



VR Matkalla - Year On The Rails

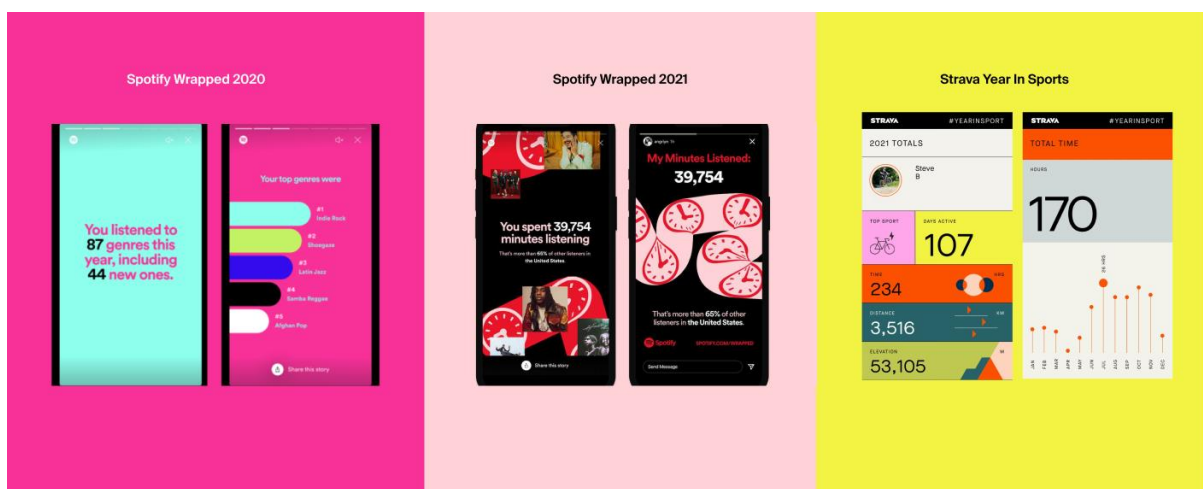
1. Introduction

VR Matkalla is a mobile app and a travel companion to many Finns, with over 1,5m downloads. We learn about the travel habits of our users, but only a tiny amount of that information is presented back to them. We believe we can bring value and create a positive experience by providing a personal, annual summary of our users' train journeys. The app is built with React Native for iOS and Android phones. The end goal of this project is to develop a feature to visualize train travel data that will be built into the VR Matkalla app.

2. Project goals - Year On The Rails / Vuosi Raiteilla

This project aims to delight and teach VR Matkalla customers by presenting a personal summary of their year in train travel. With this summary, we aim to provide exciting insights about traveling habits, highlight the good environmental impact of choosing the train over other modes of transportation and encourage sharing the summary on social media.

A key priority for this feature is to present data simply and engagingly. Some successful examples include Spotify Wrapped and Strava Year in Sports (see image below), which are released annually and have received good responses from the users and the press.

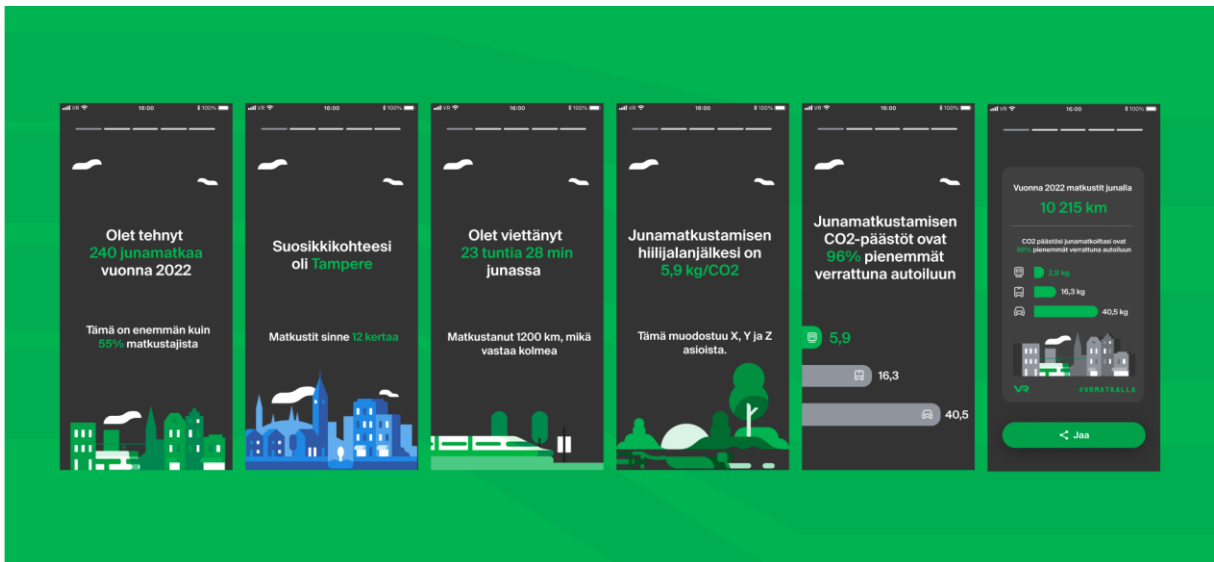


Spotify Wrapped and Strava Year in sports are great references for VR Matkalla Annual summary

The Year On Rails feature should include the following functionality from the user's point of view:

- Open summary from Matkalla home view
- Browse between summary views with Instagram Stories-like interaction
- See their travel data presented with simple animations and transitions
- Share an image of their resume through messaging apps or social media
- Users can close the overview at any point
- Any other added functionality that the development team suggests

We have an existing end-point for data to be used for this feature. The data is personal for each customer on a monthly and yearly level. This project's scope doesn't include collecting new types of data.



Early designs of what the feature could look like in VR Matkalla

If the team is interested, they have an opportunity to influence the final UX, UI, and animations of the feature, but this is not requirement.

3. Technologies

Tech stack:

- React Native (with Redux)
- REST API endpoint to fetch the data

Tools: Existing VR Matkalla setup in Eficode ROOT

- git-based VCS

- Ready-made CI/CD pipelines (Jenkins)
- Sonar
- Slack

VR Group is a large organization with strong digital capabilities in CloudDevSecOps areas, so you can expect certain level of support in the aforementioned matters.

In addition, we have an in-house-developed mobile app component library that you can branch off to build the desired look and feel or suggest your own ideas – those are more than welcome.

4. Requirements for the students

- Interest in mobile app development and the surrounding ecosystem
- A desire to work on something meaningful for the Finnish society
- Willingness to produce high quality user experience

Extra points for:

- An eye for appealing UX & UI
- Having completed the [FullStackOpen](#) course recent versions (incl. the “React Native” part)

The project complexity is easy-medium. Thus, it can be adjusted/made more challenging to cater to more experienced teams.

5. Legal Issues

- Intellectual Property Rights (IPR): The client gets all IPRs to the results.
- Confidentiality: The client will share some confidential information with the students.

6. Client

Introduction of the VR: If you’ve ever ridden a green-white train in Finland, consider yourself introduced 😊.

Otherwise, VR Group is a responsible service company that focuses on travel, logistics, and maintenance that will transport you towards a prosperous and carbon-neutral Finland. We are a government-owned railway company in Finland and keep the society moving by providing smooth daily travel and transport, with experience gained over nearly 160 years. At VR passenger services, commonly known as just VR, we take care of the passenger services of railways. We operate more than one thousand passenger trains a day: an average of 250 long-distance trains and 900 commuter trains a day.

During the project, you will get guidance from an experienced Product Owner and Software Architect. You will also have the chance to work with a senior UX/UI Designer and Senior Software Developers. This will be a great chance to learn from experienced professionals and get to know industry best practices.

You can work on-site or off-site, depending on the most convenient scenario. BYOD, and we'll provide you with the necessary software.

Client representative(s)

- Product Owner (VR Matkalla)
- [Annina Hokkanen](#)
- annina.hokkanen@vr.fi

7. Additional information

The daily language of the project as well as documentation is English. However, most of the people on VR's side also speak Finnish (but also Swedish, Russian, and some exotic languages 😊).

We provide and cover the costs of running infrastructure (AWS), and you can always work from our spacy office in Pasila (Iso Paja). In addition, occasional pizzas and beers are on the house 🍕🍺.

