PEOPLE WATCHING

Junhan Zhang ID: 34566694

Timeline

1st

10.00am

10.30am

11.00am

12.10am

Last

13.00pm

12.50pm

12.02pm

11.30am

About 3-4 people entered every ten minutes, and almost 100% of visitors bought tickets on the spot rather than reserving

Ticketing and access control:

Visitors need to purchase tickets or enter the park, which involves the design of payment and access control systems to ensure a smooth entry process.

When each group of tourists entered, one of them always talked to the conductor for more than two minutes.

line of sight
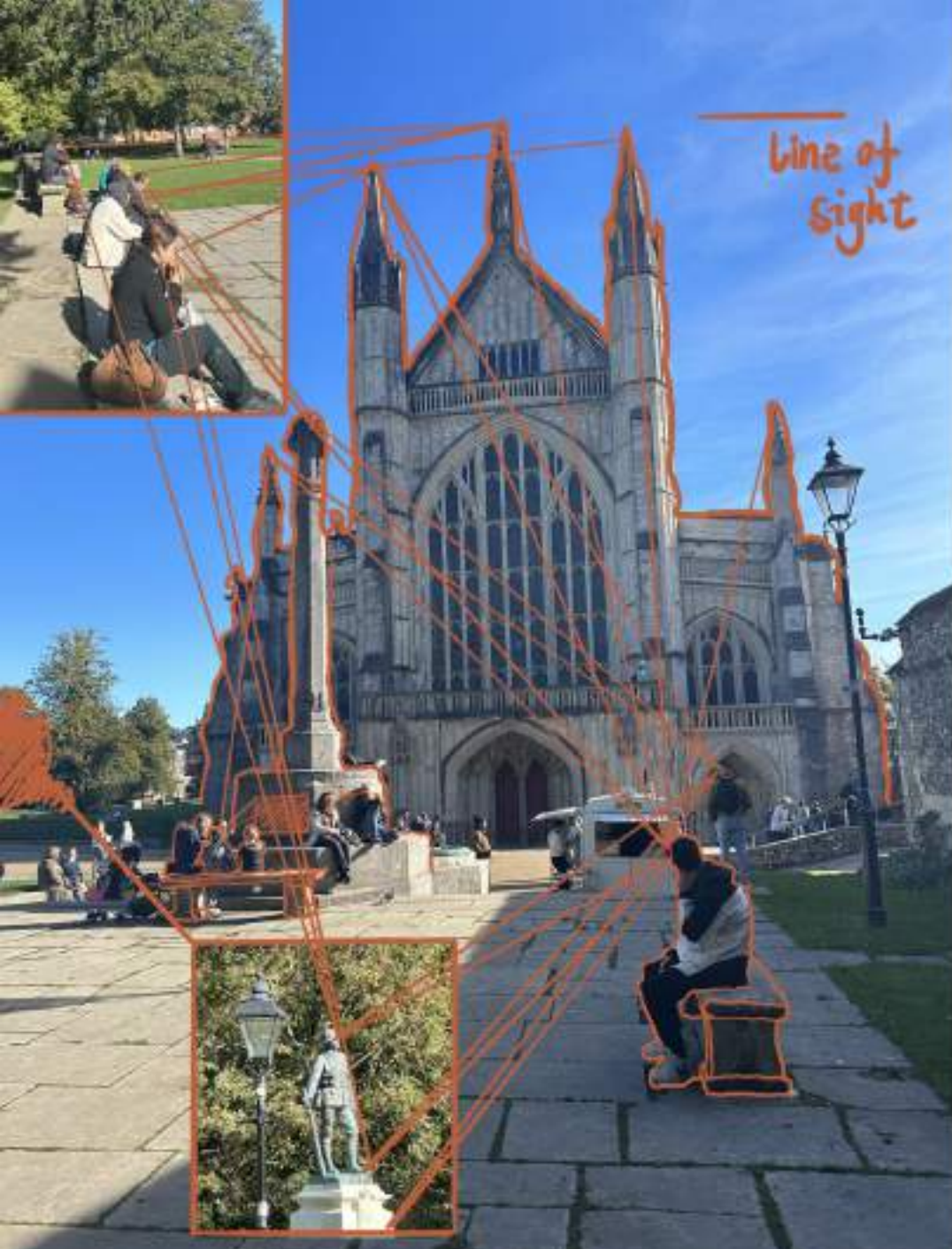
The number of visitors in the park remained about *70* people, and about three-quarters of the visitors would stayed in the rest area in front of the church, with an average stay time of *10* minutes.

Spatial layout:

The layout and design of the church park can guide visitors through the elements of paths, attractions, seating, etc., to provide a pleasant experience. For example, roads and sidewalks should be planned with accessibility and aesthetics in mind. The seating layout attracts visitors for an excellent viewing experience.

The rest areas farther away from the church in the park are much less crowded than those in front of the church.

A small number of people chose to buy food, about 3-4 people every 15 minutes

Trading activities:

The goods can be related to the local culture, for example, selling church-shaped bread can add interest to the tour.

No one stope d at the mailbox at that time

Feedback and comments:

Record user feedback, comments and complaints about the PLACE. Set up a mailbox by reading their feedback letters.

There were about *8-10* groups of two or more out of the *70* visitors, who talked, played card games, or sat quietly. In almost any group, someone will pulled out a cell phone to record the beautiful moment.

Social interaction:

The interaction between visitors and the park is also close, and the park's popularity can be promoted through social media sharing, comment system, etc.

Only *Chinese visitors* tried to scan the code before entering the church, they want to know more. But the QR code was scanned only *10* times in *3* hours.

Digital interaction:

Using technology such as a mobile app, virtual tour guide or QR code, users can provide digital interaction, scanning signs for information about history or culture.