# Experiencing Kyoto: Evaluating Augmented Reality Audio Guides

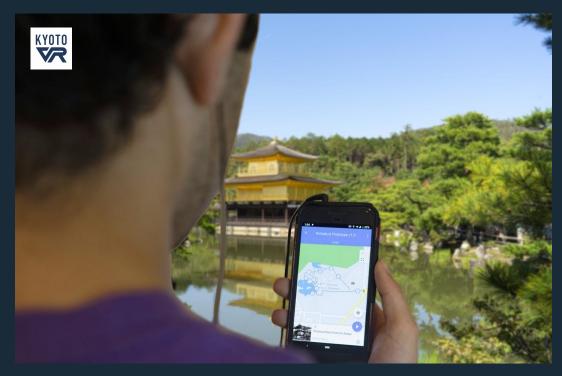
HENRY FRISHMAN, OLIVIA HANSON, FAITH KURTZ, ANTHONY MARGE, MANAS MEHTA

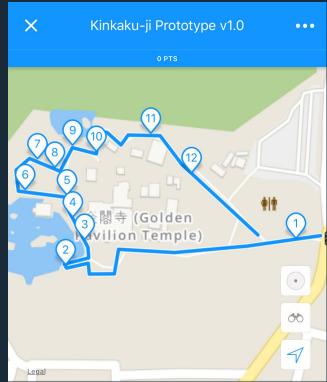


December 8, 2018 Kyoto, Japan IQP Worcester Polytechnic Institute



## **The Project**







#### Profile A: Amelia



"I want a tour that is brief, fast, fun, and humorous with information that I wouldn't have found otherwise."

Age: 38 Gender: Female Country of Orlgin: Australia Length of Stay: 6 - 17 days

#### Channels

- Internet
- · Word of Mouth
- Guide Books

Tourist

Alone

#### Looking For

- · Unique information which can't be found elsewhere
- Interesting stories with information about culture and architecture that she will remember later on
- Brief is best
- Ability to go at her own pace and rewind or skip audio as needed

#### Frustrations

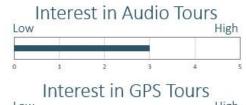
- Too much talking
- Too many forgettable dates and facts

#### Bio

Amelia is on vacation by herself in Japan. She did a little bit of general research on places to visit during her trip. Amelia has very little experience with audio tours and is not super interested in them. However, she does like the idea of a GPS based audio tour. Her ideal audio tour would be brief and at a faster pace while also fun and humorous.

#### Willingness to Pay

JP¥ 425









01

Variable Creation

Classification I

02

Quantification

03

Trends Observation

Classification II

04

Profile Creation

01

Variable Creation

Create Behavioral Variables

Classification I

Separate Variables into General Categories 02

Quantification

03

Trends Observation

Classification II 04

Profile Creation

## **Behavioral Variable Categories**

Data Type

**Demographics** 

Initial Reaction to the Product

**Previous Tour Experience** 

User's Technology

**Tourism Preparation** 

**Narration Satisfaction** 

Information Satisfaction

**Product Preferences** 

Payment

Overall Satisfaction and Recommendation

01

Variable Creation

Classification I

02

Quantification

Score Behavioral Variables 03

Trends Observation

Classification II 04

Profile Creation

01

Variable Creation

Classification I

02

Quantification

03

Trends Observation

Find Users with Similar Scores

Classification II

Group Users based on the Observed Trends 04

Profile Creation

01

Variable Creation

Classification I

02

Quantification

03

Trends Observation

Classification II 04

Profile Creation

Create a Profile from Each Group of Users

#### Profile A: Amelia



"I want a tour that is brief, fast, fun, and humorous with information that I wouldn't have found otherwise."

Age: 38 Gender: Female Country of Orlgin: Australia Length of Stay: 6 - 17 days

#### Channels

- Internet
- · Word of Mouth
- Guide Books

Tourist

Alone

#### Looking For

- · Unique information which can't be found elsewhere
- Interesting stories with information about culture and architecture that she will remember later on
- Brief is best
- Ability to go at her own pace and rewind or skip audio as needed

#### Frustrations

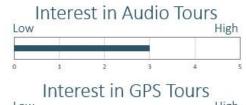
- Too much talking
- Too many forgettable dates and facts

#### Bio

Amelia is on vacation by herself in Japan. She did a little bit of general research on places to visit during her trip. Amelia has very little experience with audio tours and is not super interested in them. However, she does like the idea of a GPS based audio tour. Her ideal audio tour would be brief and at a faster pace while also fun and humorous.

#### Willingness to Pay

JP¥ 425









#### Profile F: Mei



"Having a lot of information gives the app value, otherwise it is not worth the money."

Age: 45 Gender: Femsle Country of Orlgin: Chins Length of Stay: 10 days

#### Channels

- · Word of Mouth
- Internet

Tourist

Family

#### Looking For

- · Lots of details and historical information
- · Additional relevant information about the location
- · A thorough tour that notifies her if she misses a site

#### Frustrations

- · Not enough information in the tour
- Boring and overly formal tone
- Missing parts of the tour due to accidentally skipping a site or the audio cutting out

#### Bio

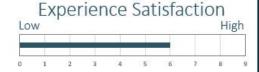
Mei is on vacation with her family in Japan. She did not do any research on where to visit during her trip. Mei has some experience with audio tours and is fairly interested in them. She is fairly interested in the idea of a GPS based audio tour. Her ideal audio tour would have a passionate tone of voice and lots of thorough and detailed information.

#### Willingness to Pay

JP¥ 760













Age: 38

Gender: Female

Country of Origin: Australia Length of Stay: 6 - 17 days

"I want a tour that is brief, fast, fun, and humorous with information that I wouldn't have found otherwise."

#### Looking For

- Unique information which can't be found elsewhere
- Interesting stories with information about culture and architecture that she will remember later on



Age: 45

Gender: Female

Country of Origin: China Length of Stay: 10 days

"Having a lot of information gives the app value, otherwise it is not worth the money."

#### Looking For

- Lots of details and historical information
- Additional relevant information about the location
- A thorough tour that notifies her if she misses a site



Willingness to Pay

JP¥ 425

# Enough Information? No Mostly Yes



#### Frustrations

- Too much talking
- Too many forgettable dates and facts



Willingness to Pay

**Enough Information?** 

No

Mostly

Yes

#### Frustrations

- Not enough information in the tour
- Boring and overly formal tone















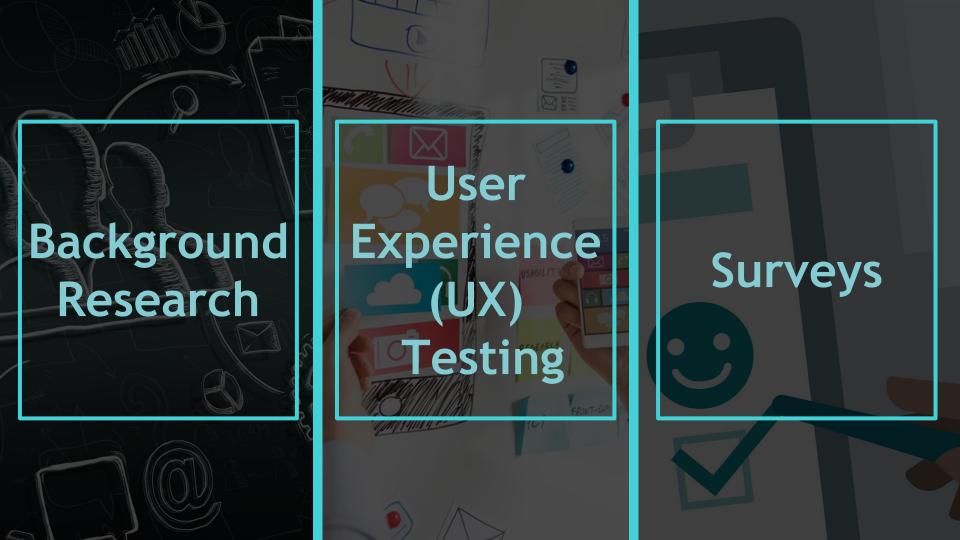




- Give the User the Ability to Control Audio (and Read It)
- Offer Different Versions of the Tour

- Add an Optional Additional Information Feature
- 1 Improve GPS Reliability of the App

**Product Pricing** 



01

Give the User the Ability to Control Audio (and Read It)

**Sticking Point** 

Users Can Miss Information in Audio

Sticking Point

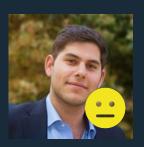
**Product Limits User Interaction** 



Profile A



Profile B



Profile C



Profile D



Profile E



Profile F

#### Users Can Miss Information in Audio

Issue

Users Often
Miss Key
Audio Points

**Potential Causes** 

Distractions

**Unexpected Phone Call** 

Misdirected Focus

Users



#### **Product Limits User Interaction**

Issue

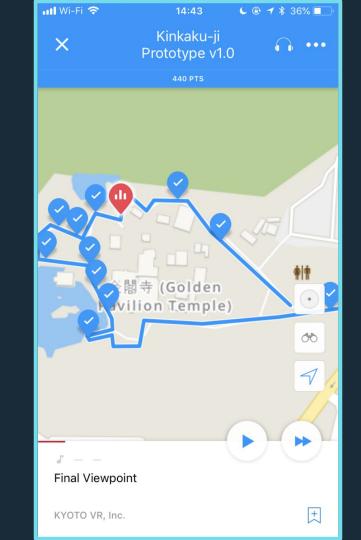
Product Restricts Groups **Potential Causes** 

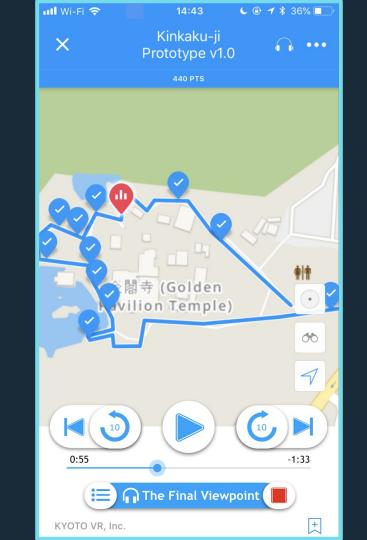
Headphones Limit Talking

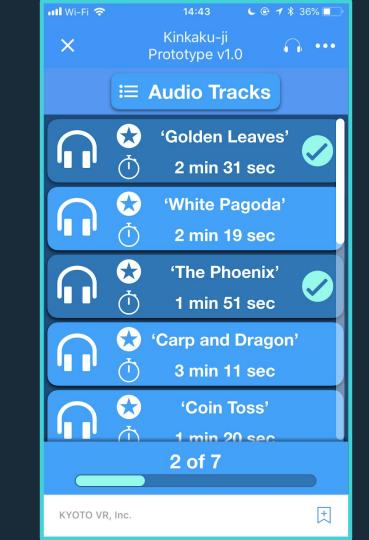
Some Users Move Faster
Than Others

Users









02

Offer Different Versions of the Tour

**Sticking Point** 

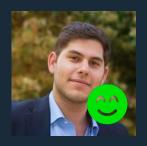
Different Users Want Different Tour Versions



Profile A



Profile B



Profile C



Profile D



Profile E



Profile F

## Different Users Want Different Tour Versions

Issue

Certain
People Want
to Hear More
About
Different
Things

**Potential Causes** 

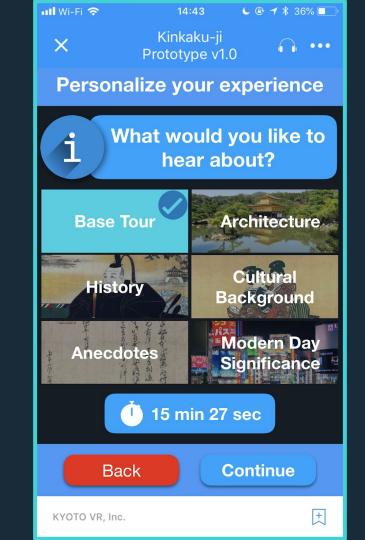
**Different Backgrounds** 

**Different Interests** 

Users



17/20





03

Add an Optional Additional Information Feature

**Sticking Point** 

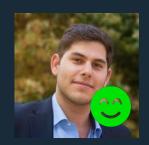
Lack of Information



Profile A



Profile B



Profile C



Profile D



Profile E



Profile F

Lack of Information

Issue

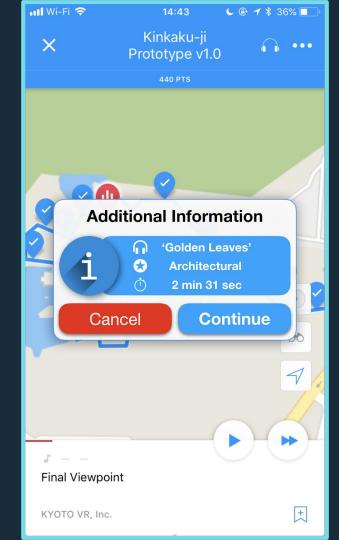
Users Felt
There Wasn't
Enough
Information

**Potential Causes** 

Not Enough Variety of Info

Simply Not Enough Content





04

Improve GPS Reliability of the App

Sticking Point

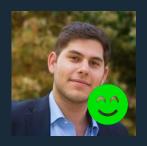
**GPS Inaccuracy** 



Profile A



Profile B



Profile C



Profile D



Profile E



Profile F

## **GPS Inaccuracy**

Issue

GPS Misalignment **Potential Causes** 

**Outdated Phone Technology** 

Lack of WiFi Hotspots

Small Trigger Area

Radio Interference

Users



05

## **Product Pricing**

**Sub Recommendation** 

Free Trial Tour

Recommended Price: ¥400-¥650



Profile A



Profile B



Profile C



Profile D



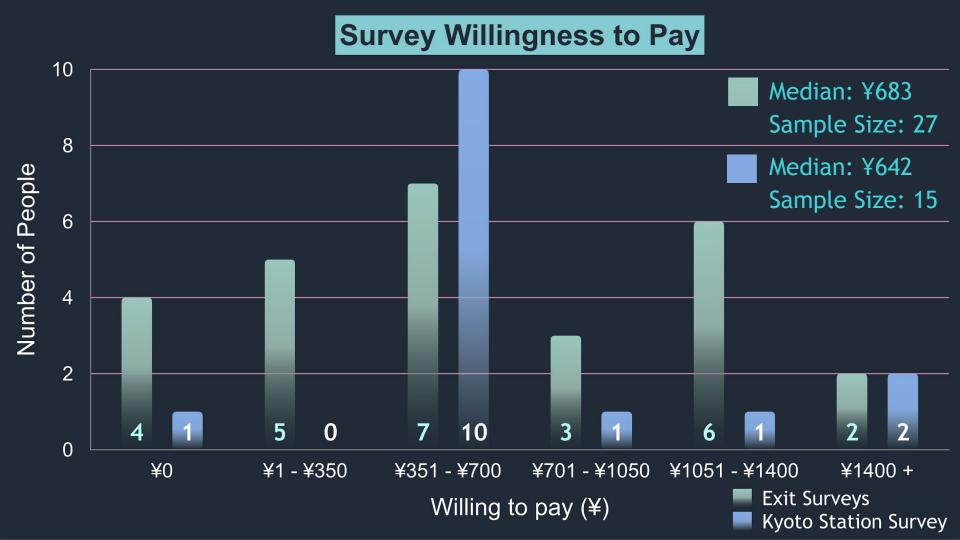
Profile E



Profile F

# Survey Willingness to Pay





# UX Testing Willingness to Pay



### **Sub Recommendation**

Free Trial Tour

Recommended Price for Product: ¥550-¥1150

Recommended Price per Tour: ¥100-¥350

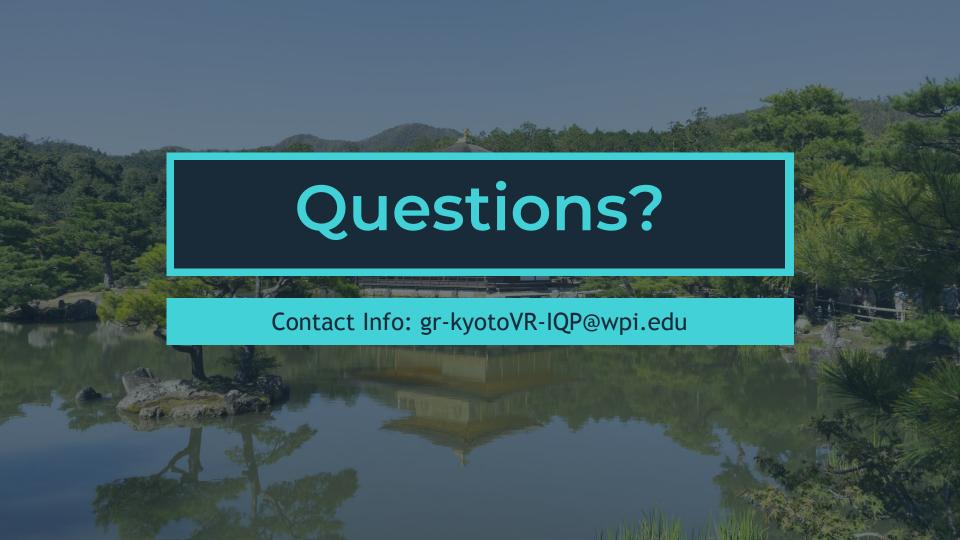


Finished Product Testing
And Improvement

UI Design Improvement,
Research,
and Testing

Advertisement Campaign





## **User Profiles**

01

Variable Creation

Create Behavioral Variables

Classification I

Separate
Variables into
General
Categories

02

Quantification

Score Behavioral Variables 03

Trends Observation

Find Users with Similar Scores

Classification II

Group Users based on the Observed Trends 04

Profile Creation

Create a Profile from Each Group of Users

## **Project Outline**

PHASE 01

Familiarization

Take Atticus' Tour

**GPS** Testing

PHASE 02

Audio Tour Research

Fushimi Inari

Nijō Castle

Imperial Palace

PHASE 03

**Exit Surveys** 

Kinkakuji

General

**UX** Testing

Observational Tours

PHASE 04

Surveying

**Kyoto Station** 

Focus Group

Noru Tours

Ritsumeikan University

Analysis

PHASE 05

Final Presentation

## **User Profiles**

#### **Nature and Amount of Research**

General - 0

Location - 1

Price - 2

Worth Seeing - 3

USER #	NATURE AND AMOUNT OF RESEARCH
1	0
3	1
4	0
5	N/A
7	0
8	3
9	1,2,3
10	0
13	1

## Willingness to Pay

JP¥ 425 per site

### Looking For

- Lots of details and historical information
- Additional relevant information about the location
- A thorough tour that notifies her if she misses a site

#### Frustrations

- Not enough information in the tour
- Boring and overly formal tone

"Having a lot of information gives the app value, otherwise it is not worth the money."

#### Profile F: Mei

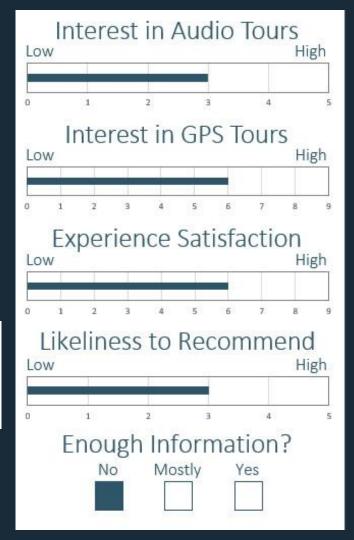


Age: 45

Gender: Female

Country of Origin: China

Length of Stay: 10 days



## Willingness to Pay

JP¥ 425 per site

## Looking For

- Unique information which can't be found elsewhere
- Interesting stories with information about culture and architecture that she will remember later on

#### Frustrations

- Too much talking
- Too many forgettable dates and facts

"I want a tour that is brief, fast, fun, and humorous with information that I wouldn't have found otherwise."

#### **Profile A: Amelia**



**Age:** 38

Gender: Female

Country of Origin: Australia

Length of Stay: 6 - 17 days



# **Sticking Points**

01	GPS Inaccuracy
02	Unclear Directions
03	English Only
04	The Uncommonality of Downloading Tourist Apps
05	Different Users Want Different Tones of the Tour
06	This Form of Audio Tour Limits Human Interaction
07	Lack of Information

## **Sticking Points**

04

The Uncommonality of Downloading Tourist Apps

Issue

People usually don't download travel apps

Potential Causes

Google

Travel Guide - Lonely Planet

Source

**UX** Testing



3/20