

Danielle Jalotjot

Professor Durie

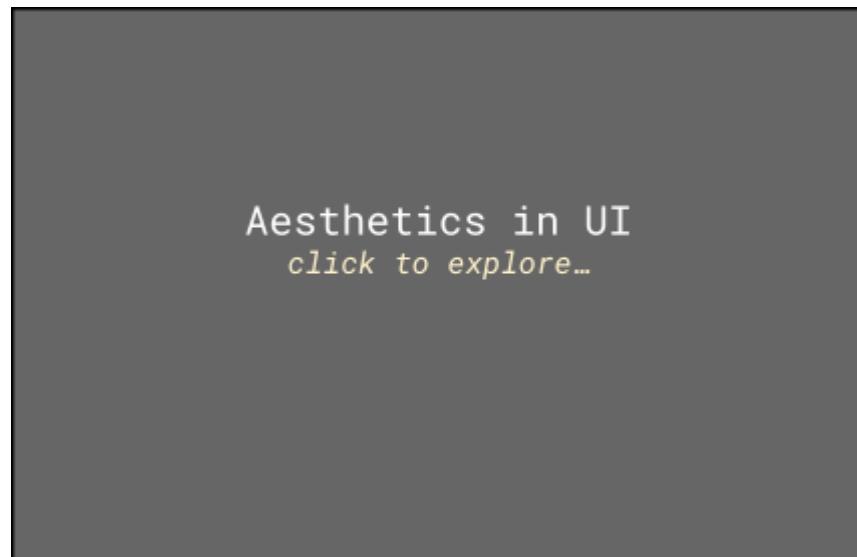
Art 101 Sec 3

December 14, 2022

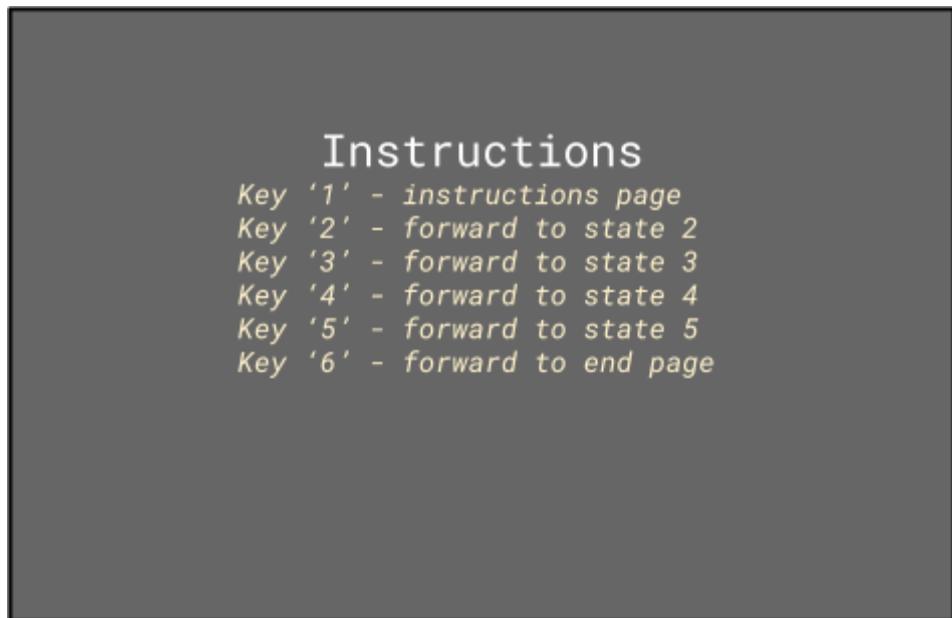
Proposal

Focusing on the interface context of skeuomorphism vs flat design, I'm considering combining older and newer skeuomorphism design with modern flat design in a unique interface. To give some context, I plan to create and display a timeline of the progression of aesthetics in user interface and design, beginning with an aesthetic like Apple's monochrome, early skeuomorphism interface from 1984. From then, I would transition to the next scene of skeuomorphism design, with added color and dimension. Lastly, the third major scene would transition into a modernized, flat design aesthetic, resembling what many user interfaces and brands look like today. I will also add sound effects that correspond to the clickable buttons in each state, providing some interactivity and simulation. Additionally, I may add text that also reflects the time and design choices of each state. The library I plan to utilize, besides scene manager and sound library, is 'p5.clickable.'

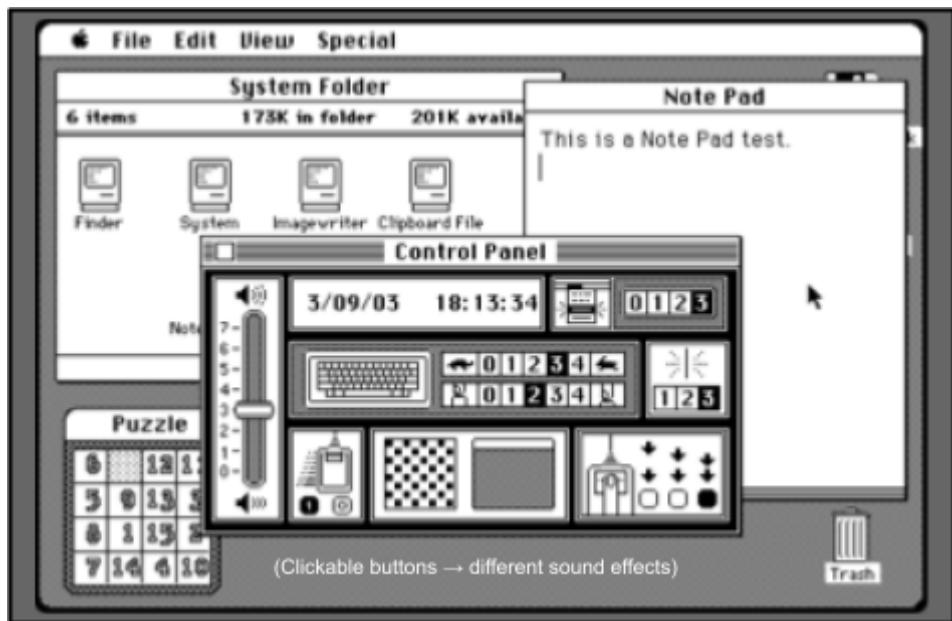
Wireframing



intro/splash screen; bitmap image for background



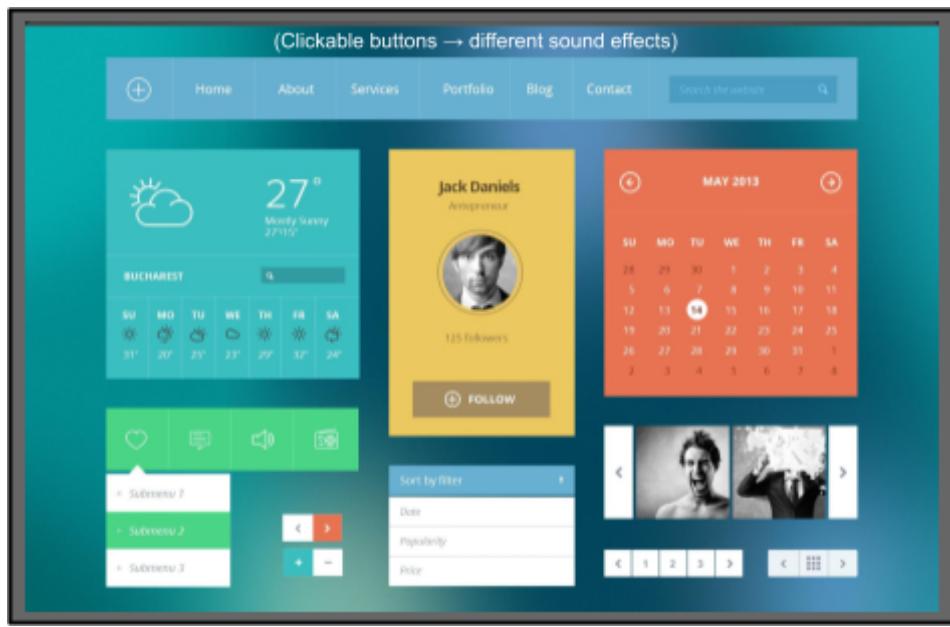
State 1 - instructions page; bitmap image for background



State 2 - Apple 1984 early skeuomorphism design; bitmap image for background;
clickable buttons to trigger corresponding sound effects



State 3 - late 1990s → early 2000s/2010s skeuomorphism design; bitmap image for background; clickable buttons to trigger corresponding sound effects

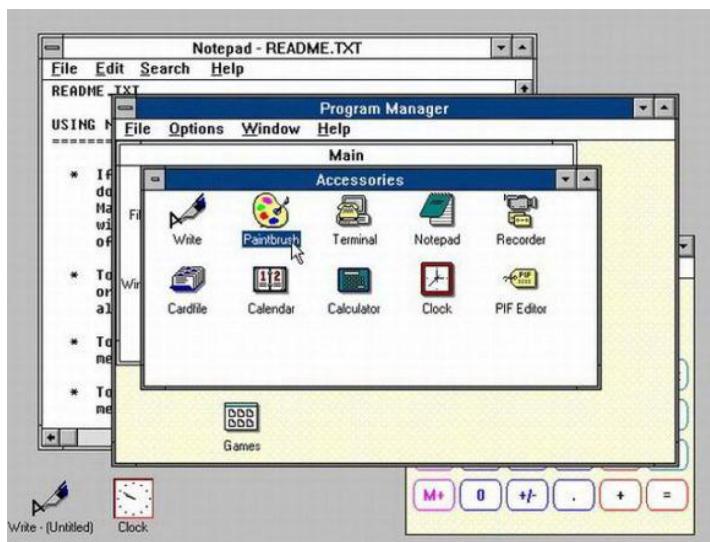


State 4 - 2010s → current flat design; bitmap image for background; clickable buttons to trigger corresponding sound effects



State 5 - combined aesthetics of skeuomorphism and flat/semi-flat design → made into new user interface with more interactivity and clickable objects

Mood Board







Brainstorming

<u>NAME</u>	<u>COMMENTS</u>
Meriel	<ul style="list-style-type: none"> - leaning toward focus on skeumorphism vs flat design (me too) - 1 + 3 (theatrification + simulation) - seasons
Momero	<ul style="list-style-type: none"> - reference to user interfaces (old → new?)
Diego	<ul style="list-style-type: none"> - audio interface - sound + visualization - video game ↔ web design
Richard	<ul style="list-style-type: none"> - game/story-telling of semester; simulation computer/calculator
Jason	<ul style="list-style-type: none"> - point-and-click game - taking a non-p.a.c game?
Yanteng	<ul style="list-style-type: none"> - scene of a room w/different clickable objects → new scene - like Microsoft Bob