
Analyzing Travelling Trends in the World

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Our Concept



People enjoy sharing where they recreationally travel to others. Our project aims to create a platform where people can physically mark the places they've travelled to on a map.

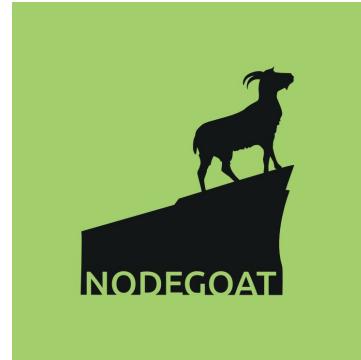
With this data, we want to analyze trends associated with travel between people from different countries. Are people from certain countries more likely to travel to specific countries? Are there times of the year when it is more popular to travel to a certain country?

We want our project to serve as a database for the future, as data can continually be added.

Inspiration

We were inspired by the old travel guides we looked at in class. We wanted to consolidate them into one platform.

Nodegoat, a map visualization program, is what we chose as our data medium.



Importance

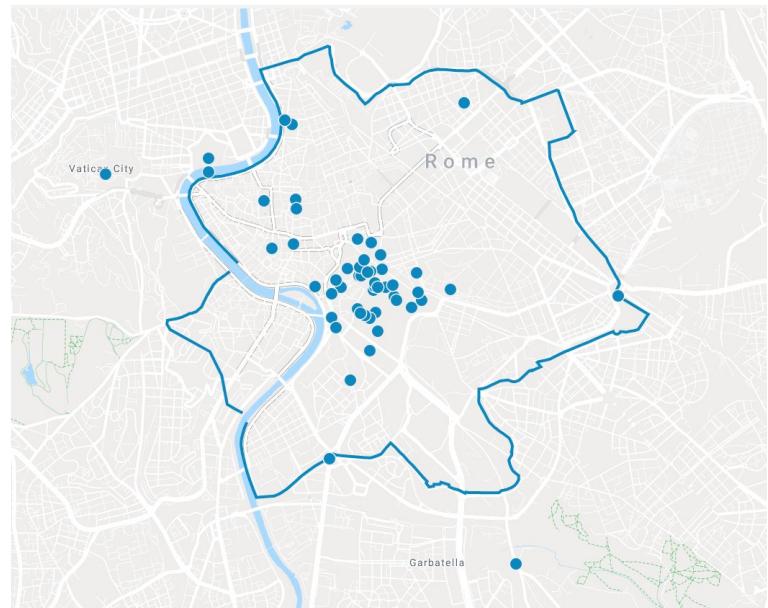
Analyze cultural and country-based movement trends.

Analyze other trends, such as time and seasonal movement patterns.

It can be a future database that can be utilized for research purposes.

It is viable alternative to the manual approach of marking locations on a physical map.

In the future, it could become an incredible platform for travel-related social media.



Work Plan

- 1) Interview travel bloggers to understand what users would want on our platform.
- 2) Test how visualization will work with tools like Kepler and Nodegoat.
- 3) Create our own visualization map from scratch.
- 4) Work on promoting the app to users all over the world.
- 5) Analyze user input travel data and analyze cultural trends.



User Attraction

Our web-software tool will be an amazing resource for people to track their travel trips and will also allow them to share their journeys with friends.

Therefore, we plan to incorporate a social media development model to attract users. I believe users will find it interesting to share their trips with community groups they can create. These groups could be categorized as 'friends', 'family', 'general', and similar divisions.

Because data privacy is important, users will have to consent before their data can be analyzed. People can use it simply as a platform for sharing their trips.

Additional Improvements

We want to create a machine learning model that can recommend people places based on where their friends have traveled or where people in their country like to travel to. We would use the data collected from our platform to model this.

Because we believe the data research is important, we want to create an API that would make it easier for researchers to use our database.

Documentation

To get more in-depth discussion of slides,
visit:
<https://yernii.github.io/university/final-project/>

Thank you!