Yan Wu

Major Studio 1, Session B

November 14, 2017

Final Paper Outline

1. Preface
   1. Artist Statement (myself as a designer)
   2. Analysis of current social context and future of design
   3. My personal design manifesto (like design goals and tentative interests in the field of design and technology)
2. 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_interactive_museum_installations_about_interaction_design_for_public_settings)>

(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)

1. 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/)>

3.3 Research of premise (needs to find more references…)

3.3.1 Visual perception in brain

3.3.2 Static and dynamic images

3.4 Iteration of prototype (in 4 stages): several potential ways to implement my concept and their respective strengths and constraints

3.4.1 Stage 1: Pixels

3.4.2 Stage 2: Brush

3.4.3 Stage 3: Distance

3.4.4. Stage 4: Story

1. Reflection