

DETAILED DESIGN

Below is a sample set of our detail design sketches because of space.
The full set available if necessary

1) User enters the booth.

- There are 4 LED lights on the ceiling to signal where the user should pay attention.
- There is a 'stand here' sign on the bottom which will come in use during the next step when user cartoonifies themselves.
- A welcome message appears on the screen in front and it is read out allowed with a speaker situated on the ceiling (the speaker can be part of the front facing monitor instead).
- Welcome message then changes to say 'Click the start button to begin cartooning!'
- User clicks the 'Start' button.

2) User takes photo of themselves.

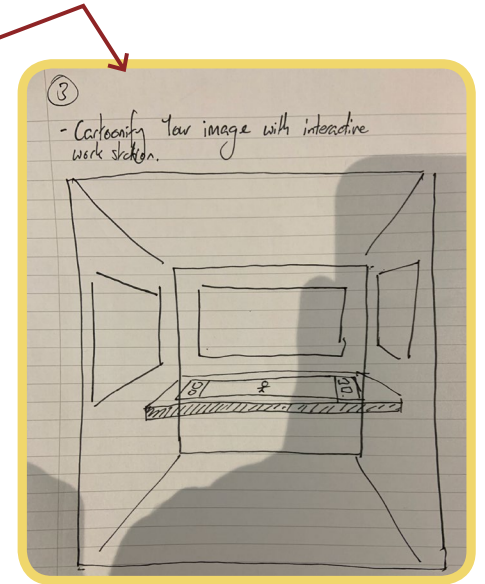
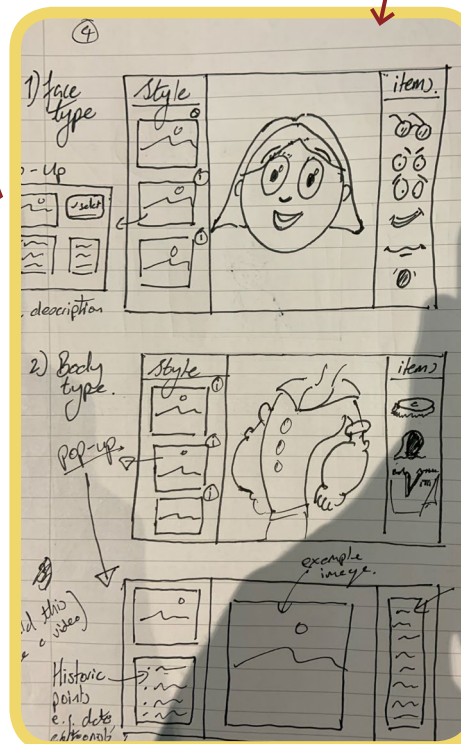
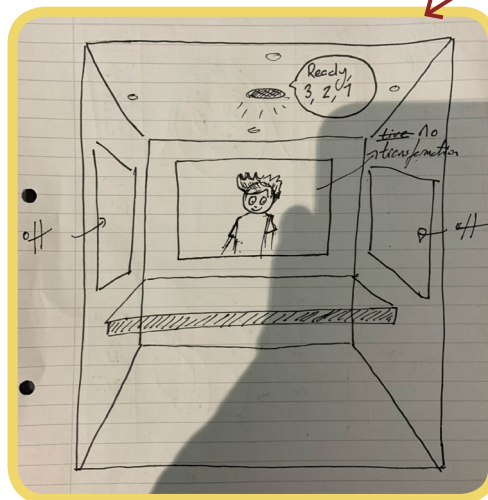
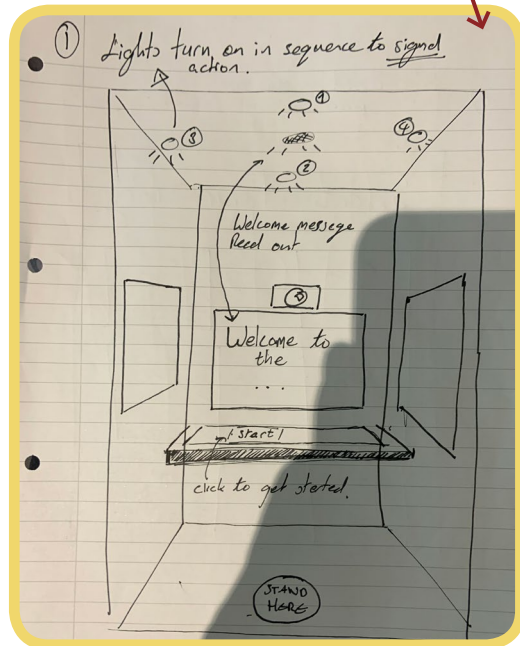
- An audio announcement will notify the user that they are going to cartoonify themselves.
- User can see their image projected on the screen in front. (This image is not yet transformed, as this will happen in the next stage).
- A button will appear on the interactive board in front of the user to begin countdown.
- The count down is then read out aloud by the speaker
- There is a click sound when the image is taken.
- After the photo is taken, user has the opportunity to take another photo with a 'take another' button.
- Note that the other 2 interactive screens are off at this point to prevent distraction and any light reflection in the photo.

3) User begins to cartoonify

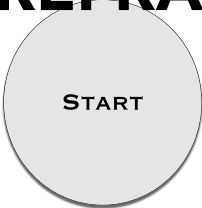
- themselves on the interactive work station.
- An audio announcement is read out to notify the user to create their own cartoon avatar.
- The screens on the walls are all off at this point to focus the users attention on the board. This is an example of a constraint that is put in place to limit the user's actions. The screens that are off no longer have the affordance to allow for interaction.

4) Cartoonifying image:

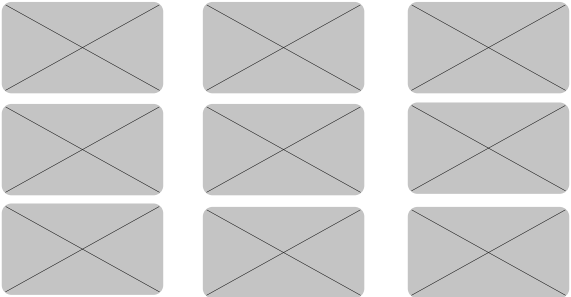
- the user can begin with cartooning their face
- User can browse cartooning styles that are mentioned along the chronological order of the museum exhibitions alongside the left hand menu.
- Each style is symbolised by an image and a title.
- Once a user clicks on a style, a pop-up window will appear and this will display an image example of the cartoon style taken from one of the cartoons in the exhibition in the centre of the pop-up window. It will also show bullet point key facts about this style on the left hand side e.g. the dates it was used, the stories this cartoon style represented and some historical context. Then there is a description of the art style, artistic method, utensils that are used which is displayed on the right hand side of the window. Note that this window can potentially be a video to provide variety in the content and to keep the user engaged.



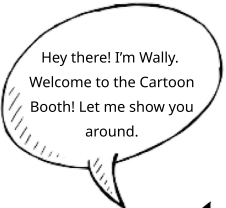
LO-FI WIREFRAME



SELECT A LANGUAGE



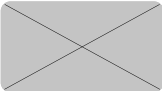
SELECT



HOME

WHAT DO YOU WANT DO?

DRAW A HEADLINE



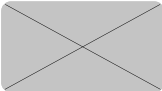
Choose a news headlines and draw your own satirical cartoon.

TUTORIAL



Follow a step by step guide on how to draw cartoons.

LEARN

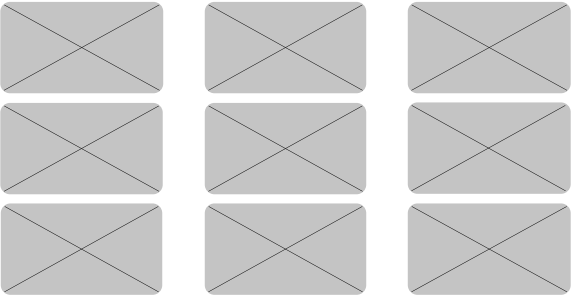


Learn about the history of cartoons.

SELECT



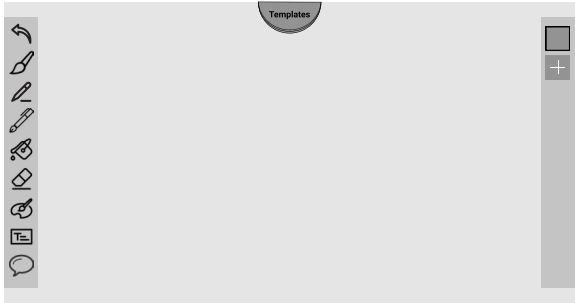
PICK A HEADLINE TO DRAW



SELECT



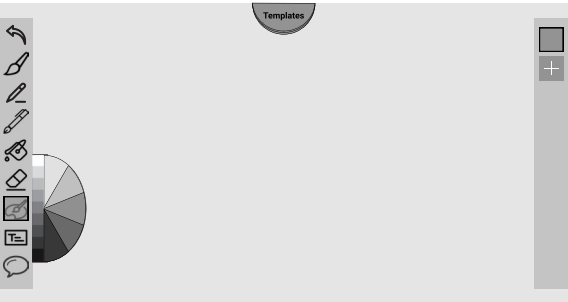
SELECTED HEADLINE



FINISHED



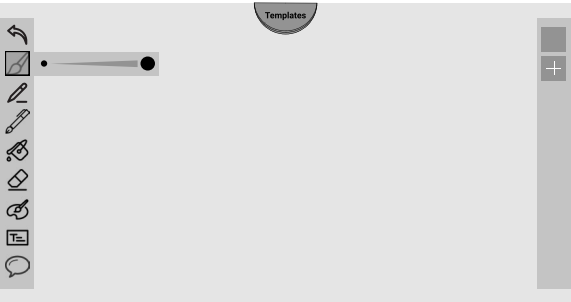
SELECTED HEADLINE



FINISHED



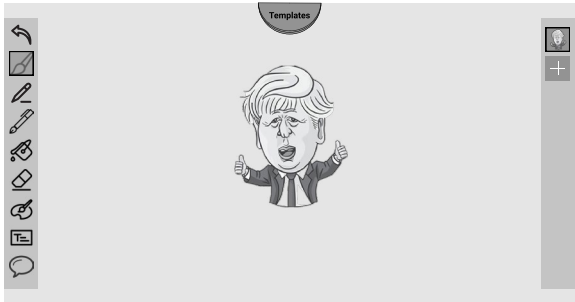
SELECTED HEADLINE



FINISHED



SELECTED HEADLINE



FINISHED



