Yan Wu
Major Studio 1, Session B
November 14, 2017

Final Paper Outline

I.   Preface
   1.1 Artist Statement (myself as a designer)
   1.2 Analysis of current social context and future of design
   1.3 My personal design manifesto (like design goals and tentative interests in
       the field of design and technology)

II.   Problem (observation & research)
   2.1 Observation: My personal experience and observation when visiting
   museums
   2.2 Research: Conclusions based on statistical results from industrial practices
   and researches
       2.2.1 Major trends in the museum industry
           (a collaborative report "The NMC Horizon Report: 2015 Museum
   Edition" created by The New Media Consortium,
   http://cdn.nmc.org/media/2015-nmc-horizon-report-museum-EN.pdf)
       2.2.2 Interactive installations in museums
           (Learning from Interactive Museum Installations—About Interaction
           Design for Public Settings,
           https://www.researchgate.net/publication/221332107_Learning_from_int
           eractive_museum_installations_about_interaction_design_for_public_sett
           ings)
           (Measuring Enjoyment of an Interactive Museum Experience,
   https://research.utwente.nl/en/publications/measuring-enjoyment-of-an-
   interactive-museum-experience)
   2.3 Design questions (one broad, one specific)

III.   Solution (research & proposal)
   3.1 Objective: What am I exploring and what do I want to solve
   3.2 Practices of communities (precedents) based on different media and their
   impacts
       3.2.1 "Loving Vincent" changing Van Gogh's oil paintings into a movie
   (http://lovingvincent.com/)
       3.2.2 Several selected projects from "YOKE" (https://www.yoke.dk/)
       3.2.3 Works of Camille Utterback (http://camilleutterback.com/)