

Research Objective:

My research seeks to investigate the correlation between virtual art and mental health. The primary aim is to analyze the impact of virtual art on individuals' mental well-being and to understand the challenges and learn opportunities for enhancing the user experience in these virtual spaces.

Research Findings:

The findings revealed a perspective on the relationship between virtual art and mental health. While traditional art is generally perceived as positive for mental well-being, virtual art experiences create mixed emotional responses among users. Students found the virtual gallery experience unengaging, primarily due to navigation issues and lack of user-friendliness. The interactive experience at the virtual museum indicated significant mood shifts throughout the navigation programs. Initial interest and curiosity transformed into frustration and annoyance due to control issues, leading to boredom and a sense of relief upon ending the experience. Participants reported dissatisfaction primarily related to the usability of controls and navigation in the virtual experience.

Deliverables:

1. **Personas:** The created persona, Emily, reflects a student interested in a potential UMMA virtual museum. This persona serves as a collective representative, highlighting the goals and frustrations collected from participants.
2. **Experience Map:** The experience map provides a detailed representation of users' emotional transitions within the Louvre virtual museum. It highlights the fluctuating emotions and frustrations experienced during the navigation process, culminating in an overall unfulfilling experience.

The research outcomes signify the necessity for user-centric improvements in virtual museum interfaces. Understanding the emotional impacts and challenges faced by users is important for developing a more engaging and mentally stimulating virtual art environment, additionally promoting positive mental health outcomes.