

Lockdown-friendly interactive & illustrated travel map of Munich



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Our project is a curated interactive illustrated map of places to go across Munich during times of lockdown, that we hope looks good, is fun to navigate, and enjoyable to read through. We arrived in a time where everything from museums to gyms are closed, and more things shut down every week. We thought residents of Munich, both new arrivals and long-time locals, could benefit from discovering new things to do in a fun way, so we intend to shine light on unique low risk places people can go regardless of lockdown level, whether it be natural parks, outdoor cultural heritage centres, or just a nice neighbourhood to walk around.

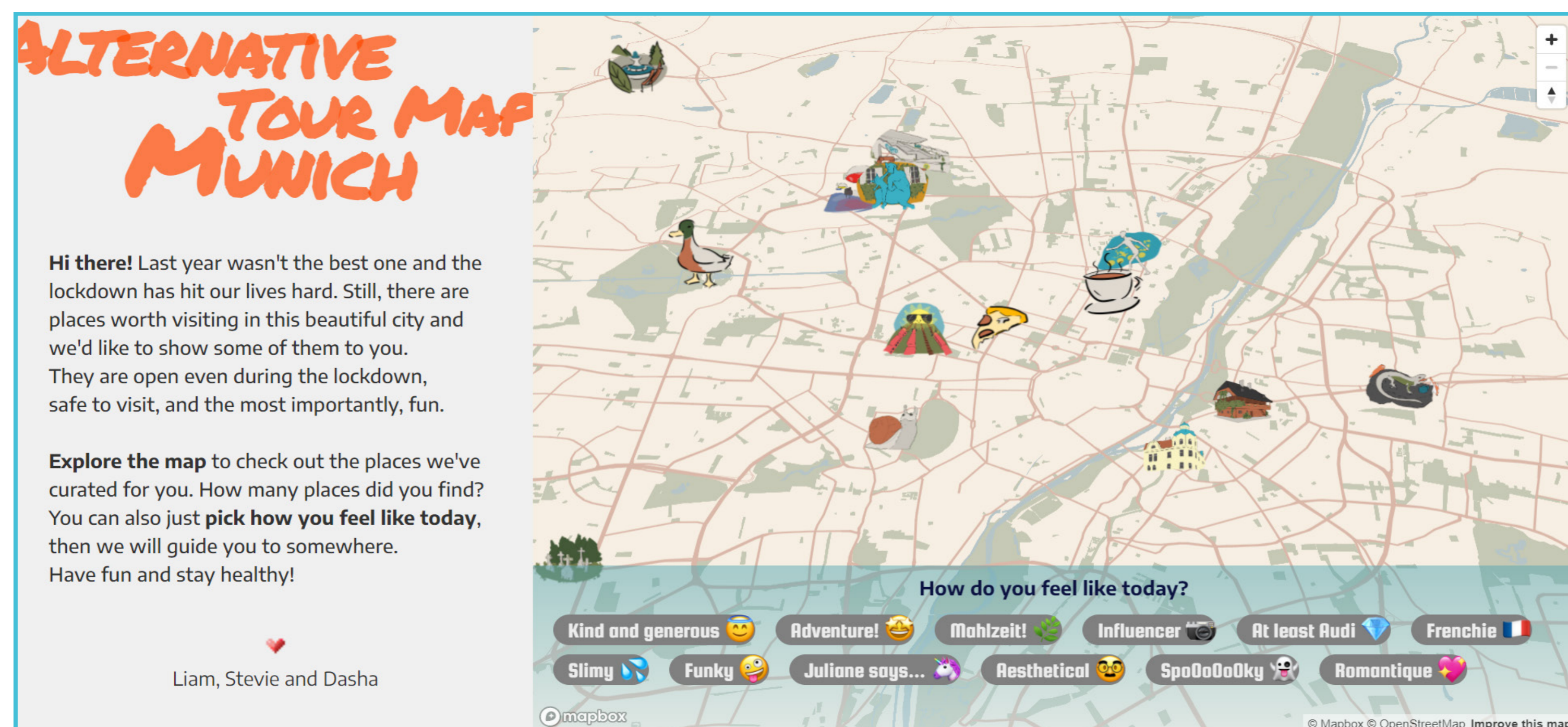


Fig 1. A screenshot of our main page, introduction on left shows where blog post will be, when you click how you feel you will be sent to one of our locations

RESEARCH METHOD

For our prototype we wanted at least a dozen or so places close to Munich's city centre, somewhat evenly distributed, for aesthetics, but also so no matter where one lived in Munich we would hopefully have highlighted somewhere nearby.

We didn't use quantitative data to choose our locations, while initially we considered choosing by what was most often geotagged from online sites, we chose to simply get recommendations from friends & colleagues, as well as some inspiration from the internet, such as the most visited locations listed on certain sites. [1] [2]

Twelve or so places may not seem like a lot initially, however we knew we also wanted to tell a story about each place in the side bar, furthermore we intended from the beginning to have custom illustrated icons for each of these standout locations, so the workload for each was relatively high.

DESIGN

As we aren't so data driven, design has been a relatively large part of our map and

battling between legibility and aesthetics was one of our toughest issues in the design process.

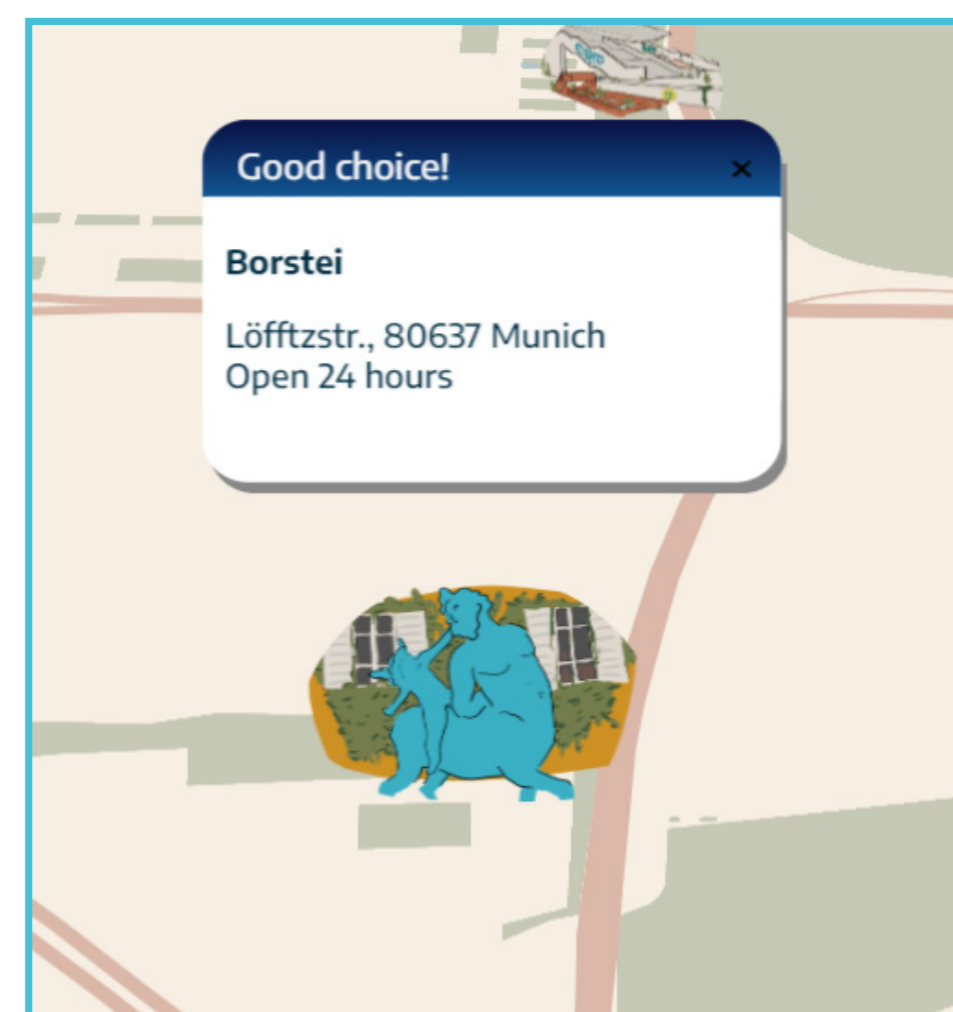


Fig 2. After clicking how you feel, icon enlarges & blog post appears on left side

We knew all aspects must be aesthetically pleasing, somewhat uniform, while creating a cohesive look & we were aware not to use too many fonts.

In this early phase we also designed a unique navigational function for users to use the map in a non-traditional way, to make it more fun.

IMPLEMENTATION OF IDEAS

We began dividing tasks & discovering what software we'd use as the foundations for our map, ultimately we chose Mapbox, as it was free, offered all the customization we needed for the base map, and most importantly allowed us to implement it within a customized HTML page. We also decided we would need CSS, JavaScript for unique navigational functions, and Adobe Photoshop to draw our icons.

CONCLUSION

In its current state we believe our project exceeds some expectations, highlighting nearly 20 places, and meets everything else from our initial outline. We hope we have met the goal of creating an engaging map in which to discover new things to explore here in locked down Munich.

Of course, like any project there is always room for more content and improvement in general, and as time goes on, we would like to add more curated suggestions of places to visit, and tweak navigational mechanics to make them even more fun.

IMPRINT

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LINK

<https://sanghostevielee.github.io/team/lsd/index.html>

REFERENCES

- [1] Muenchen.de
- [2] TripAdvisor.com

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All the friends & colleagues who made wonderful recommendations of places for us to visit, and everyone who helped test the site for us along the way.