Xplore

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Background/Motivation

- Phone users' **screen times** are **increasing**
- Screen time is often caused by **boredom**
- Time spent on phones takes away from other aspects of life (social, physical, etc.) and can cause **health issues**
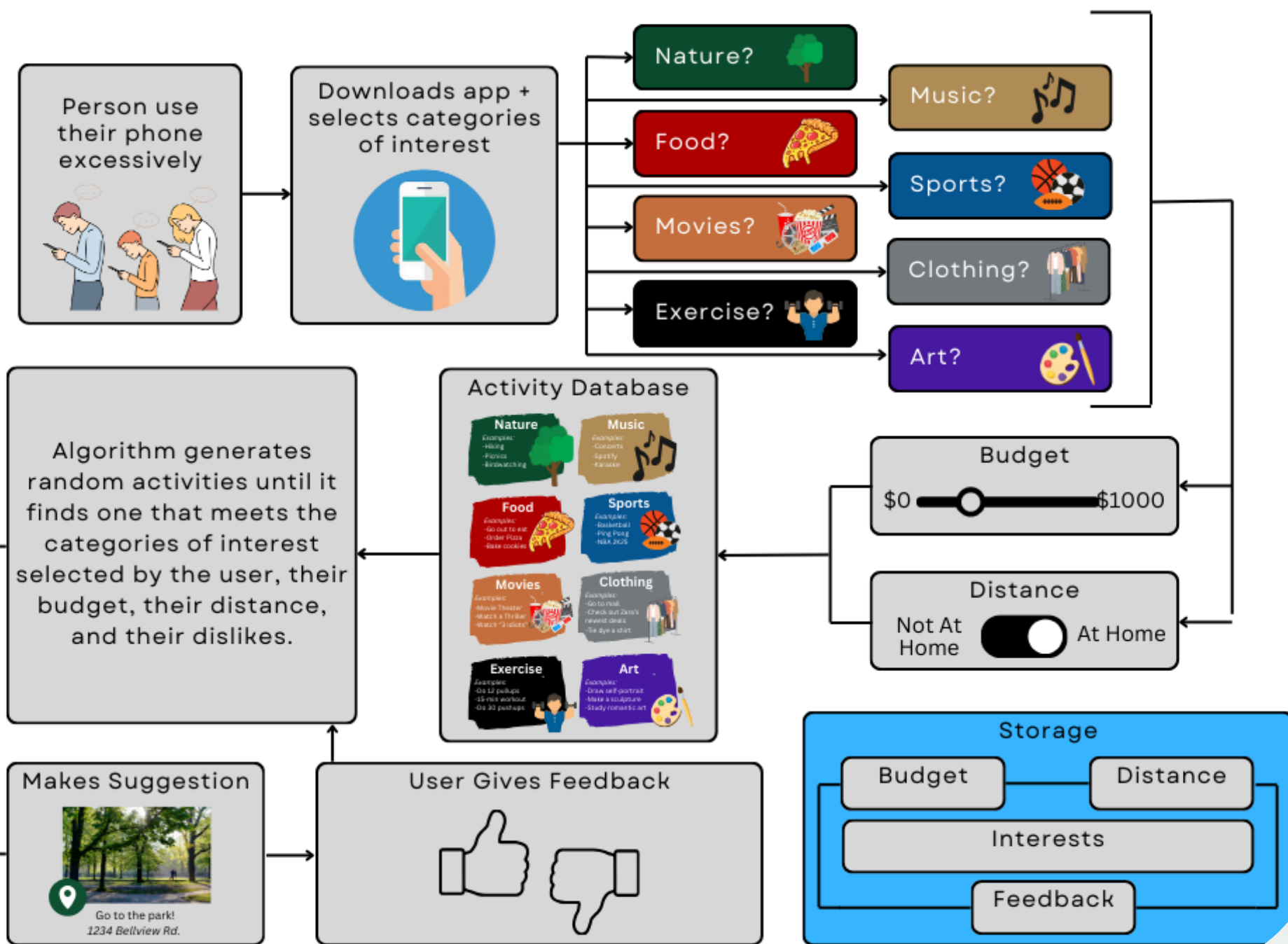
Problem

Adolescents have been spending increasingly **unhealthy amounts of time** on their **phones**.

Target Audience

Intended use for **teenagers**, but applies to all **phone users** with too much screen-time.

App Design System's Diagram

Features & Function

- **Generates activities** that would be of interest to the user
- Allows the user to **choose what category** of activities they are interested in
- **Takes user input** describing what kind of activity they would like at the moment (*Would they like to stay at home? How money are they willing to spend?*)
- Takes feedback with a **dislike idea button**
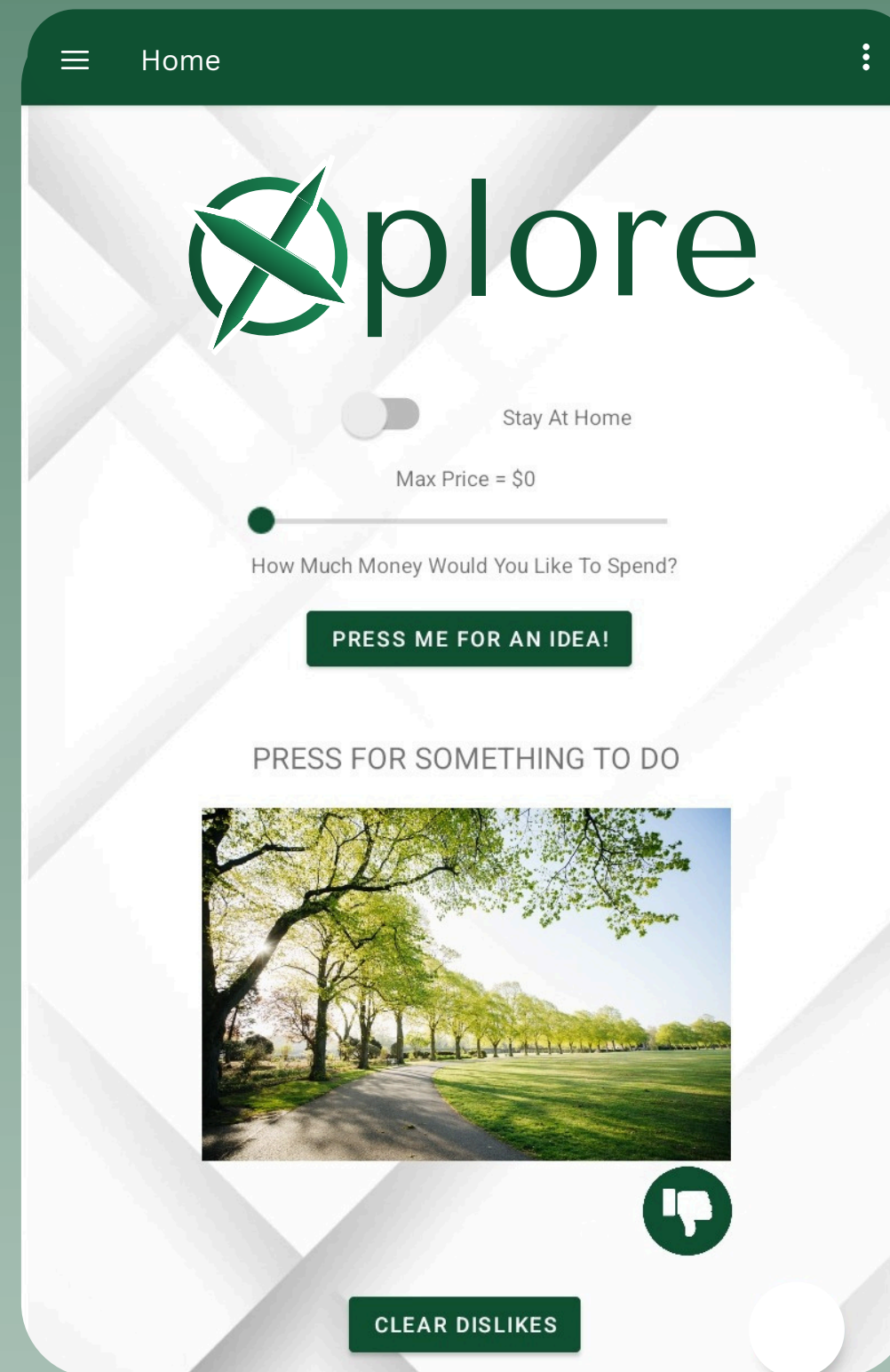
Tools

Competitors

 Random Activity - This app generates ideas, and gives information such as the number of participants, but **doesn't allow users to customize** their suggestions.

 Shuffle My Life - The **paywall** in this app poses a significant restriction, as the performance of the app depends on the amount of money the user is willing to pay.

 Horizon Activity Generator - This app generates multiple activity ideas at a time but **only provides three category** options and lacks other user input.

Future Work

- Suggestions using **location services** (particularly **Google Maps**)
- Implementation of **AI** generated ideas
- Method to **save activities** for later
- Method to **collaborate** with other users and **coordinate** activities with them
- Tailor recommendations based on the **highest-rated activities**