1.Problem: What is the problem? Make sure the problem is very clear.

2.Motivation: Why is it important to solve this problem? Boil motivation down to things like alleviating human suffering, decreasing public/private cost, improving productivity, etc. (all people get these motivating factors).

3.Solution: How will you solve the problem described in 1? (and made important in 2). This is a clear, simple description of your solution.

4.Steps to solution: Give details of the solution presented in 3. This can be a list and should give most of the details about what you will actually do in your project. Include technical details here.

5. Evaluation: How will you know that your solution (3) solves the problem (1)? In HCI this is pretty clear-cut, but

each discipline of science has their own means of evaluating their work.

Problem:

Hard to find art, hard to view the art in a streamlined manner, looking at multiple results from a search would require lots of page changes or Ctrl +clicking to create new tabs.

Motivation:

Making the art easier to view and access would make the artist get more recognition. Make it more efficient, less tabs or back tracking through the page.

Solution:

Design a better way to browse large amounts of art. Clicking a picture will make a viewing area appear on the screen from the same page (think how google images does), have buttons for favoriting, commenting, or following the artist appear by the picture. Have functionality so users can have access a magnifying glass functionality. Include a ‘history’ area with the pictures you’ve recently viewed on it

Steps to solution:

Get together and brainstorm possible solution. Extensive use of scribble drawings in this stage. Once we’ve decided on a design move on to paper prototyping. For the medium fidelity prototyping use something like powerpoint or InVision to make an interactive demo/prototype.

Evaluation:

Get a bunch of friends to try the current version n (ask them to randomly search something and browse the pictures) then get them to try our prototype and ask a set of questions.Ranked questions (worse, neutral, better) and then comment questions.

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DeviantArt is a website for sharing and viewing art that has been in use since 2000 [1]. As of February of 2017, the site hosted 325 million pieces of art and had 65 million unique visitors each month [1]. Users can upload their own art pieces, follow other users, favourite art, leave comments, and search for new art to view. However, browsing for new art is difficult and time consuming. When a user goes to view a piece of art it brings them to that piece’s page, meaning that the user loses the spot on the page they were browsing from. Therefore some users will view each new piece as a new tab but that can be overwhelming when the user wishes to view lots of pieces of art at a single time. Our goal is to improve the viewing experience for the users.

Currently users of DeviantArt only spend an average of 9 minutes per visit [1]. From this we can assume that most users aren’t browsing for new art or artists and are staying to those they have already found. By improving the viewing experience it is our hope that users would spend longer on the site and have an easier time finding new pieces and artists. This will also help new artists as they try to gain followers and improve their own art. The current system is inefficient for browsing art as users either lose their current place for browsing or have to create extra tabs in their internet browser for each piece they wish to view.

By redesigning how art is viewed we can make it more efficient for users to view pieces and browse the art. First, we would design a better way to view multiple pieces at once. Second, we would have to design a streamlined way for the user to view a single piece that has caught their interest. The viewing area would have to include the same extra functionality as the current system, i.e. favoriting the piece, leaving a comment, etc. Another piece to design is an easy area for viewing the pieces the user has recently viewed. All of these pieces will have to be designed and tested.

To get to a solution we would first go through brainstorming and creating scribble sketches to get a collection of ideas. From there we will begin to narrow down the ideas and expand on new ones until we are satisfied with one or two designs. These designs will then go through paper prototyping so we can decide amongst ourselves which we prefer or how to improve them. Once our low-fidelity prototyping is done we will go onto medium-fidelity prototyping using tools like powerpoint or InVision. It is these medium-fidelity prototypes that will then go on to user testing and evaluation.

To evaluate we would do a comparison of DeviantArt’s current system to our prototype. We will have users try to browse and view multiple pieces of art on both systems then ask them questions and compare the results. To do this a questionnaire with ranked questions will be given to the user after they have tried one of the systems and be filled out with that system in mind. After trying the next system they will receive the same questionnaire. As a final step they will be asked some questions by us to get feedback that isn’t just a number comparison. Different users may be asked to test the systems in different orders.

REFERENCES

[1] 9 Interesting DeviantArt Stats and Facts (February 2017). (n.d.). Retrieved October 04, 2017, from https://expandedramblings.com/index.php/business-directory/19729/deviantart-2/#.WdVPWDVrzIU.