**Guide.me**

|  |
| --- |
| 1. **Name of the challenge** *(short, powerful and inspiring description):*   Guide.me |
| 1. **Context*:*** *(what is the background information behind the challenge, what is the state of the art of the sectors, the role of the organization in this context, the target group to whom the solution need to be addressed, etc.)*     Do you like travelling? If your answer is yes, then you surely know this problem: you reach your destination and now you want to look around, to see some interesting places, to go to a restaurant or an event. However, you have just arrived to a foreign country and everything is new for you. It would come in handy to know someone local who would be happy to show you around and to earn some extra money on the side.  A typical user is a young person, an adventurer. The first groups we would like to appeal to are Erasmus students on the demand site and Czech university students as guides. Guiding is a unique combination of time flexibility and an opportunity to make some extra money for students – it is them who set the time as well as the price. As the travellers are Erasmus students, the platform has a potential to spread quickly all around Europe. |
| 1. **Problem:** (*What i*s *the problem that needs to be solved, why is important to solve, impact of this problem in the close future, impact of the problem on local or international area)*   And that’s why we give you Guide.me! It is an international platform for connecting locals with travellers. The local people can use it to create walks for travellers to choose from.  Guide.me also offers the possibility to demand a tailor-made guided tour. Is sightseeing not your thing but you’re really into parks? Then simply describe what kind of a tour you would fancy and a guide will contact you with an individual offer. The Guide.me platform thus works as a two-way connection between travellers and guides.   1. **Additional info (for internal use):**  *(what is expected to be delivered by the team (idea/concept/prototype), what are the specific tools & instruments that shall be used (eg. Programing language etc), what are the asset (as knowledge, materials) will be given to the team*   - Expectation of the delivery – Project Schedule, Business Model, Business case, Use Cases, Wireframes, Technical description, Test Cases  - Instruments – word, excel, MS Project, analytical tools (EA), graphical tools |
| 1. **Skills of the team (for internal use):** *what specific skills shall the team have in order to address the challenge*   - Analytical skills, basic programming skills, knowledge of project management |
| **5. About the Seeker:**  *- Czech Technical University in Prague*  *- Faculty of Information Technology*  *- Department of Software engineering* |

**Tip**: Good questions to ask the Seeker when defining a challenge:

*- What could be the new strategic areas at your organization?*

*- What are the BIG problems your organization will solve in 5 years?*

*- What would you like to learn more about?*

*- What is interesting for YOU or your team?*

*- Challenges/problems or ideas/concepts you want to test out?*