

A Walk Through

The Gallery

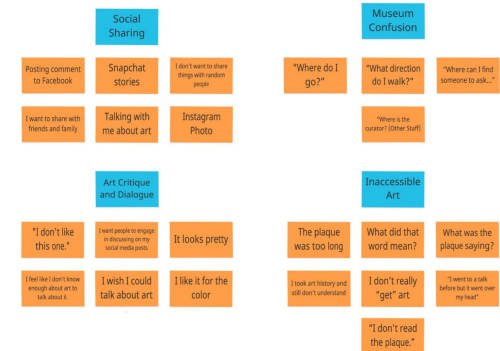
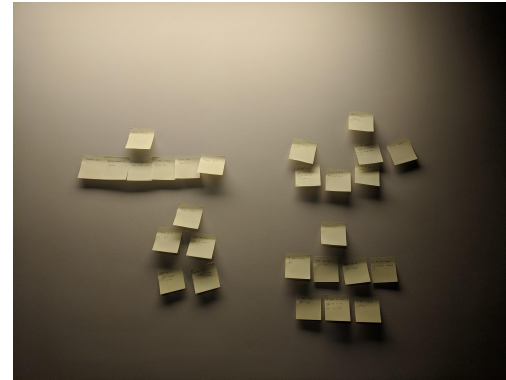
Spence Carrillo
Javier E.
Daniel W.

The Problem

- Museums are awesome!
- How do you share that awesomeness with others?
- You can only visit the museums with so many friends, and talking in the galleries is difficult
- Taking good photos of the artwork can prove even more difficult
- How can we share our thoughts and experiences with friends and family?

Design Research

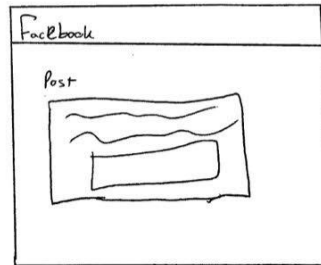
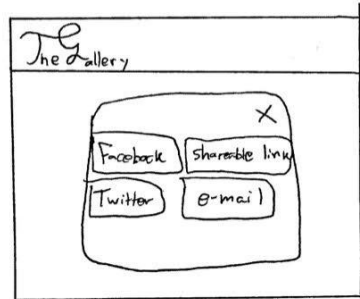
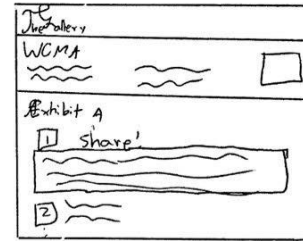
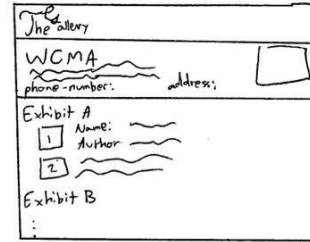
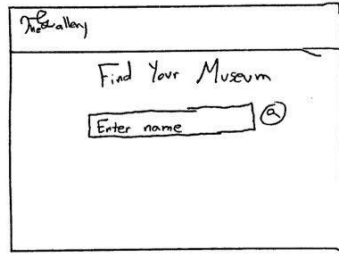
- Contextual Inquiries w/Interview portion
 - 2 Williams Students
 - One in WCMA, one around campus
 - 1 Community member
 - In WCMA
- Affinity Diagramming
 - Social Sharing
 - Museum Confusion
 - Inaccessible Art
 - Critique and Dialogue



Tasks

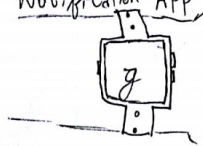
- Sharing HQ photos of art on social media with commentary
- Bringing discussion of art outside of the museum
- Sharing thoughts with family and friends
- Recommending new art installations based on past preferences
- Making the language of art more accessible to casual museum goers
- Connect with people who have similar tastes and interests

Design Sketches – Browser

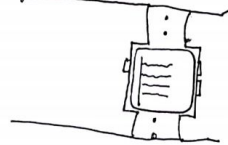


Design Sketches – Smart Watch

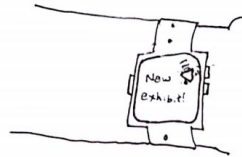
Smart Watch
Notification App



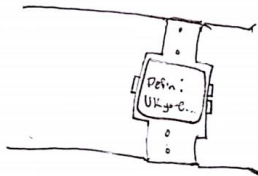
① Access forums
from anywhere



② Monthly recommendations
for new exhibits



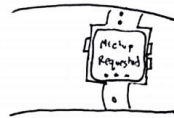
③ Daily Vocabulary



④ Connect with
others:

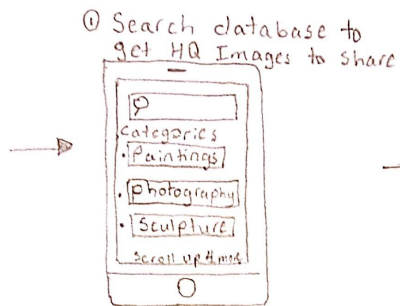


list of users w/ connect button



Design Sketches – Mobile

The Gallery
Mobile App



② Share thoughts about Art.



④ Get Notifications when others react to what you've shared

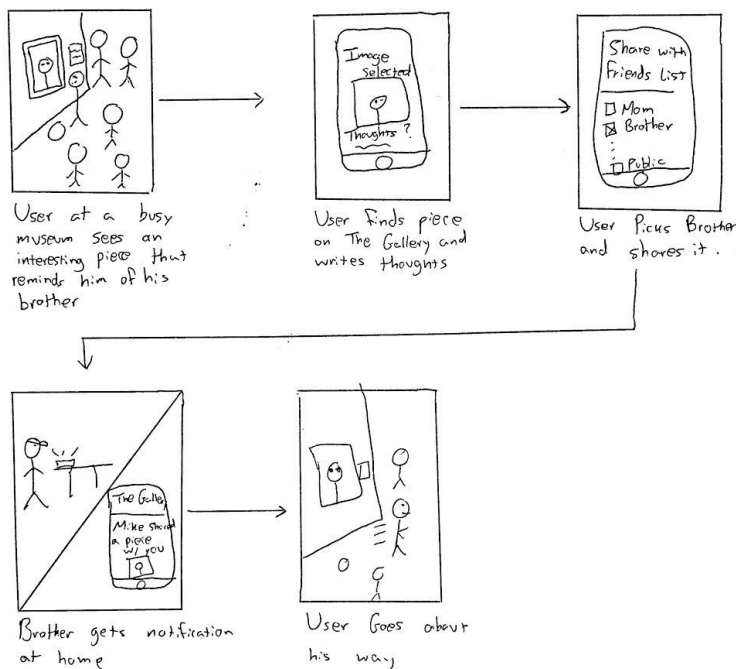


③ Pick who can see your reactions.



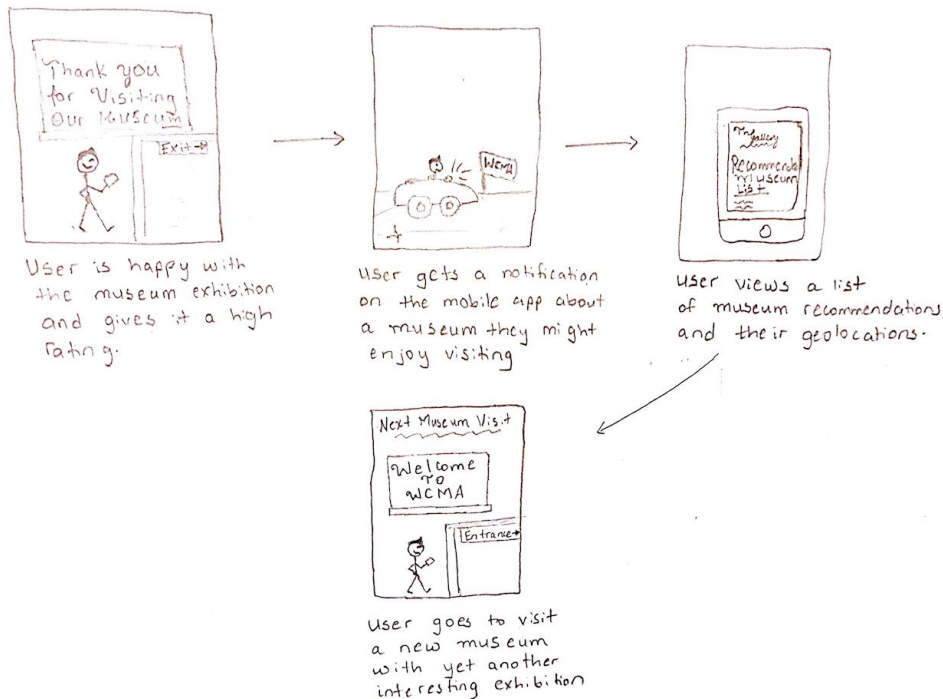
Mobile Design Task Storyboards

Bringing Experiences Outside of the Museum



Mobile Design Task Storyboards

Art Installation Recommendations



Summary

Our current design is:

- a museum social network
- a mobile-based app
- one which focuses on:
 - bringing your experiences out of the museum
 - helping you find new exhibits to visit

We came to this design through a long process of contextual inquiries, brainstorming, ideation, task reviews, and storyboarding

Along the way, we've learnt how to conduct the above processes, how to work as a team and manage time and expectations, and how we could improve these processes in future projects