

Art Exhibition Management System (AEMS): Client Scenario

Group 2 - Ayush Patel, Anirudh Yallapragada, Bogdan Catana, Shane Abraham

As the Art Exhibition Management System (AEMS) helps managers set up art exhibitions, AEMS also wants potential clients to have a chance to view art exhibitions that they can visit. This second scenario describes what the client will do when deciding what exhibition to attend based on the details provided by the manager.

The part of the app that will be implemented in this scenario will allow the client to browse through the various art exhibitions available in the system. Over time, there will be more or fewer art exhibitions depending on whether the manager adds or deletes their exhibitions.

The system will store the art exhibitions that the client purchased to attend in the database for the client to view when they enter their profile. This will fall under the “My Exhibitions” section of the app, where the client will manage the exhibitions that they purchased. Based on the client’s profile, they will have exhibitions recommended to them for a smooth shopping experience. The client can return their purchase if they choose not to attend the exhibition. There will also be a calendar feature that will allow the clients to view what exhibitions they have lined up at which day and time. This will make it easier for the client to add to their schedules.

Scenario “Client”

When you get to the homepage, you either press sign up if it’s your first time or log in if it’s not your first time. Then you get to the hub and click on “Browse Exhibitions”. Once you get to the “Browse Exhibitions” page, you will see the list of exhibitions. If you want to see a particular exhibition, search for the name in the search bar. Otherwise, you can click on a random exhibition and see the artwork displayed. In the exhibition, you can scroll through the details and click on the artwork.

There will be an option for the client to “purchase”. In this case, the client won’t fill in their purchasing details, instead, a reservation will be made and the client will know how much they will have to pay for the art exhibition. Once the purchase is made, the client will be directed to their profile with the exhibitions that they purchased. From there, the client will have the option to delete the purchase they made if they change their mind about going to the exhibition.

Once the purchase is made, the client will have the option to browse through more exhibitions (either through a recommendation system, searching, or randomly scrolling). The app will have certain art exhibitions that are coming up shortly (around a week) as well as future exhibitions on the front page that is scrolling through the screen for a certain amount of seconds. These

exhibitions will be big amongst the app, where many people have either purchased a ticket for it or is something unique. The client will click on the exhibition and look through the details and artwork as mentioned.

The client will also have the option to look at their calendar of the exhibitions that they chose to attend. There will be a calendar tab that allows the client to view the exhibitions that they chose and when the exhibition is. This will allow the client to add to their calendar to know when they will be attending the exhibition. The calendar tab will be a tab that is part of the profile of the client.

For the client to get a visual of how the exhibition may look, a 3-D interface will be implemented to mimic how a general 3-D tour online would look like. Once the client clicks on the art exhibition they want to choose, there will be a tab option within the details page that has the 3-D interface option. From there, there will be a visual for the client to see what the artwork would look like in an exhibition. Ideally, the 3-D visual will be four white walls that surround the general area, with the artworks of the art exhibition hung up on the walls. Figure 1 shows what could be potentially implemented regarding the 3-D walkthrough of the exhibition.

After the client is done browsing through the art exhibitions, the client will have the option to log out of their profile. Just like the manager, the client will get a warning that they are logging out. If the client confirms, they are successfully logged out. Otherwise, if the client doesn't want to log out, they can continue managing their purchased exhibitions and/or browsing through more art exhibitions.

This scenario focuses primarily on the client side since the first scenario covered the manager side, which is the base of the app. Based on the manager's input in the art exhibition system, the client will get the output and serve as the customers attending an exhibition. Figure 2 shows a flow of what the client can do in the app.

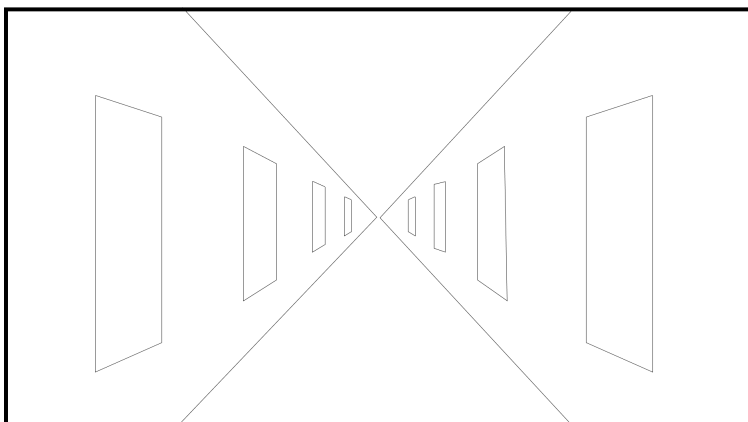


Figure 1 - 3D Walkthrough

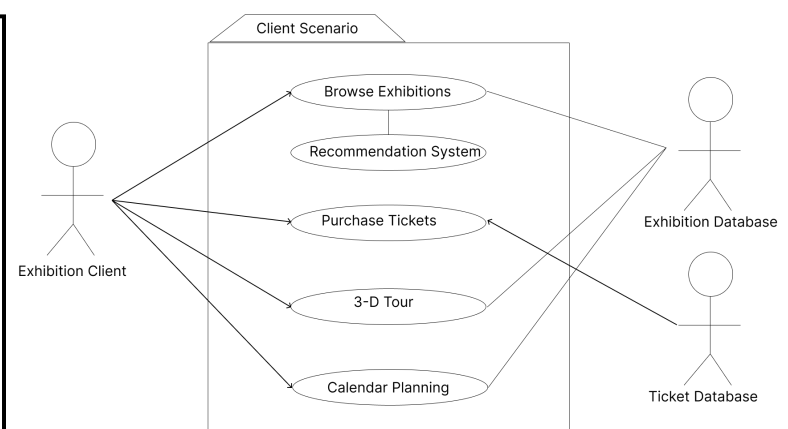


Figure 2 - Client Scenario Diagram