Interview Questions Fenia

We are working on a project for Fenia Xatzimixail in which we are making a website for her project "Great Greek Love" *on this website we want to gather people's interest for the ancient Greeks and allow them to get more familiar with it. The website will feature the art about the ancient toys the great Greeks used to play with and we want to get kids to play with these toys while teaching them a bit about the ancient Greeks.*

1. The website should be about the toys, but would you like the users to get to know a bit about you?
   - Would you like us to promote you?
   - How can we describe you as an artist?
   - What would you want us to include about you, your work or your story?

2. What do you mean by selling your toys to museums, do you want your toys to be displayed in the museum or would you like for your toys to be sold in the museum? if applicable;
   - Are there museums which have interest in your art, if so which museums?
   - Is any of your art in museums, if so which museums?
   - Should the museums buy your art by contacting you personally, e-mail, etc. or should the museums buy the toys on your website?

3. Would you like to have a website which functions as an online art gallery that displays your toys and gives people an experience, while they are on your website and if they like the toys they can buy them. instead of having a webshop?
   - If not, would you like the website to be a webshop or something else?

4. Do you have a logo which is connected to your brand or do you have a logo for the Great Greek Love project
   - If not, would you like one? (Ask for guidance, ask if she has anything in mind, make a bunch of prototypes and make her choose some that she likes).
   - Should it be a logo for your art/ your brand or should be a logo for the project.

5. What do you mean by the website being playful, is it in terms of the design or about how we present the toys?

6. You mentioned having a game on the website, do you see that as us giving options on what kind of games they could be playing with the toys, or do you want an actual game on the website?
   - should the game be with the toy or could it be a card game with the different toys for example

7. Who is your target group, because you mentioned parents, kids and museums before, but we can't make a website which satisfies all of them, so should the website be targeted at;
    - the parents who are going to be using the website in order to buy toys
    - the kids who aren't going to be on the website, but are going to use the toys
    - the museums

8. Do you have high quality photos of your toys? If so, could you send them?

9. You mentioned that you want people to be able to purchase your toys,
    - Do you want people to be able to purchase directly from your website?
    - Do you want people to be able to purchase the toys by sending an E-mail or something along those lines?

10. If the parents are the target group, how should we make the website engaging/ interesting?
    - Should we still feature a game?
    - Should we tell a story about the toys and the ancient Greeks to gather the parent's attention?

11. You mentioned having an information box for the toys, what do you mean when talking about an information box?
    - Should it be a story about the history of the toy?
    - Should it be about how the toy is made?
    - Should each specific toy have a specific feature or story?
        - Are you going to provide the information or should we do our own research?