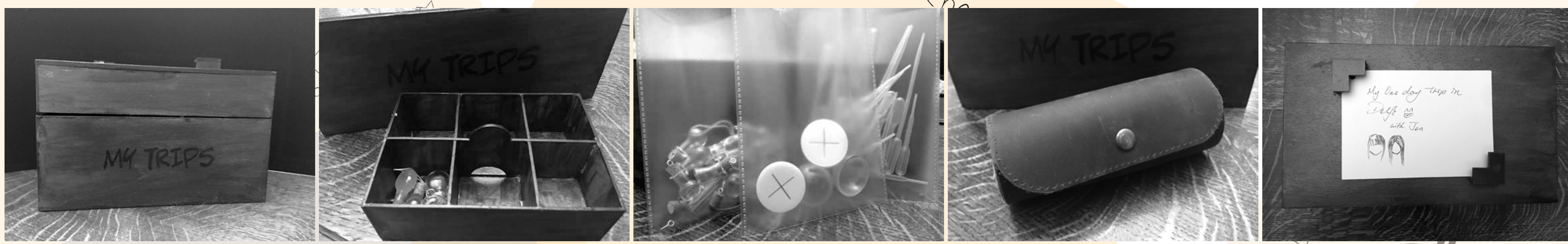


My final product contains a booklet, the kit (a bag and physical collectors: the Dom, and the bottles), and wood box for storage and displays the booklet and kit at home. The booklet and the kit are bringing with the user during the trip; the booklet has the different tasks and blank and textured papers that allow people to collect their trip experiences. The physical object proves a new way to storage the memory. The box works as a memory box. Meanwhile, it also is as a reminder when people see it at home.

MY TRIP BOOKIT

TO HELP PEOPLE TO RE-EXPERIENCE AND RELIVE THEIR TRIP MEMORIES



QUALITIES

- COLLECTING**
 The Collecting quality is more focus on in people's trip period. The collecting is not only means collect the physical object, but also the story and experience of the journey. Through the collecting, people will interaction with the objects, people, and an environment around them, build the memory and connection on the trip.
- STORYTELLING**
 I want my user can experience the storytelling interaction quality during the trip and in their routine life. My trip bookit capture the moment that pictures can not do, the story it keeps will communicate more vividly to users to recall the memory.
- MEMORIAL**
 Memorial interaction quality is my essential quality. I want the user can feel emotions and memories connecting to the product. My trip bookit will be the memory trigger allow users to re-experience trip, and feel the same emotions again.

STORYBOARD

