

# Embodying Compassion: Technical Recommendations

Names: Clive Mudanda, Gary Sheng, Anthony Olawo

The client will have to cover the cost of an Apple developer license. This is the only cost.

**App Name:** Embodying Compassion: A Virtual Museum Tour

## Team Roles

- Gary Sheng and Anthony Olawo: Joint **tech and QA leads**
- Clive Mudanda: Project Manager and Business Lead

## Client Needs

The client needs an app for hand-held devices to enhance the art exhibition, Embodying Compassion: an exhibition devoted to showcasing the Bodhisattva Avalokiteshvara. The app should act as a guide for the exhibition's attendees since most of them will have limited knowledge on the different artifacts displayed. Our final product should contain a map locating all the artifacts within the exhibition. It will also have images, text, audio and video of the artifacts on display, all to provide cultural context. Furthermore, by virtue of its content, it will provide those who cannot attend the exhibition virtual access to its artifacts.

The client specified that they'd prefer an iOS app.

## Client Mission

Despite growing interest in Buddhist art, there has never been a transcultural exhibition in America solely devoted to the Bodhisattva Avalokiteshvara. *Embodying Compassion* will introduce Avalokiteshvara to new audiences, while at the same time serving as a resource for Asianists in many fields. There will be an 80-page, fully illustrated catalogue; an innovative, interactive website; and a smart phone application.

Since this is the first transcultural exhibition in America solely devoted to Bodhisattva Avalokiteshvara, the exhibition goers will need a lot of cultural context in order to fully appreciate the various artifacts on display. The smart phone app in particular will provide this context for goers of the art exhibition and, as an added bonus, it'll allow those unable to attend the exhibition to experience the artifacts through their phones.

## Platform Choice: iOS

- Widest reach for college students, 40%+ of whom use iPhones
- We aim to support
  - iPhone
  - iPad
  - iPad mini
- Will require basic iOS SDK in objective C.

## **Content**

Each artifact will have a short caption containing the artifact's name and description, an image of the artifact on display in the exhibition, comparative images of relevant artifacts that are not in the exhibition as well as audio and video providing further cultural context.

The caption will be stored locally on the iOS DB core while the multimedia (images, audio and video) will be stored remotely on a Parse backend to be pulled into the app when needed. This will ensure that the app takes less storage space on the phone. It'll also ensure the app downloads faster.

## **Artifact Identification**

There will be two options for matching an artifact with its context on the app when at the exhibition. The first will be to scan a QR code to bring up the context. The second will be to search for the artifact on the app. Each artifact will have a unique number id that can be used to search for its contextual information on the app.

## **Data Storage**

- iOS DB core
- Parse, <https://parse.com/>
  - it is free and easy to use