to hire a camp guide so that their experience is seamless.

User Persona 1



Aanya

"I should make the most of my time in the US in a way that I can balance my education and mental well-being by travelling."

MAJOR

Computer Science

COLLEGE

Seidenberg School Of Computer Science and Information Systems — Pace University

AGE

24

BIO

Aanya is an international student who has just moved to the USA for her postgraduate studies.

She was born and raised in India. She is adventurous and likes to challenge herself with difficult treks.

She prefers to be on a budget as she is a full-time student.

WANTS & NEEDS

- Wants to explore new places in the USA.
- · Wants to have fun on a budget.
- Aspires to go on at least one trek per quarter year.
- · Wants to camp at good places.
- Needs a professional guide to take her through hikes

MOTIVATIONS

Price

Safety

Meeting new people

Comfort

FRUSTRATIONS

- Lack of information about places
- Student loans
- Safety concerns & lack of camping gear.
- · Difference in currencies

User Persona 2



Patrick

"I love outdoor activities and going on hikes helps me pursue my hobbies while also spending quality time with my family"

JOB DESCRIPTION

Senior Marketing Executive

COMPANY

Alphabet Enterprises

AGE 30

BIO

Patrick is a Senior Marketing Executive at a fin-tech company who spends most of his weekdays working at the office.

He is athletic and loves outdoor activities.

Hiking on weekends allows him to spend time with his family whilst enjoying his hobbies.

WANTS & NEEDS

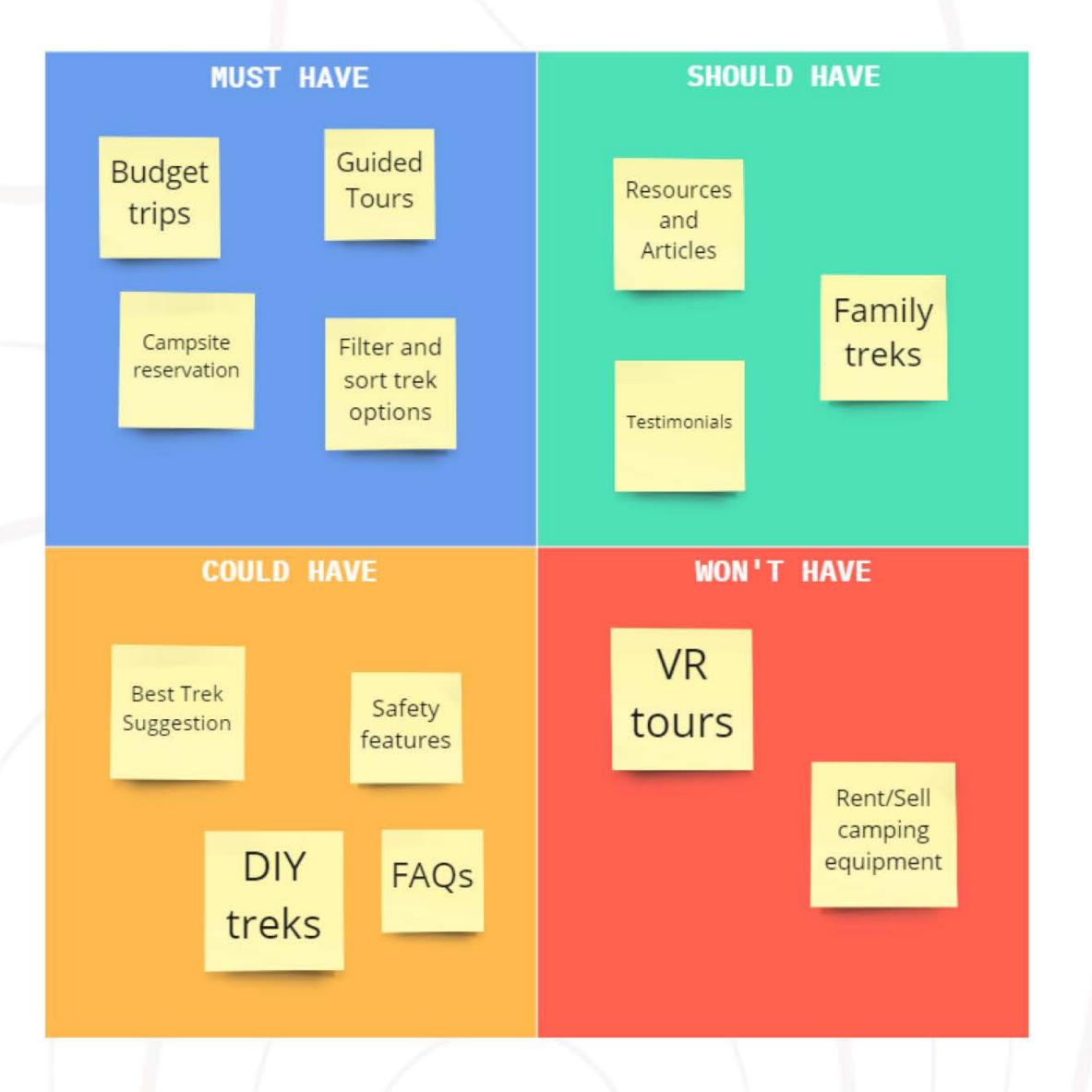
- Wants to spend quality time with his family.
- Wants to blow off some steam after an intense work week.
- Aspires to go on a trek at least once every 3 months.
- Wants to buy good quality hiking gear

Price Safety Meeting new people Comfort

FRUSTRATIONS

- No sources that provide turnkey solutions
- Lack of time for hobbies due to heavy workload
- Limited options for outdoor activities.
- Safety concerns

MOSCOW Framework



Competitive Analysis



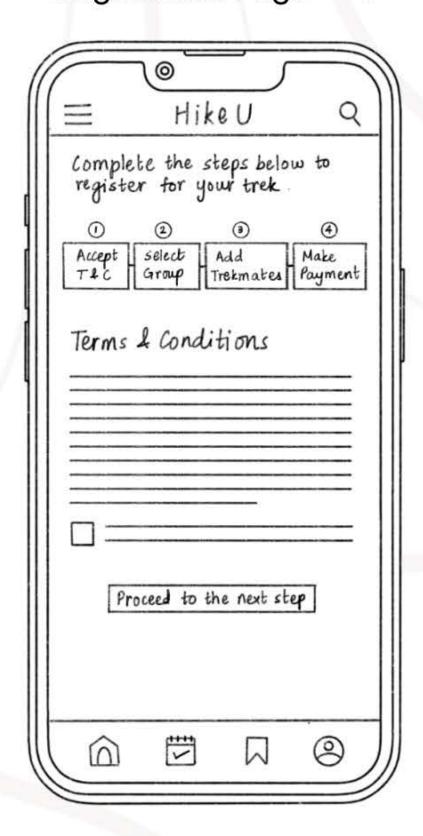




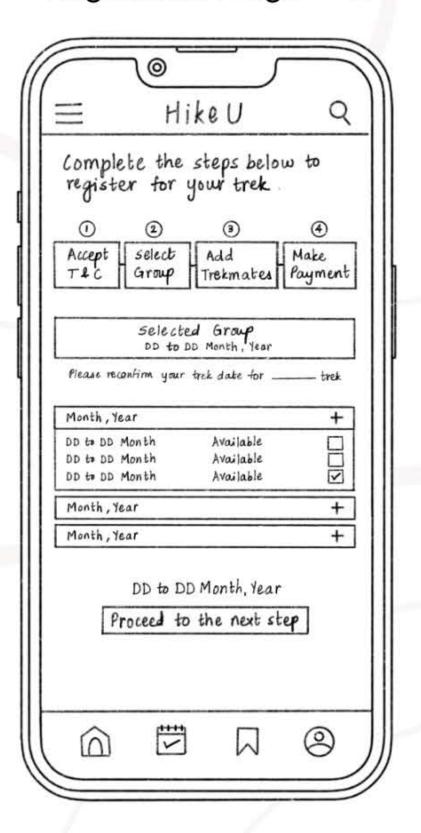
Feature/Company	HikeU	HipCamp	All Trails		
On Boarding Experience	 Faster Performance. Can be explored without logging in-sign in. 	Cannot use without making an account	Allows user to explore the application without making an account.		
Target Audience	Regular/Frequent Hikers.Potential Hikers.People with disability.	Regular/Frequent Hikers Potential Hikers	Regular/Frequent HikersPotential Hikers		
User Flow	 Easy to find key information. Clear Hierarchy. Clear indication of clickable elements. 	Smooth User flow. Listings are clear.	 Tile sizes cover most of the screen real estate. Dark mode based on phone themes. 		
Unique Value Proposition	 Provides incentive to go for more treks. Treks available for people with disabilities. Shop to rent/buy gear. Group Bookings 	 It is a dedicated app for RV camping. Also inloudes tent camping, tree houses etc. Group Bookings Highly detailed trek information 	 Highest number of trails to explore - 300000+ GPS activity tracker. Download offline hiking map with pro account. 		
Weakness	 No UX Accessibility No SOS feature No Trek Sharing 	No Customer reviews No specific sections on homescreen.	 No option to book a trail/ hike. 		

Paper Prototypes

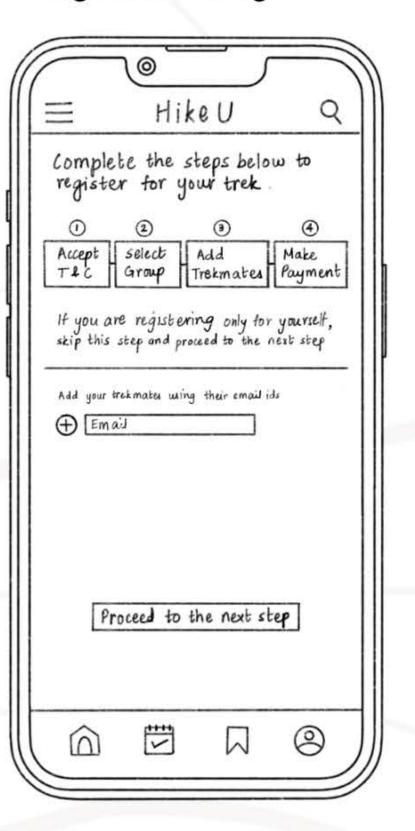
Registration Page — 1



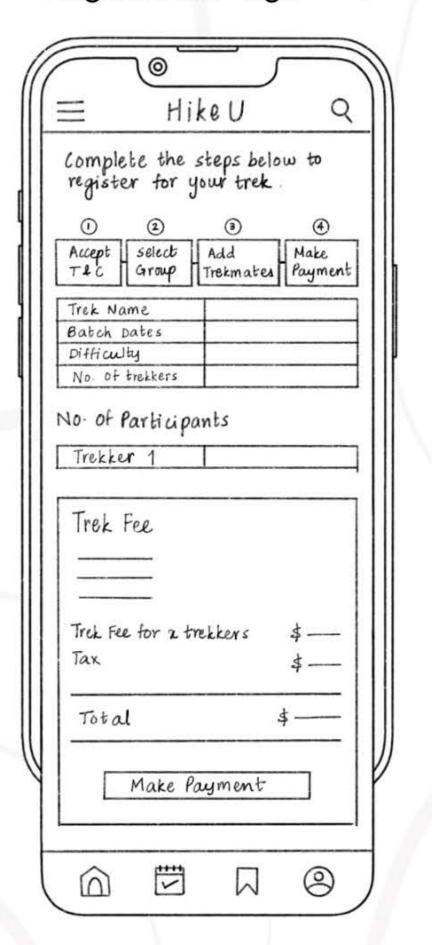
Registration Page — 2



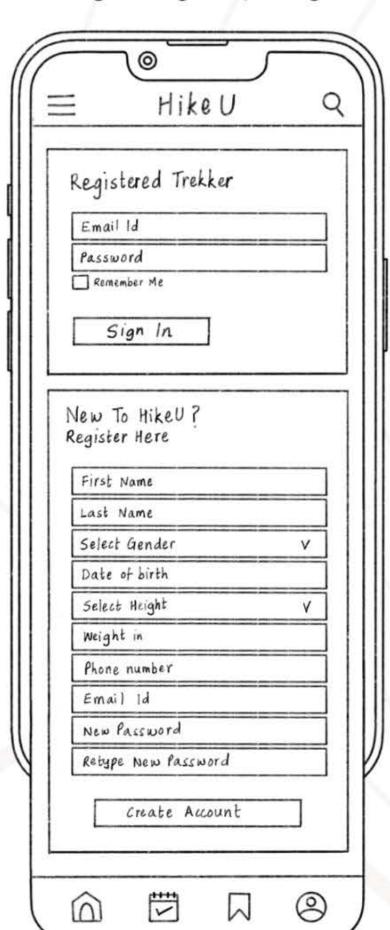
Registration Page — 3



Registration Page — 4

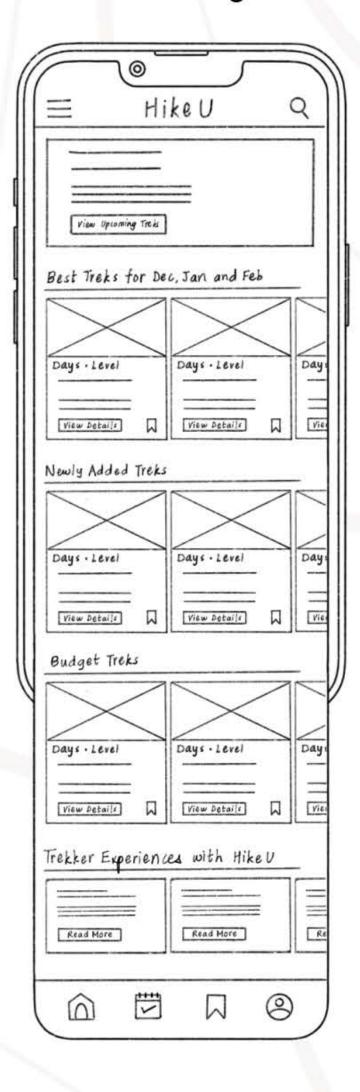


Login/Sign Up Page



Paper Prototypes

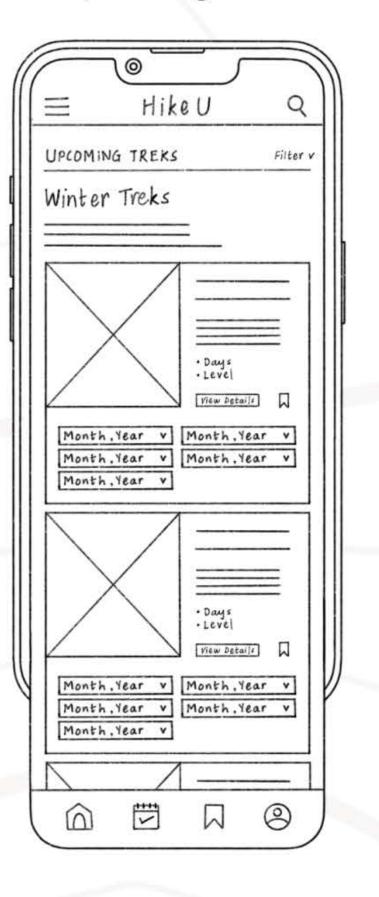
Home Page



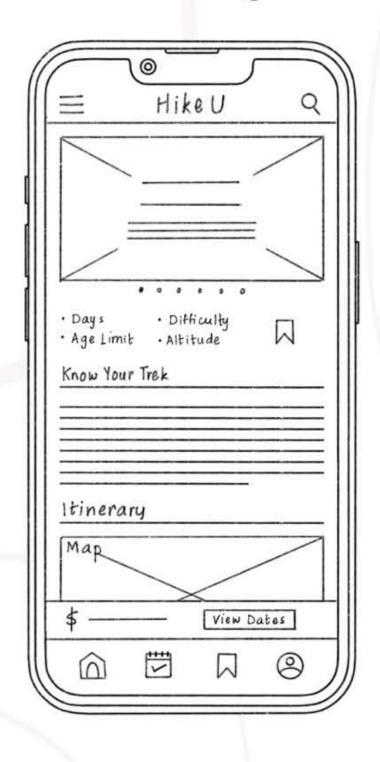
Options



Upcoming Treks



Details Page



Details Page

	@_			
=	Hi	ke U		Q
			\	
Dayl				_
				\equiv
Day 2				
				=
Day 3				
				=
Trekker E	periena	es with	Hike V	_
Read More]	Read Mo		Re
Available	Dates			
O slobs A O Waitlis		e of	lling Fo	ast
< [Year	v	>
calendar	П			\Box
-	-		\sqcup	_
-	++	+	\vdash	
Proceed t	o Registro	ation	1 1	
\$		View	Dates]
\Diamond	***	П	(3	2

Design System

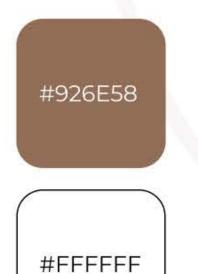
SF Pro Display

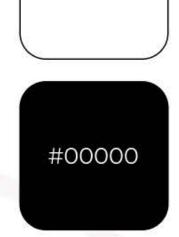
SF Pro Text

Bold

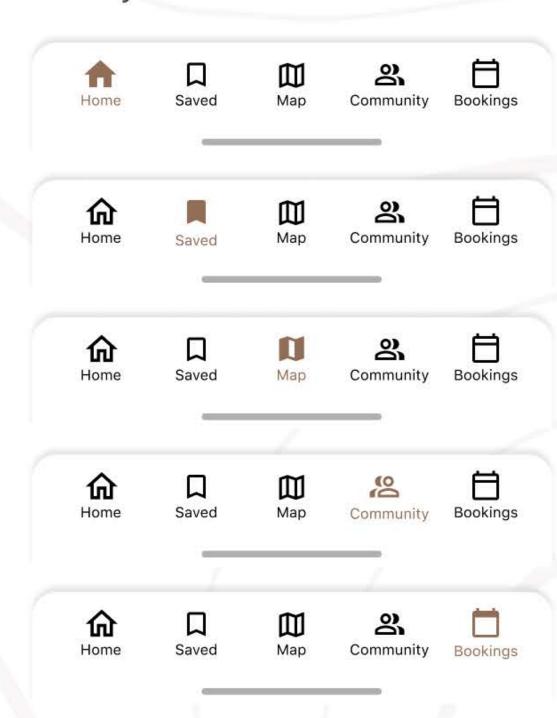
Regular Semibold Bold

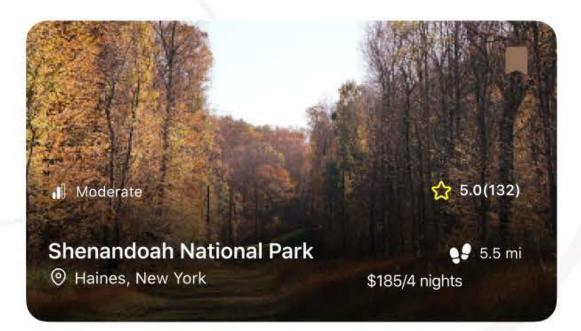
AaBbCcDcEeFfGgHhliJjKkLlMmNnOoPpQq RrSsTtUuVvWwXxYyZz 0123456789

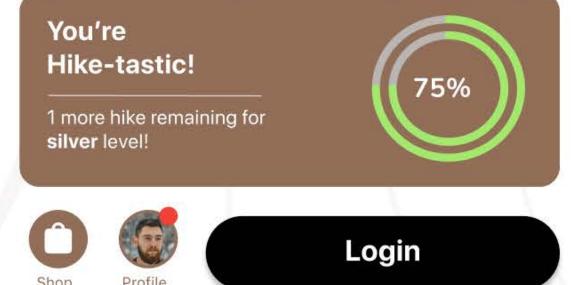


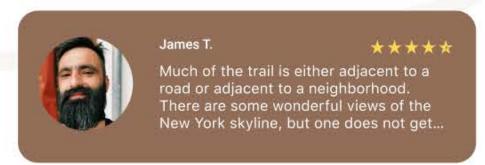




















Back

Register

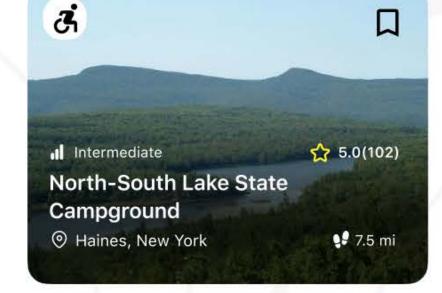
Proceed to Payment



Finish 15 treks



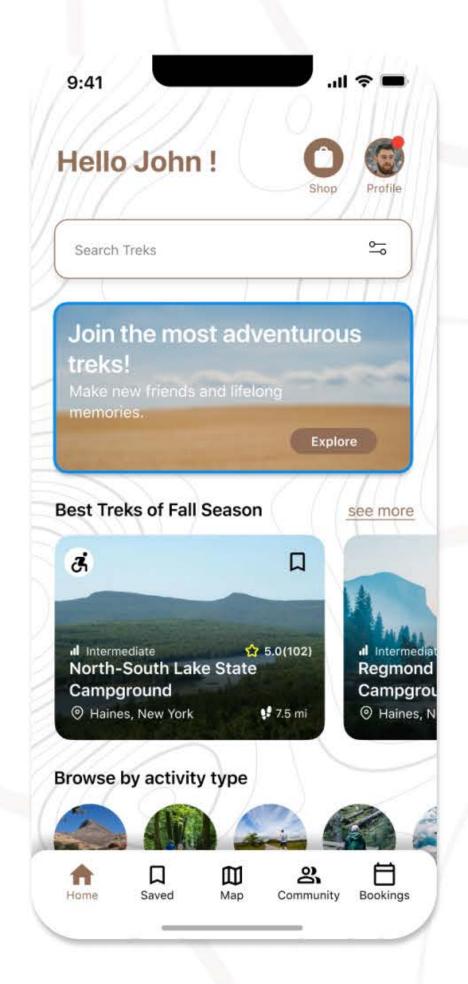


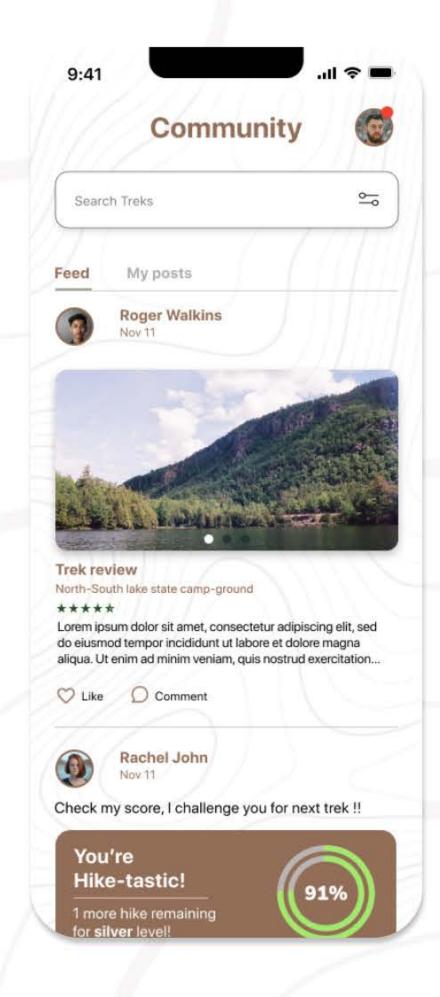


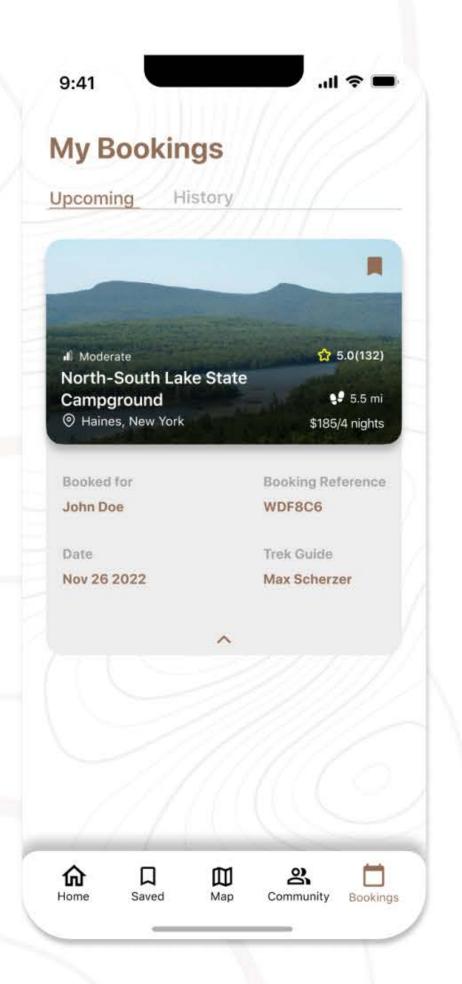


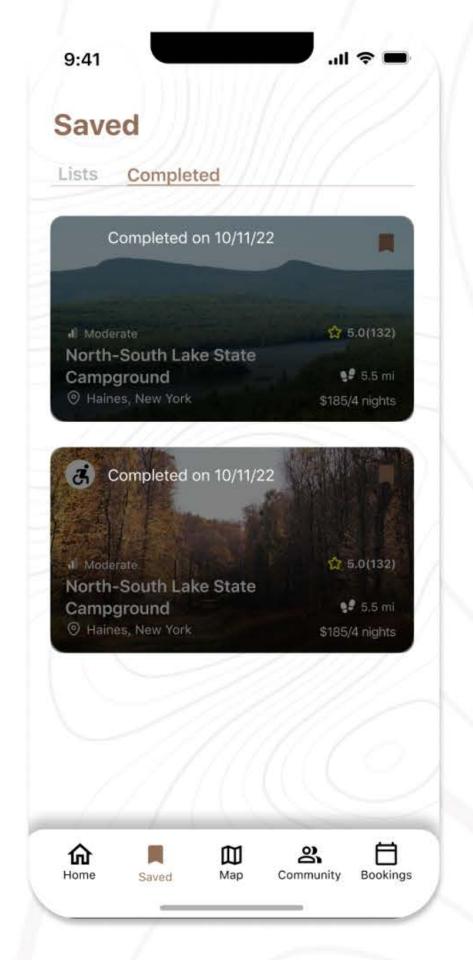




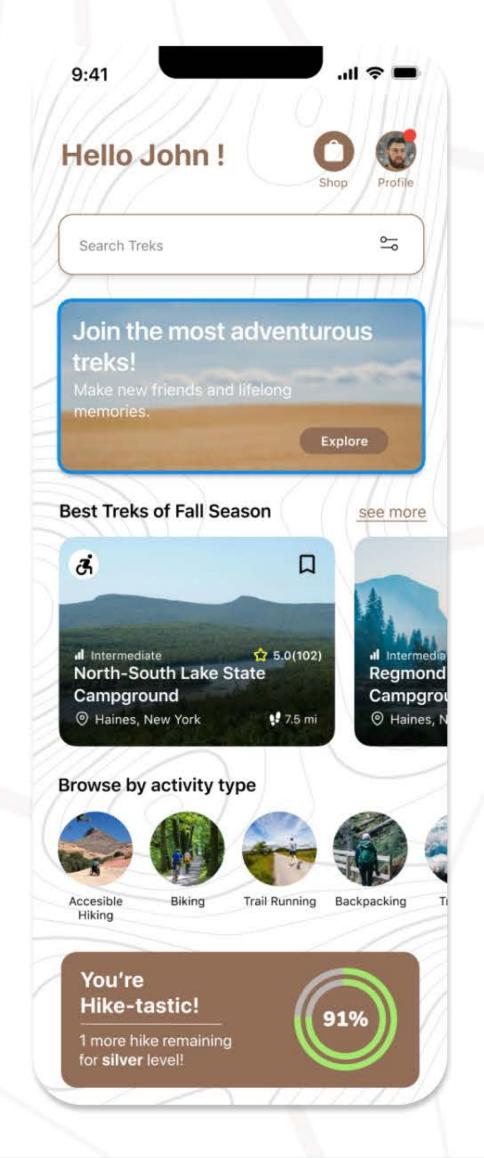


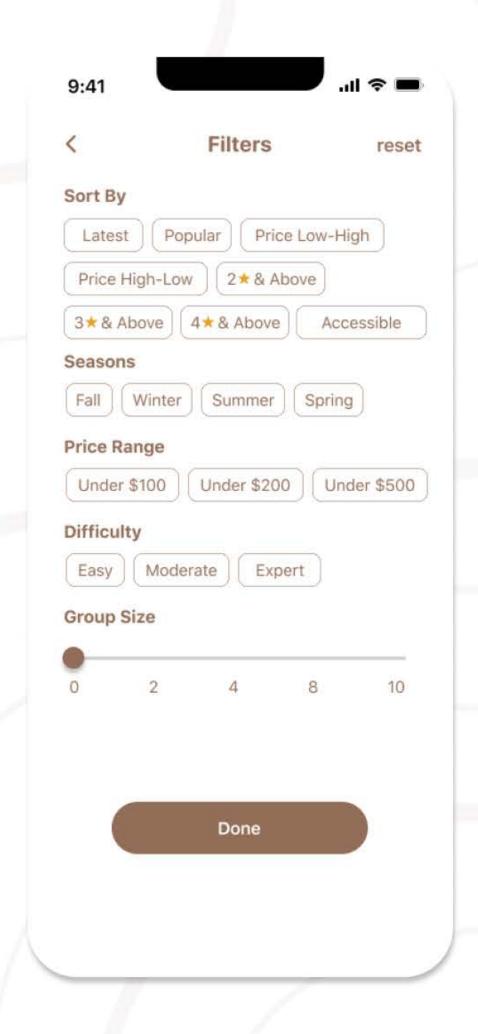


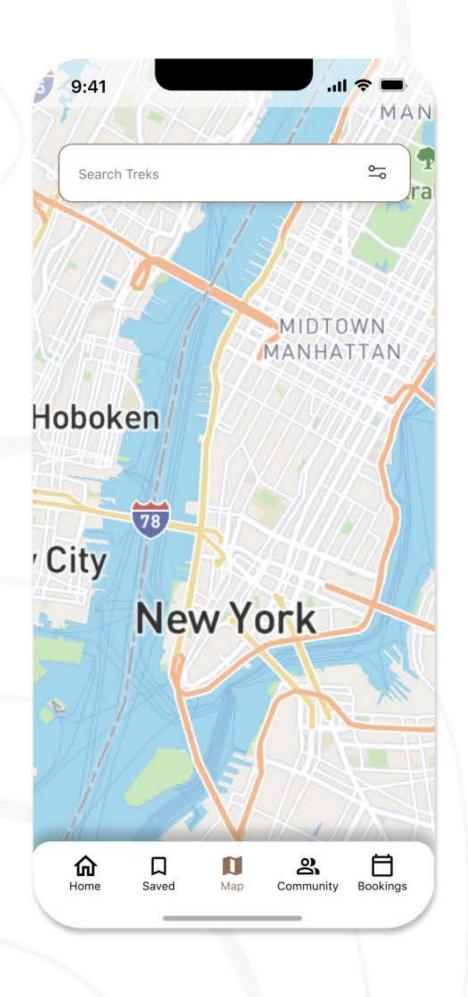


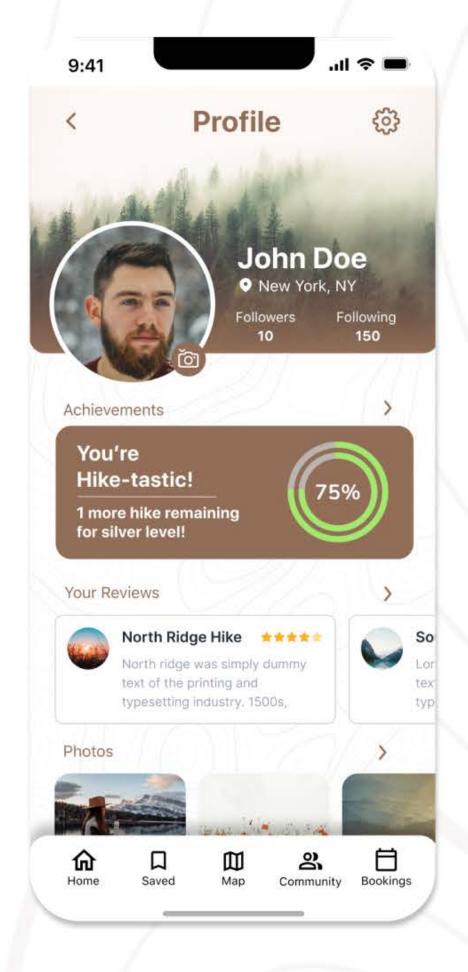




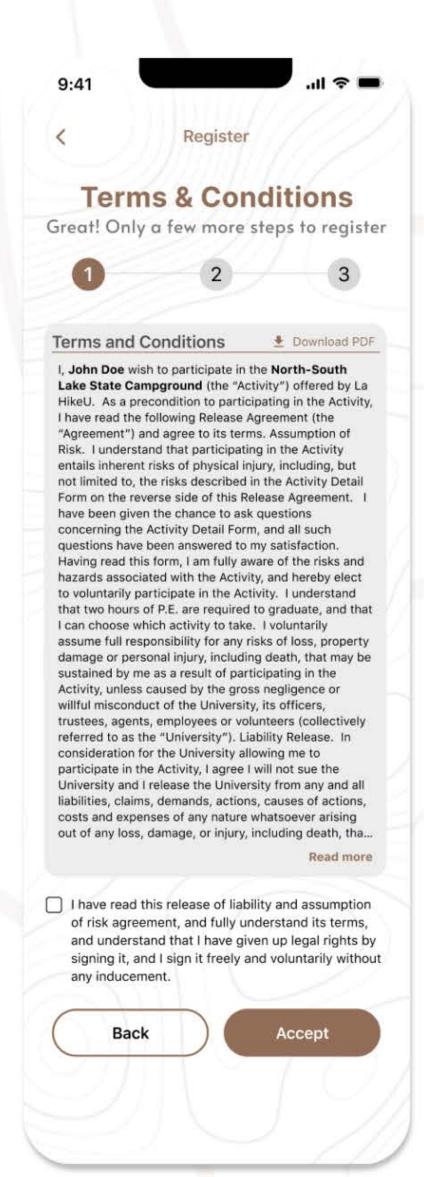


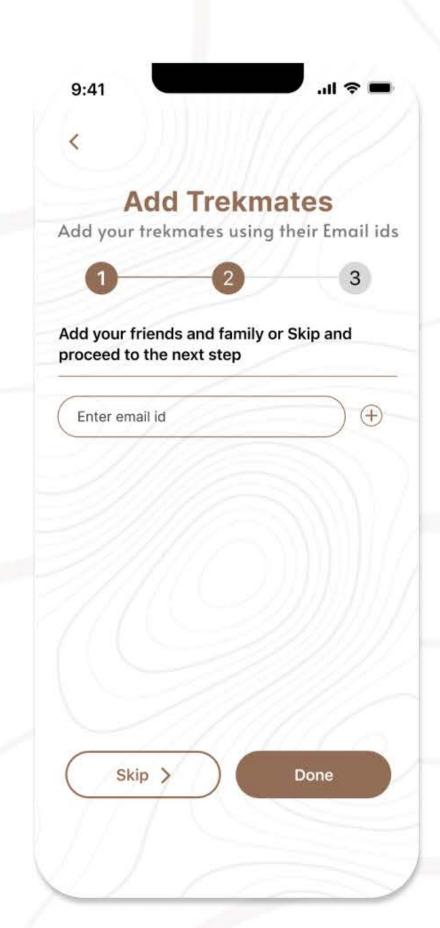


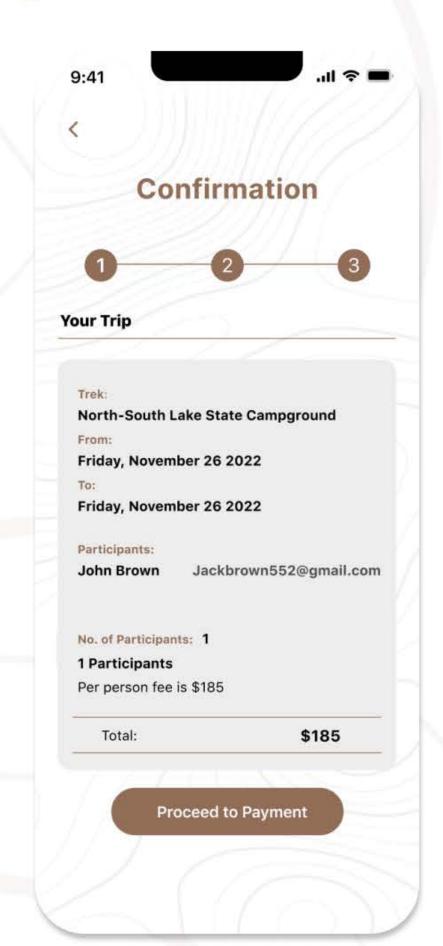


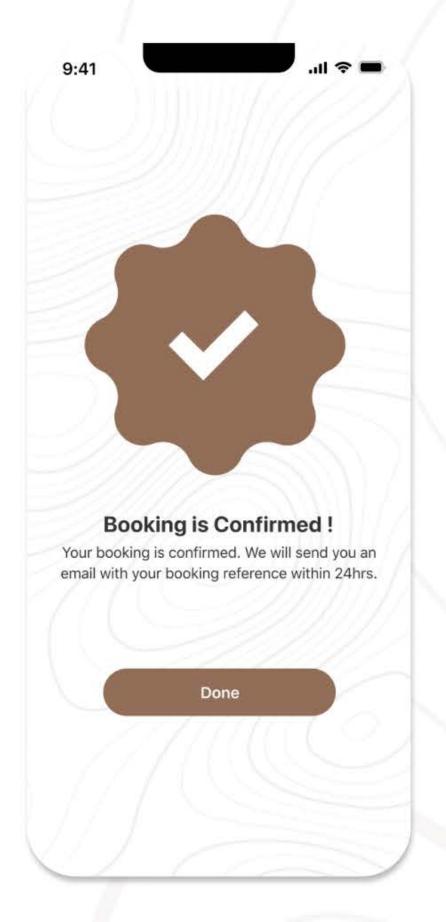


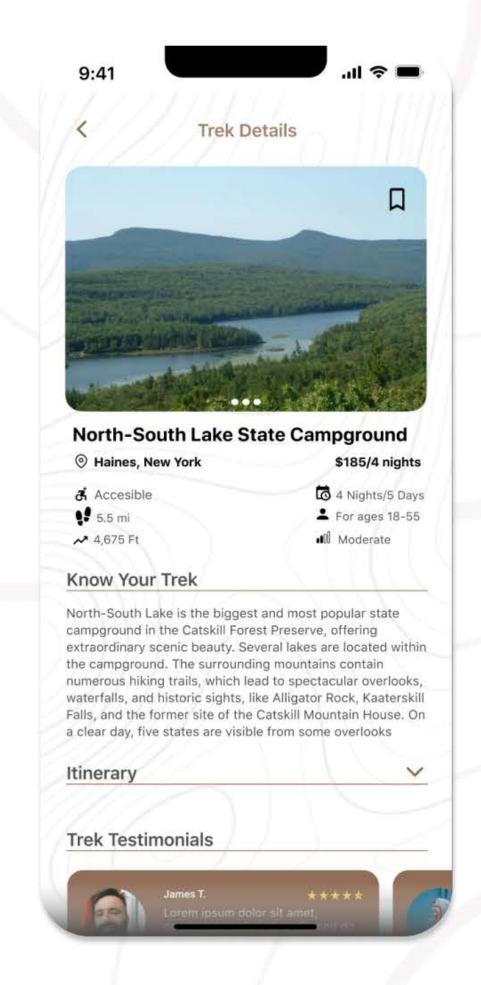


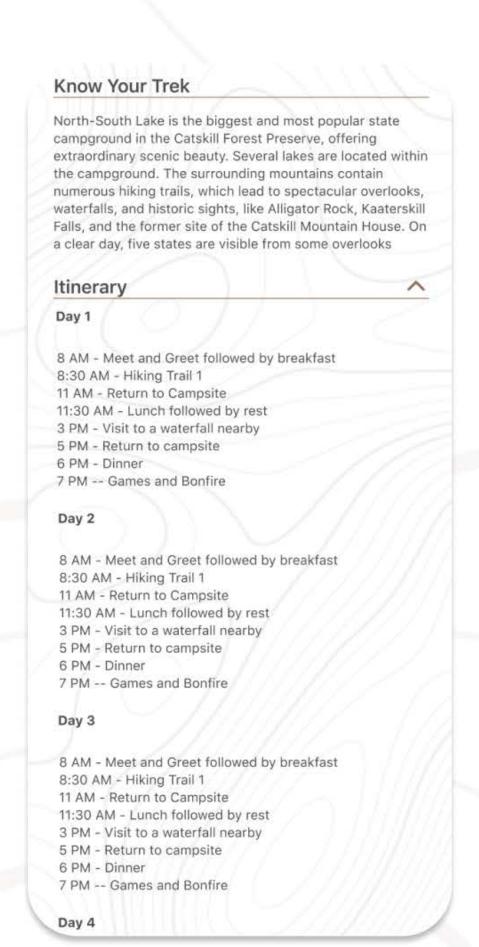














Usability Testing & Evaluation

Process

- No. of Participants: 5
- Participants were given a brief introduction about the product and were instructed to follow the Think-Aloud Method
- 3 tasks were assigned. We observed the participants' behavior while also making notes based on the predefined **Usability Metrics**
- Free exploration while following "Think-Aloud" method
- 5 Questions for Qualitative feedback
- SUS Questionnaire

Qualitative Questions

We were able to get useful feedback from all participants due to the think aloud process while testing. Users were asked:

- How easy was it to complete the tasks? (We recalled the tasks one after another)
- Was there any icon that confused you?
- Was there a moment where you got confused about what to do next? If yes, how easy was it to get back on track?
- Did you find any page to be too cluttered with information or images?
- As someone who goes hiking often or someone who wants to pursue it more, what other features do you think could be beneficial?

SUS Results

SUS Score

X: Sum of all odd numbered questions (22) - 5 = 18

Y: 25- Sum of all even numbered questions (7) = 18

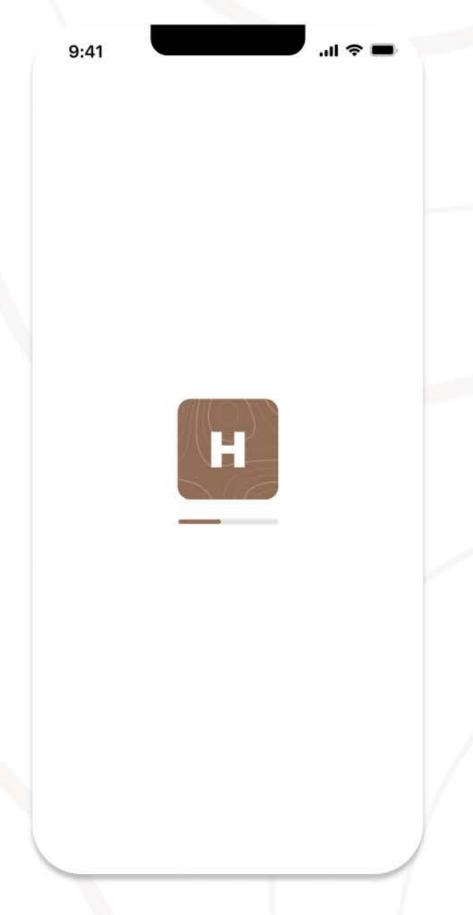
SUS score = (18 + 18) * 2.5 = 90

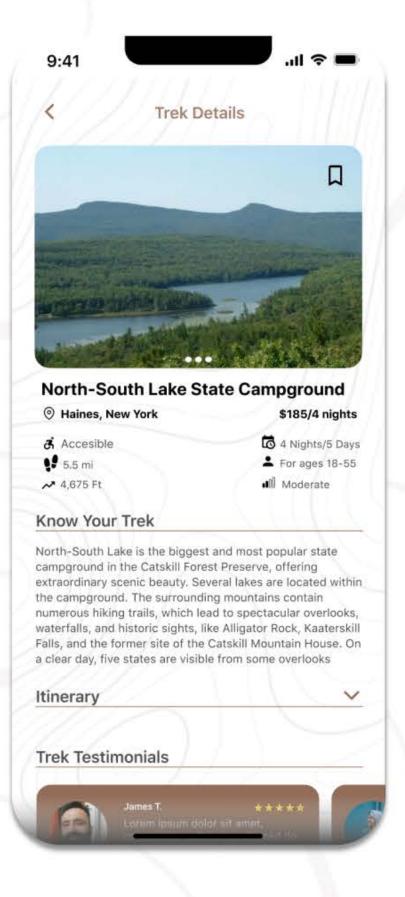
Based on the scale, our application received Grade A and adjective rating of "Excellent"

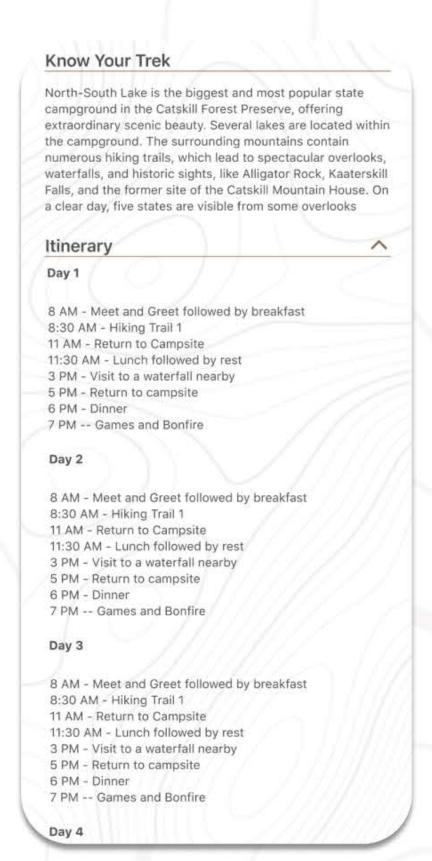
Name	I think that I would like to	I found this website unne	I thought the system was	I think that I would need th	I found the various function	I thought there was too m	I would imagine that most	I found the system very d	i I felt very confident using	I needed to learn a lot of t
Participant 1	5	1	4	1	5	1	4	1	5	1
Participant 2	4	2	4	1	3	4	5	1	5	1
Participant 3	4	1	5	1	4	2	3	1	5	1
Participant 4	4	1	4	1	4	3	4	1	5	1

Qualitative Feedback

The feedback helped us to refine our product and make these necessary changes:





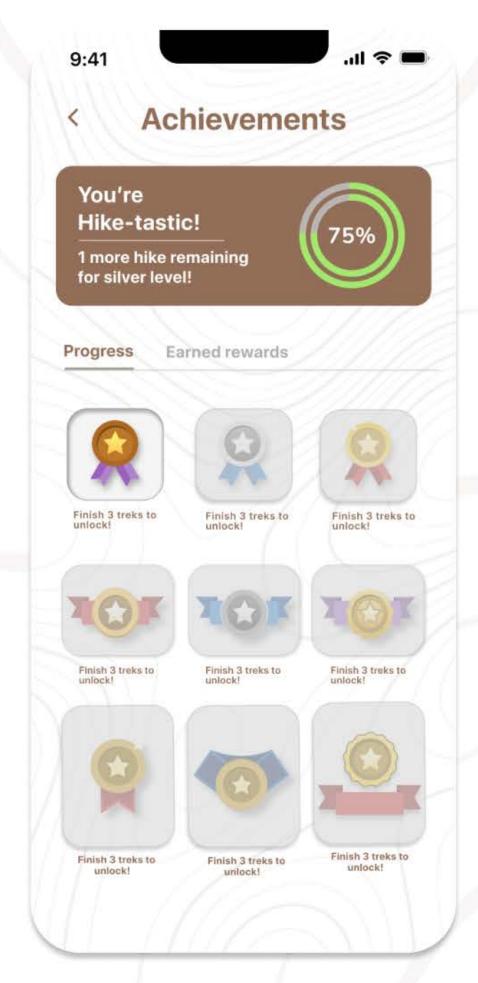


Adding a loading bar to the onboarding screen

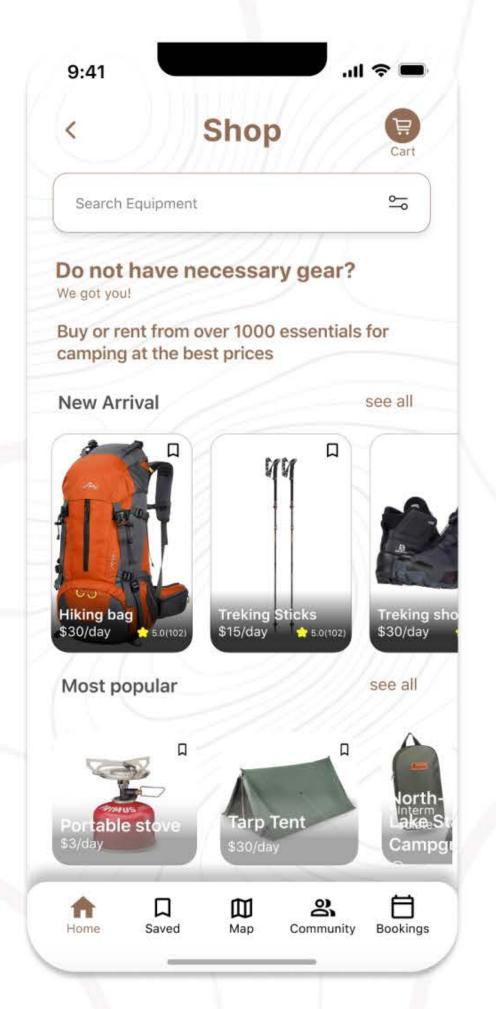
Making the itinerary a drop-down list to reduce screen size



Qualitative Feedback



 Added a gamification feature to promote hiking and camping within community.

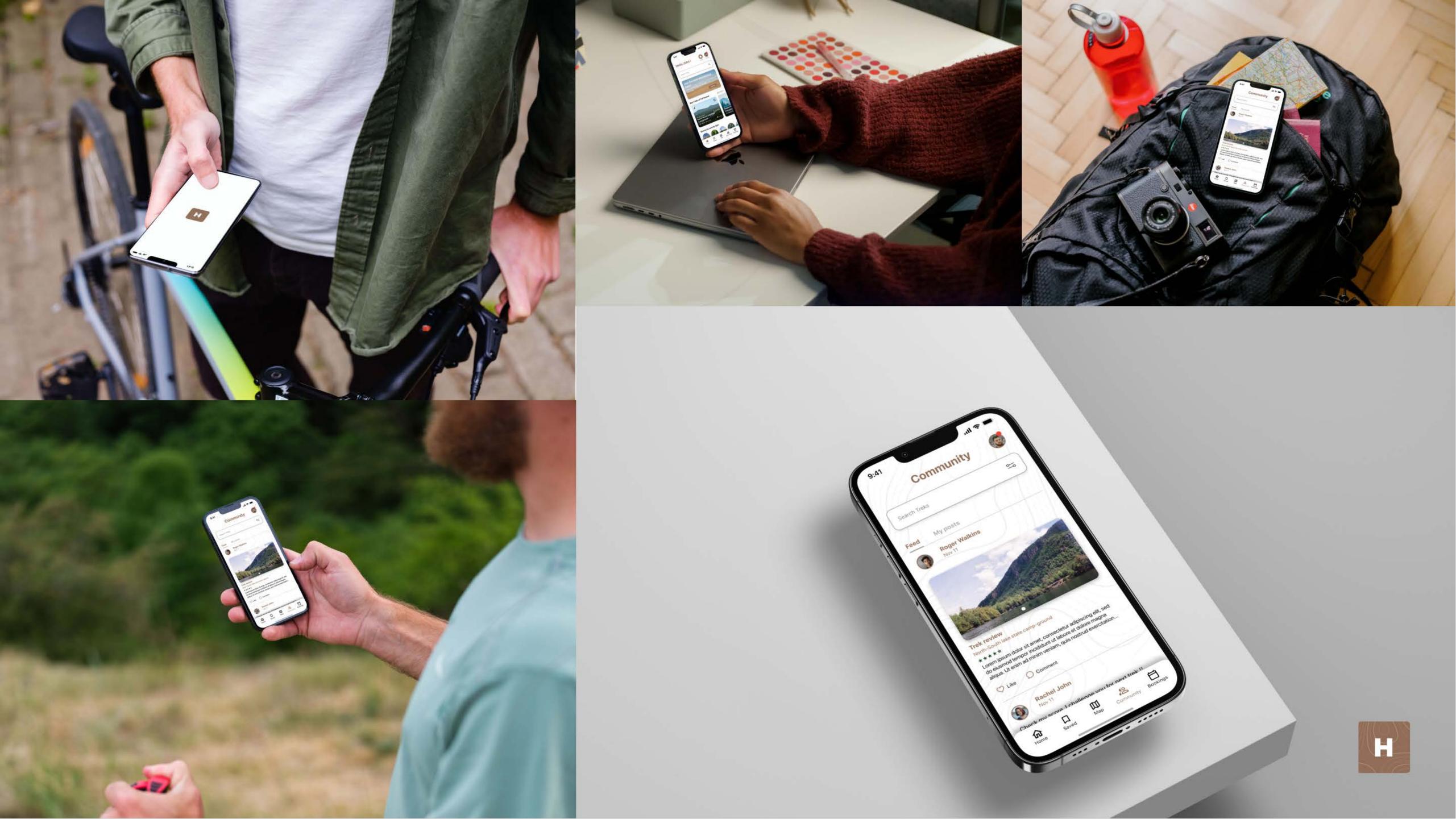


 Added Shop feature where users can buy adventure clothing and equipment.



Future Improvements

- 1. Subscription model for users.
- 2. Trail maps.
- 3. Unguided tour with SOS features.
- 4. Campsite facilities.
- 5. Messaging feature.
- 6. Travel Resources with articles showing how to prepare for a trek.





II A SING ON S

9.47

vord?

in the sold of the state of the

Hello John!

NO30 PA

THE OBSITE OF THE PARTY OF THE



