



By using mapping and network visualization, it is possible to cross disciplinary boundaries and bring together Art History with Computer Science. This independent study focused on starting the creation of a software application that could help one visualize the traveling patterns of various artists throughout the world during different time periods. The implementation of this software application would allow users to be able to query data of artists and their travels based upon different time periods. This would allow users to see how the artists migrated to cities and art academies throughout the late 19th and early 20th centuries. The study primarily focused on identifying and organizing the data by choosing the appropriate graph database needed for the application. Students were able to scope down an appropriate format, create a template design for how to structure data moving forward, and find the best JavaScript package available to create the user interface (UI). As a result, students were able to select the software necessary to pull together the database and UI as well as create a paper prototype for the end goal of the database system. This study was conducted by Bethanie Williams and Guillermo Cruz, under the direction of Dr. McKiernan-Gonzalez and Dr. Jan Pearce.