Design workshop   
**Fly cheaper with Ryanair!**

## Session follow-up — Design workshop (60 min)

Redesign a flight booking experience as a team. Deliver a low fidelity prototype of flight booking process within web interface.

### A bit of user research upfront to help you start

We have interviewed Jiří, a señor software developer in his late 20s. Jiří is using online flight booking services a lot — he is keen on traveling far places, whether together with his wife, or his friends. We have few short stories about what he usually expects to solve when booking a flight online.   
You can use these stories as requirements or as your starting point for discussion and confrontation of different flight booking experiences within the members of your team.

### Stories from Jiří

* Jiří is looking for single or return ticket by choosing date or date range and enjoys when suggested a date-similar flying options to choose from.
* Jiří wants to travel with someone else, usually with a friend or family. (Ticket pricing for additional passenger may depend on age, e.g. *Adult*, *Child < 16*, *Infant < 2*).
* Jiří wants to know how flight ticket costs are calculated. (Flying ticket price can be comprised of more attributes: *Basic ticket fare*, *Web check-in fare*, *Administration fee*, *Tax*, etc.)
* Jiří wants to carry a different type of luggage with himself on different trips such as:
  + Baggage
  + Sports equipment (ski, bicycle, etc.)
  + Infant equipment
  + Musical instrument
* Jiří wants to book a window-seat upfront.
* Jiří wants to set travel insurance in case of lost baggage or flight delays.
* Jiří wants to book a transport from resort airport to place of temporary stay.
* Jiří demands a special assistance during a flight. (e.g. help with boarding of a wheelchair)

## Homework

Design a prototype you could evaluate with other users.   
Bonus task (if you have time and [enthusiasm](http://thesaurus.com/browse/enthusiasm) for user research): Evaluate the prototype with users and incorporate feedback in your next design iteration.