# Zusammenfassung Bauhaus Projekt

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## 1) Problem Statement/Research Question - What problem or research question is your concept trying to address?

We want to create a solution that enables the user to explore and experience the content of the Bauhaus archive of the Harvard Art Museums in a more dynamic way, while providing relevant information and even without any knowledge about the topic or an idea what they are searching for at the given moment.

## 2) Concept - What experience, tool, or artifact are you trying to create? How will your concept address the problem or research question introduced in #1?

We'd like to come close to that experience that you get with websites like YouTube, where you are naturally guided from video to video and sometimes wonder where the past 2 hours went and how you got to the topic you are currently watching. We'll try different approaches like a timeline view, connections between objects/people, a visualisation of your browsing history specific to the archive, to see the "path" you took to what you are looking at right now and also try to get people to collaborate and participate.

## 3) Enabling Technologies - What are some potential technologies you might use to implement your project?

Our current aim is to create a realistic and interactive prototype. Given the necessary collaboration with programming experts we are also very interested in creating an even more realistic prototype that communicates with the API of the archive at hand.

## 4) Personae - Who is your target audience(s)?

Primarily we want to focus on people without or little prior knowledge. People

who are interested but don't know exactly what they are searching for and need some inspiration through context and cross references

## 5) Field Overview - What are three examples of precedents that inform your idea?

- [Art & Culture Experiments – Google](#)
- [Firestorm - The Guardian](#)
- Youtube

## 6) Timeline - Produce a week-by-week timeline which lays out how you will bring your project to completion. You should also be clear about the division of labor by pointing out which team members will be completing each task.

**calendar week 11:** first design sprint, ideation
**calendar week 12:** recap & evaluation
**calendar week 13:** second design sprint
**calendar week 14:** final concepting stage
**calendar week 15:** prototyping and programming the final concept
**calendar week 16:** prototype optimization and iteration
**calendar week 18:** presentation at the MIT
**calendar week 19+:** polish or improve prototype and start working on documentation