Mobile Application Proposal

for Jupiter Artland

The project

The purpose of this project is to produce a mobile application, which will provide a unique digital storytelling experience for visitors to Jupiter Artland. Using a mobile application on smartphone or tablet, visitors will uncover the story through visiting different locations around Jupiter Artland.   This project is specifically targeted at younger visitors, employing the popularity of Minecraft as an engagement tool.

Storytelling

This application will use some of the elements of the mixed reality game – Jupiter Minecraft, created previously. The characters and the storyline are based on traditional Scottish fairytales characters, designed with participation of the Ratho Primary School. The game play is based on a traditional treasure hunt convention. The graphic style of the application and characters is similar to the pixelated style of Minecraft.

Technical Consideration

The application will be designed for Android mobile devices. Each part of the story will be triggered by sensors embedded within Estimote Beacons, placed in several location around Jupiter Artland.

Plan of action

1. Story development: modification of the previous development into a linear trajectory.
2. Mobile application: design and development based on previous version and feedback, adding more functionality, information about characters and artworks, connecting to Beacons and conducting tests