Group 3

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Dr. Shankar

MODs Project Proposal

Our app is created to create an educational, helpful and easy experience for the visitors at the museum. The target group for the visitors is a wide range and will be useful for all the types of visitors from children, to students and adults.

The app will mainly focus on the concept of the digital and interactive floor plan. When coming up to the welcome screen, the user will click the floor plan option where they will be directed to a map of the first floor. The user will be able to zoom and click on each room to auto-zoom and show the icons of the room. They will have the option to switch to the second floor. From there, the user can swipe to the left revealing tabs and options that will allow the user to personalize the app. They will have options to change the audience of the app and the places they are looking for. The app will show icons on the screen for where the locations for those are located. The swiped in menu will also have a search bar that can search for a particular exhibit.

These icons will be apparent and when clicked, will lead to new pages where there will be the educational aspect of the project. Each page is different based on the exhibit or details of the place they are observing. Text will be shown for all the pages and built in simulators can also be present for a few. The text will have highlighted keywords, where on tap opens a frame to an online resource where the user can read more about the subject.

Socially, the app will be able to connect to Twitter and Facebook on click of buttons available on the detail pages and the menu screen. The app strongly focuses on the idea of giving a strong educational experience for the user.