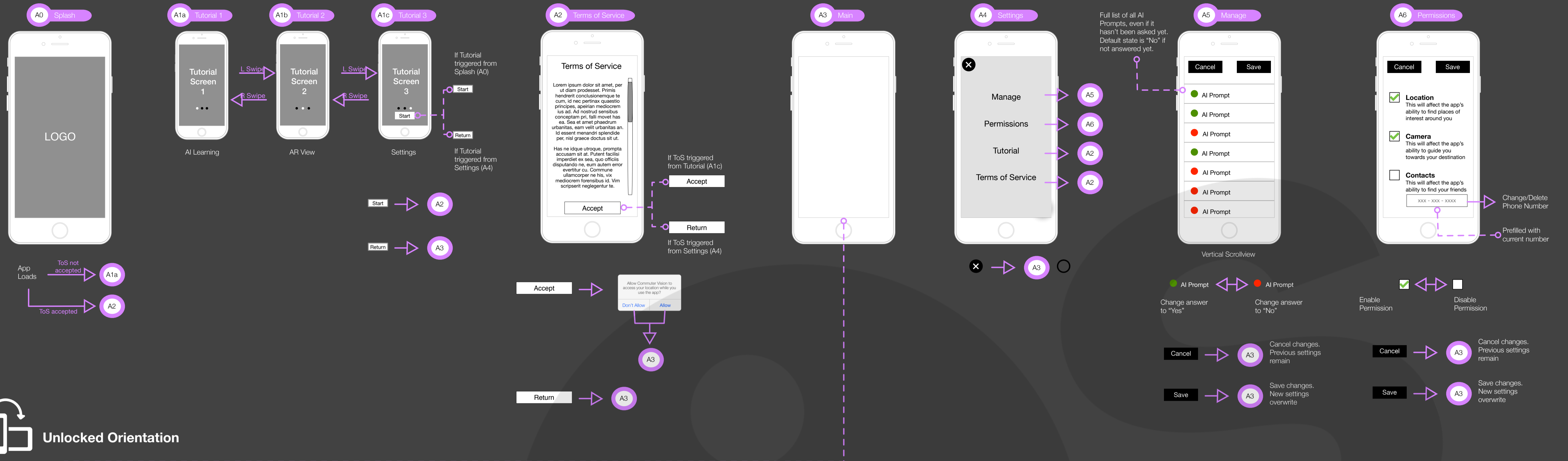


AR Quick Launch App

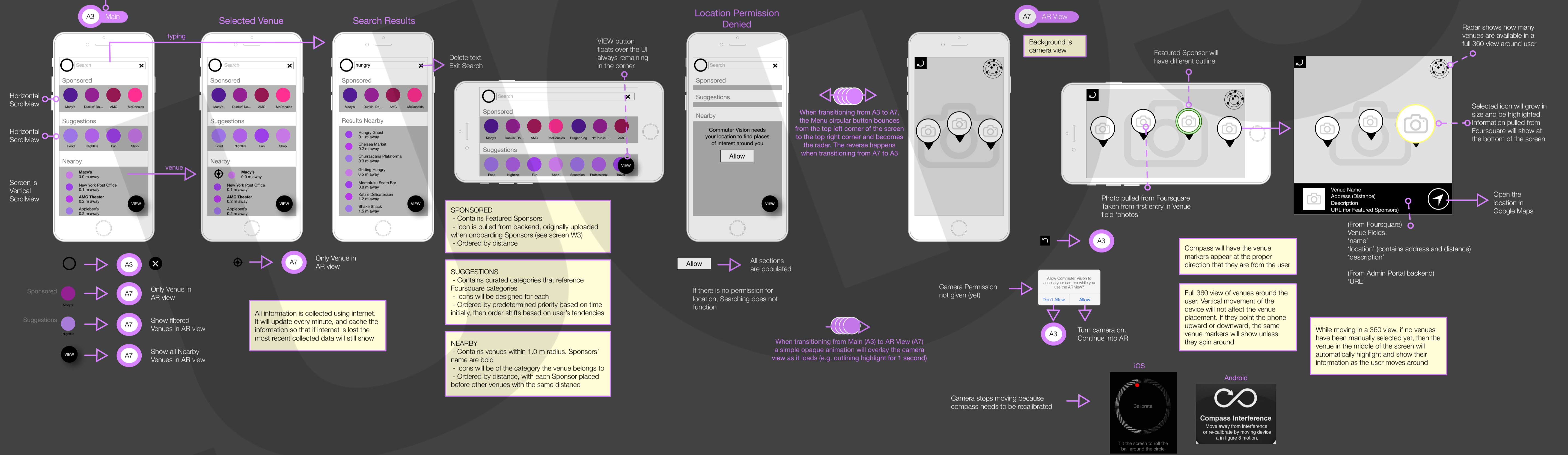
iOS / Android Mobile App UX

Locked Orientation to Portrait

| UX Notation | |
|-------------|-----------------------|
| | Screen ID + Name |
| | Navigate to Screen |
| | Link between events |
| | Link between elements |
| | Comment |
| | Animation |



Unlocked Orientation



AI Learning

INITIAL CONDITIONS

Randomized order for Suggestions w/ Priority during certain timeframes or conditions

12am - 5:59am:
Nightlife, Travel, Urgent

6am - 11:59pm:
Food, Shop, Travel

12pm - 5:59pm:
Errands, Food, Outside, Shop

6pm - 11:59pm:
Active, Food, Fun, Nightlife

Raining:
Education, Errands, Fun.

Sunny Weather:
Errands, Fun, Nature, Outdoors, Shop

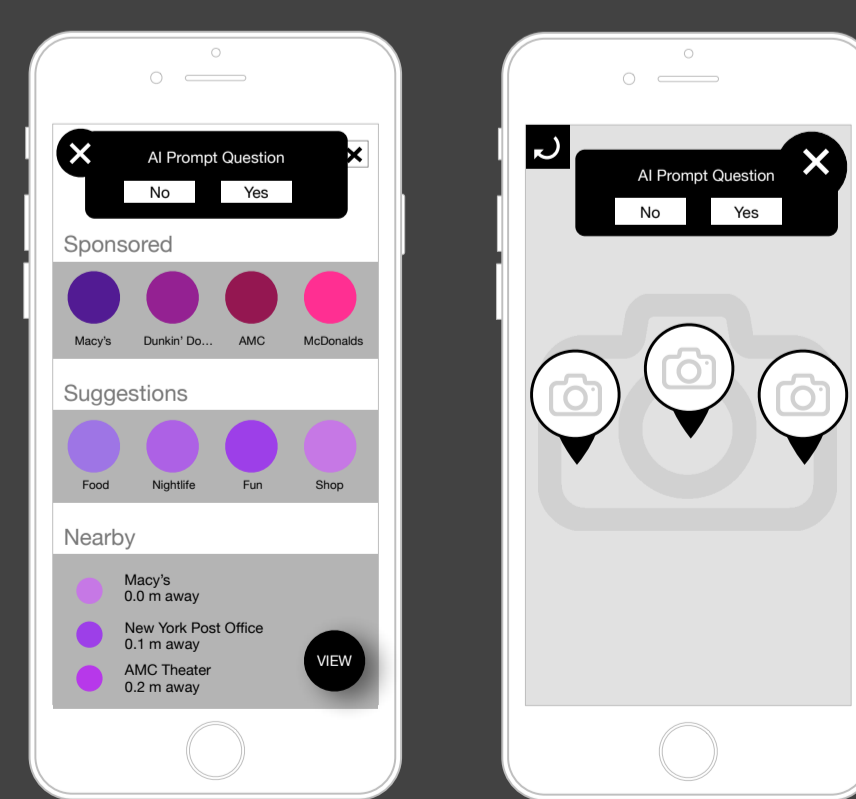
PATTERN RECOGNITION

4 Segments of each day of the week to analyze: Sun, Mon, Tues, Wed, Thurs, Fri, Sat (12:00am - 5:59am, 6:00am - 11:59am, 12:00pm - 5:59pm, 6:00pm - 11:59pm)

For each segment, the category of the user's selection will be recorded to weigh out their tendency to select particular kinds of venues as opposed to others. The venues that have been selected the most within that segment of the day will show up first on the Suggestions section.

AI Prompts will also be running throughout the use of the app. It will allow for quick collection of what the user prefers in general, as opposed to that time of day. They will not disrupt the use of the app. The queue of prompts will reset every season (December, March, June, September) to adjust to any changes in the user's tendencies. Only the queue of prompts to ask will reset, the answers and percentages will remain active and only be edited by new results.

AI Prompts



AI Prompts will appear from the circular components (i.e. menu button, radar) of the UI with a yes or no question, without disrupting the use of the app. If the prompt is not answered in 2 minutes then the prompt will dismiss and go away.

If the prompt is answered "No" for the first time that particular prompt appears, then it will be stored as a "No" and go to the end of the queue of prompts. If the prompt is answered "No" twice then it will remain as "No" and not reappear.

If the prompt is answered "Yes", then it will be stored as a "Yes" and not reappear.

Prompts appear after 1 minute of opening the app and after every 5 minutes of continuous use. Every "Yes" increases percentage chance of that category. Every "No" decreases percentage chance of that category.

AI PROMPTS (prompt -> category)

"Do you like going to go out late?" -> Nightlife
 "Do you try to find places to study?" -> Education
 "Do you live an active life?" -> Fun, Nature, Outdoors, Travel
 "Do you like to find places to relax?" -> Nature, Travel
 "Do you like to see cultural exhibits?" -> Cultural
 "Are you a gamer?" -> Fun
 "Do you like huge public events?" -> Cultural, Outdoors
 "Do you like looking for restaurants?" -> Food
 "Do you like quick eats?" -> Food
 "Do you like sports?" -> Fun, Nature, Outdoors
 "Do you like looking at nature?" -> Nature
 "Do you often deal with errands?" -> Errands
 "Do you look for interesting businesses?" -> Business
 "Do you often look for a place to live?" -> Urgent
 "Do you do grocery shopping?" -> Errands, Shop
 "Do you like to shop for clothes?" -> Shop
 "Do you often take transportation?" -> Travel

CURATED CATEGORIES*

- Business:** Non-Profit, Office, Radio Station, Recruiting Agency, TV Station, Business Service
- Cultural:** Art Gallery, Historic Site, Museum, Public Art, Conference, Convention, Vineyard, Club House, Community Center, Convention Center, Cultural Center, Event Space, Library, Book Store
- Education:** College & University (all subcategories), School
- Errands:** Parking, Post Office, ATM, Auto Garage, Automotive Shop, Bank, Big Box Store, Car Wash, Check Cashing Service, Daycare, Drugstore / Pharmacy, Dry Cleaner, Financial or Legal Service, Gym / Fitness Center, Hardware Store, Laundromat, Laundry Service
- Food:** Food (all subcategories)
- Fun:** Aquarium, Arcade, Bowling Alley, Casino, Circus, Comedy Club, Concert Hall, Country Dance Club, General Entertainment, Go Kart Track, Laser Tag, Pool Hall, Roller Rink, Gun Range, Recreation Center, Community Center, Movie Theater, Music Venue, Performing Arts Venue
- Nature:** Beach, Botanical Garden, Bridge, Campground, Dog Run, Farm, Field, Fishing Spot, Forest, Garden, Harbor / Marina, Hot Spring, Island, Lake, Lighthouse, Mountain, National Park, Nature Preserve, Other Great Outdoors, Palace, Park, Rattling, River, Rock Climbing Spot, Scenic Lookout, Sculpture Garden, Summer Camp, Trail, Tree, Volcano, Well
- Nightlife:** Salsa Club, Music Festival, Bar, Brewery, Lounge, Nightclub, Other Nightlife, Speakeasy, Strip Club
- Outdoors:** Disc Golf, Mini Golf, Racetrack, Stadium, Theme Park, Water Park, Zoo, Festival, Parade, Street Fair, Athletics & Sports, Bath House, Bathing Area, Castle, Cemetery, Dive Spot, Pedestrian Plaza, Playground, Plaza, Pool, Ski Area, Stables, Fair
- Shop:** Stoop Sale, Night Market, Animal Shelter, Shop & Service (all subcategories)
- Travel:** Travel & Transport (all subcategories)
- Urgent:** Medical Center, Government Building, Funeral Home, Warehouse, Residence, Spiritual Center, Hotel, Drug Store / Pharmacy, Hardware Store, Internet Cafe, Lawyer

* Curated from Foursquare 1st & 2nd level categories: <https://developer.foursquare.com/categorytree>