

Reimagining the 3D Voyager

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our guiding ambition

The Voyager 3D tool is powerful but quite complex, with many of its features being underutilized. The Smithsonian has expressed to us an interest in optimizing the tool to be more user friendly and useful to its global audience.

the goals

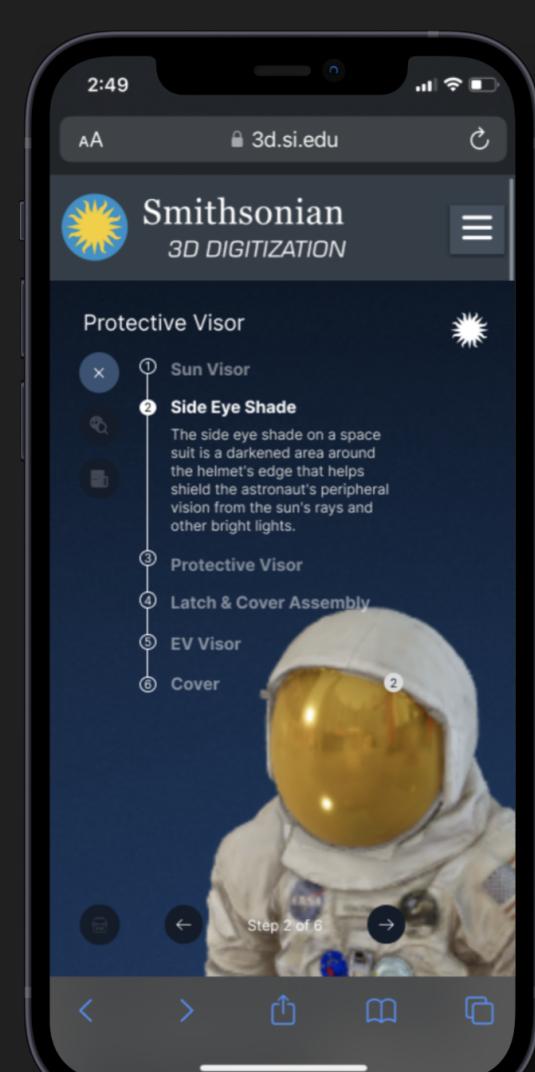
Evolve the tool in a way that promotes learning and more user friendly within the educational environment

Build a user-centric foundation for future iterations of the tool

Make changes to create a more accessible tool for the general public



next steps



Although we did the most improvements with our time and technical limitations, here are things we would work on more:

1. Focusing on how our current redesign can be more responsive on mobile
2. Language Accessibility
3. More accessibility features such as audio to extend our product to those with disabilities



evaluation

Overall we saw a

34 percent

decrease in time spent to complete core activities

In our evaluation phase, we gathered the feedback and research from the beginning of our design process and compared them to our second iteration of testing with included doing usability testings with our new designs.

research

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Field visits to museums to observe user interaction of digital interfaces.

Interviews with educators for feedback on the classroom perspective and users familiar of the tool for deeper insights.

Scripted usability tests with new users seeking first impressions of the tool.

We also conducted heuristic evaluations, affinity mapping, and mind mapping.

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From our research as well as our client feedback, we established a prioritized list of design requirements to shape the tool to be more intuitive and useful to users.

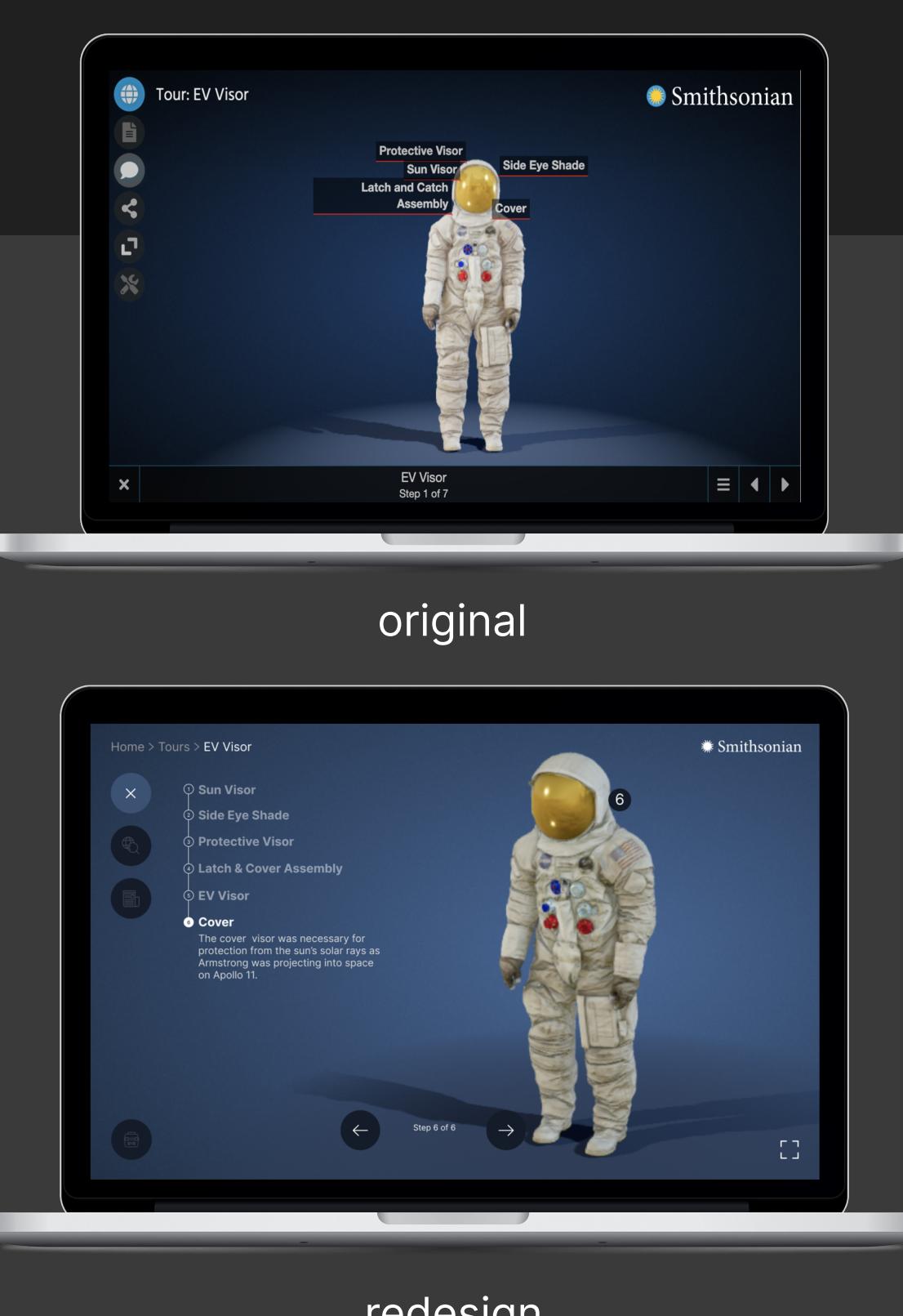
1. Verbose Iconography with Tooltips
2. Redesigned Tour Experience
3. Revert Options

After analysis of our data and an evaluation of our priorities, we focused our redesigns on educational features, user guidance, and tool clutter.

analysis

educational features

Usability and aesthetic issues prevent users from engaging in learning materials, often leaving them questioning the purpose of this tool.

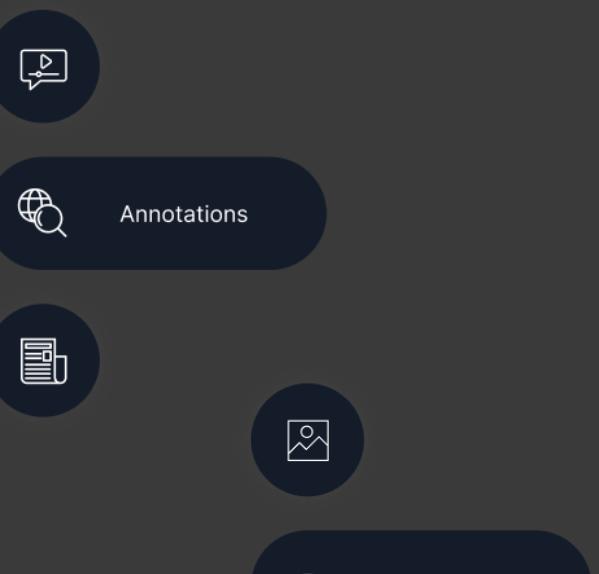


user guidance

Our redesign considered having labels, better grouping of features, and additional pages to improve the overall navigation of the platform.

We also added hover text over many different tools with descriptive text to guide users throughout the interface.

original



redesign

Users have a hard time navigating the tool and finding their intended searches because of complex menu systems.

tool clutter

Tab menus & modification options are not described well or intuitive enough, resulting in users not taking full advantage of the tool's functionality.

The redesign of the platform's editing tool provided a clearer user flow. A reset button was added as well as descriptive text for overwhelming and potentially confusing tools.



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