### Abstract

This thesis describes the development of a new information system, from an idea to a tested prototype. The prototype is based on the HTML, CSS and Javascript languages. The point of departure is the current information system in the tourist center in Bork Havn.

The work starts out with a study of the tourists, based on two study methods: observation and interviews. The observation study contains descriptions of the tourists’ behavior when interacting with the current information system. The interviews contain descriptions of the tourists’ behavior when planning their vacations, specifically before, during and after their vacation. The study will furthermore include the acquisition of a primary target group, which will be the subject of another study that will include more general information, about the target group’s experience with information technology and vacation behavior.

To organize the development process, the thesis uses Louise Harder Fischer and Marie Christensen’s model, *HOME*, which explains the process in four different steps. Each step utilizes the previous steps outcome to produce new, until the completion of the prototype. The initial step is based on only the two studies.

In order to validate the design of the information system, the thesis will describe theories, which includes the fields of experience design and economy, interactivity, human-computer-interaction and findability. The thesis utilizes these theories to analyze the target group and establish reasons for creating and implementing elements and functions in the information system.

The final part of the thesis contains a description of the prototype test and the results. The test was executed with the target group in the tourist center in Aalborg. These results will be the subject of a recommendation of a new prototype.