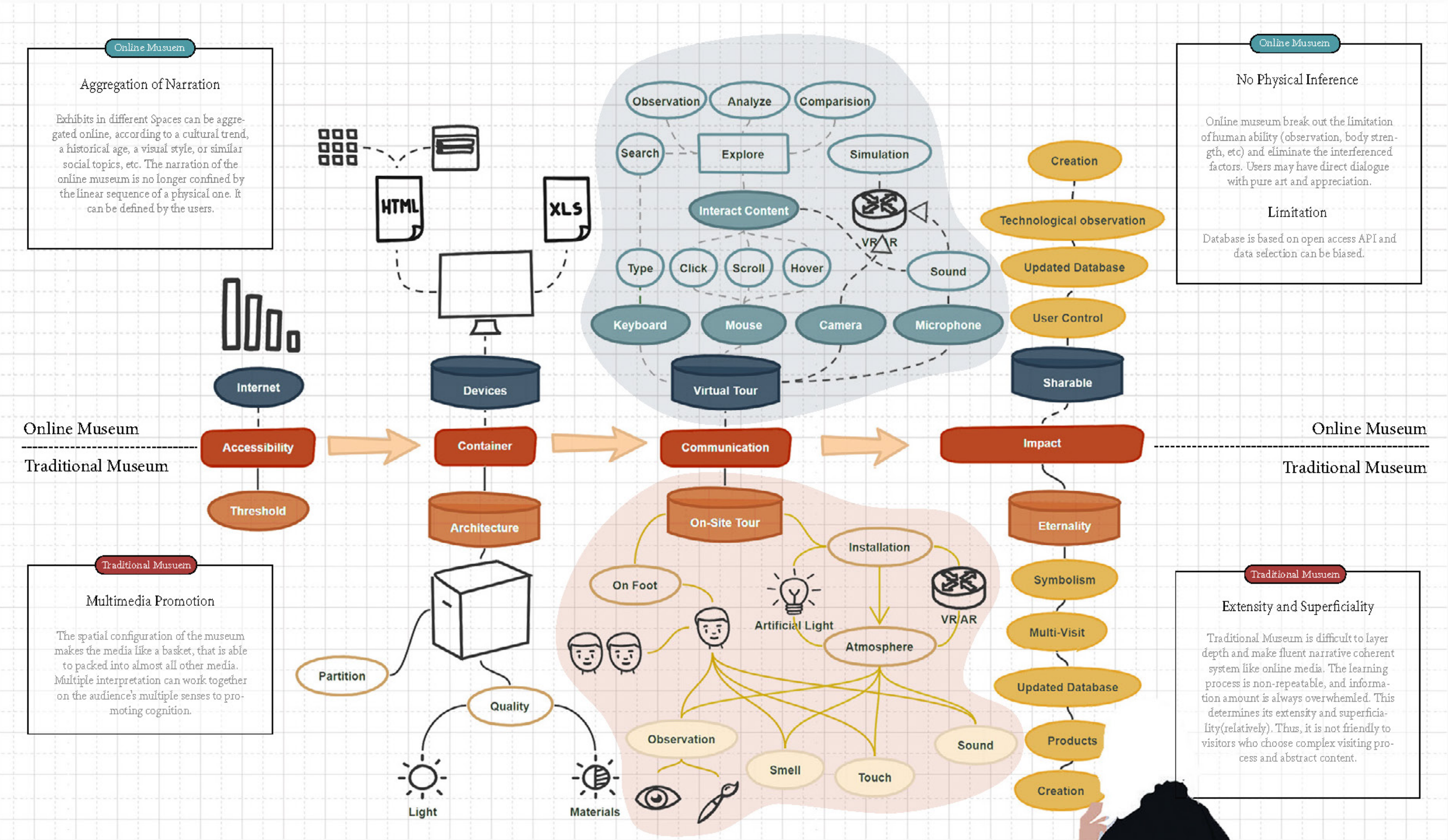


Traditional Museum VS. Online Museum



There is an **irreplaceable** relationship between online museums and traditional museums. Although online museums are not physical, they are also not limited to real space. The narrative methods are more **centralized, analytical, in-depth and selective**, which can possibly liberate people's cognitive dimension of objects and narrow the distance between people and art on the basis of traditional museums



Marianna
Female | 27 Years Old

Artist & Museum Expert

Profession

Architecture student with Art History background

Frustration

- A lot of online websites didn't provide any interaction content that can reduce the distance between art and people.
- It is hard to overview all works(macro level) and make comparison between works with similar properties(micro level)
- It is not designed for «browsing through» because the exploration methods is neither dynamic nor fluent (E.g, Always require to go back and restart the process)

Needs

- Fun and dynamic methods of content deliveries
- Tools for making comparison or reminding me a good relation with other works.
- Make a good overview



Bibek
Male | 24 Years Old

Zero background users

* Not the target group of most of the online museum site

Profession

Entry-Level Mechanical Engineer

Frustration

- Art work display will not fascinate me
- Confused about what to search for and how to get started with the art journey
- Limited art knowledge for in-depth explore
- Low efficiency of understanding and appreciating the work without reading redundant text

Needs

- More friendly and gamified structure guided new users
- Stories behind every work
- Tools helping me make good relation and brainstorm after read the first artwork

Emotion

Phase



Search



Overview



Appreciation



Relation



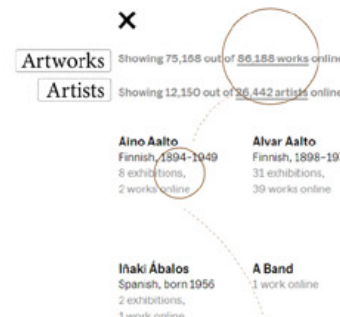
Exploration



Analyze

Activity

1 Search moma.org



1



1

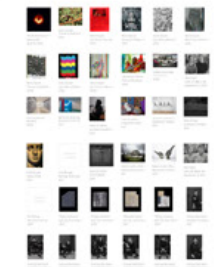
Read Image



1 Click Relinks

B. Ingrid Olson has 5 works online.
There are 19,374 photographs online.

2 Restart the selection process



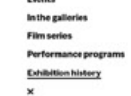
1 Download

Copyright © 2020 Nicholas Nixon

2 Art terms



3 Event Browse



Lack of implementation

Touchpt



Search Port

2

Overview Port



Pages of artworks/Artists
Zoom-in image
Re-links to related work

Overview Port



Navigation Bar



Goal



Find a destination



Choose a startpoint



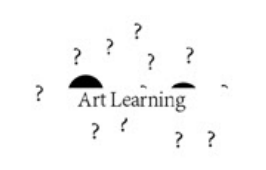
Appreciate an Artwork



In-Depth Exploration



Multi-aspects Exploration



Art Learning

Problem

Overwhelmed Suggestion Words

Overwhelmed Content

Dictionary-like information

Poorly inspire users' creativity

Non-organized exploration approach

Fail to take advantage of the repeatable learning process of online museum

Not friendly for search without intention

Non-hierarchical Structure

Little to explore; Can't return back to the overview page without refresh

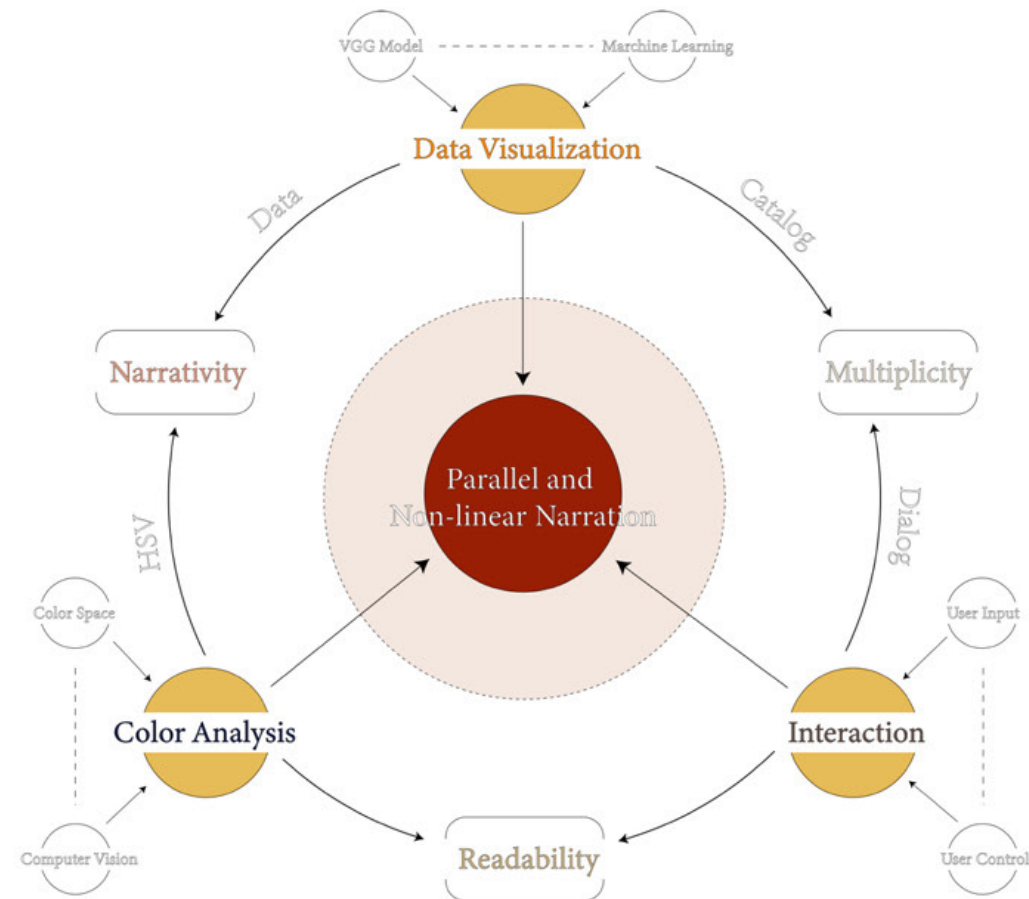
Repeated and linear exploration; Non-dynamic structure

Lack of fun interaction

Major Imitations

Similar with the case study of MoMA's website, online museums such as Tate Modern, The Metropolitan Museum, etc failed to take advantages of an online experiences.

- Fail to attract and inform users at the beginning
- Non-hierarchical and limited selection of exploration approaches
- Information system that is only designed for professionals with art background
- One-way communication with making dialog with users
- Fail to invoke thoughts



Thus, the concept is to integrate and reconstruct the narration sequence of the online museums exhibition with the methods of data visualization, and to close the gap between arts and wider range of users by emphasizing on color that is based on a general concept, compared with painting genres and artists. Furthermore, this system will fully develop the interactive power of online media and turn the traditional one-way communication of museum appreciation into a two-way inspiration.

Process

MoMA API

Metadata
85,079 artworks
26,465 artists
139,003 records

Artwork	Title Artist Date made Medium Dimensions Date
Artists	Name Nationality Wiki QID Getty ULAN ID.

+ Processed data
Primary Color
Semantic Color
Image Links

Nested by layers of Categories along a time-line

Color Artists Culture Tags
Color Artists Culture Tags

VGG16: Convolutional Network for Classification and Detection

Image Classification
Based upon similar primary color and layout

D3JS
Encoding Options
Color Palette
Interaction

Encodings

Color Palette

UI Ver.1

DATA Evaluation

While exploring different approaches and options of storytelling and interaction, remodify, add, reprocess, combine data for specific tasks is important for optimization. In order to create multiple-exploration ways for users, the data here is arranged into a tree branch structure that its traces are the multiplication with the main category and subcategory.

In the first iteration of an implemented live demo, scrolling is a main methods of exploration in the first iteration and all information is packed into one page.

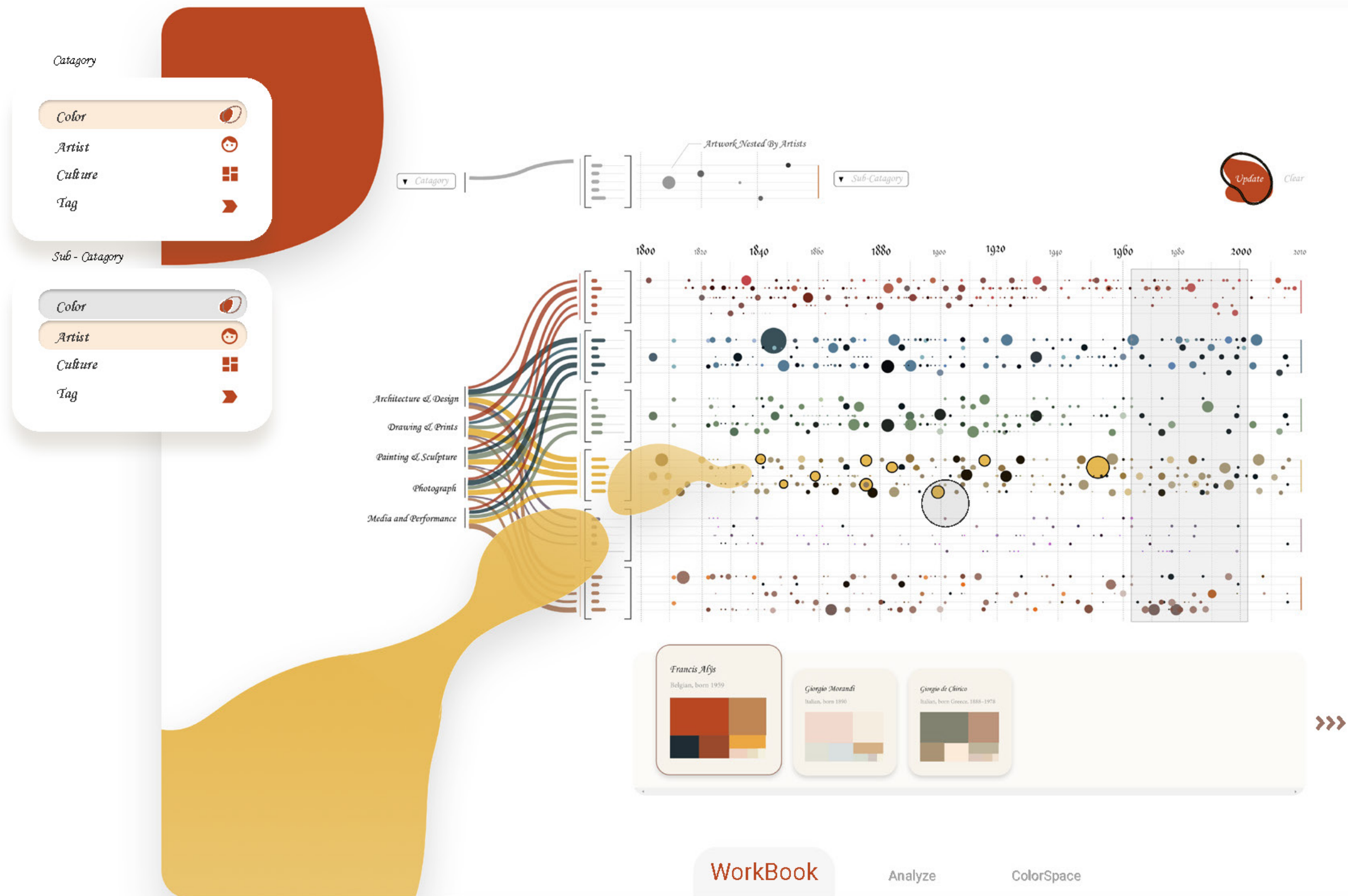
Self-Evaluation

Cons
Too much information to digest together
Panel layout filled the space but is confusing

Pros
Multiple interaction methods to explore
Hierarchical data narration

Interaction

- BrushY
- Hover
- Dropdown
- Click
- Scroll



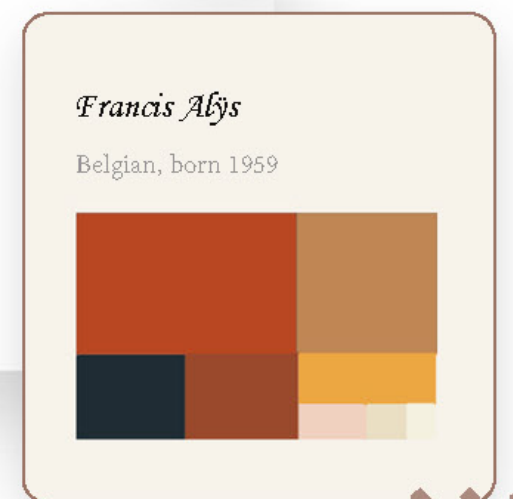
Interaction

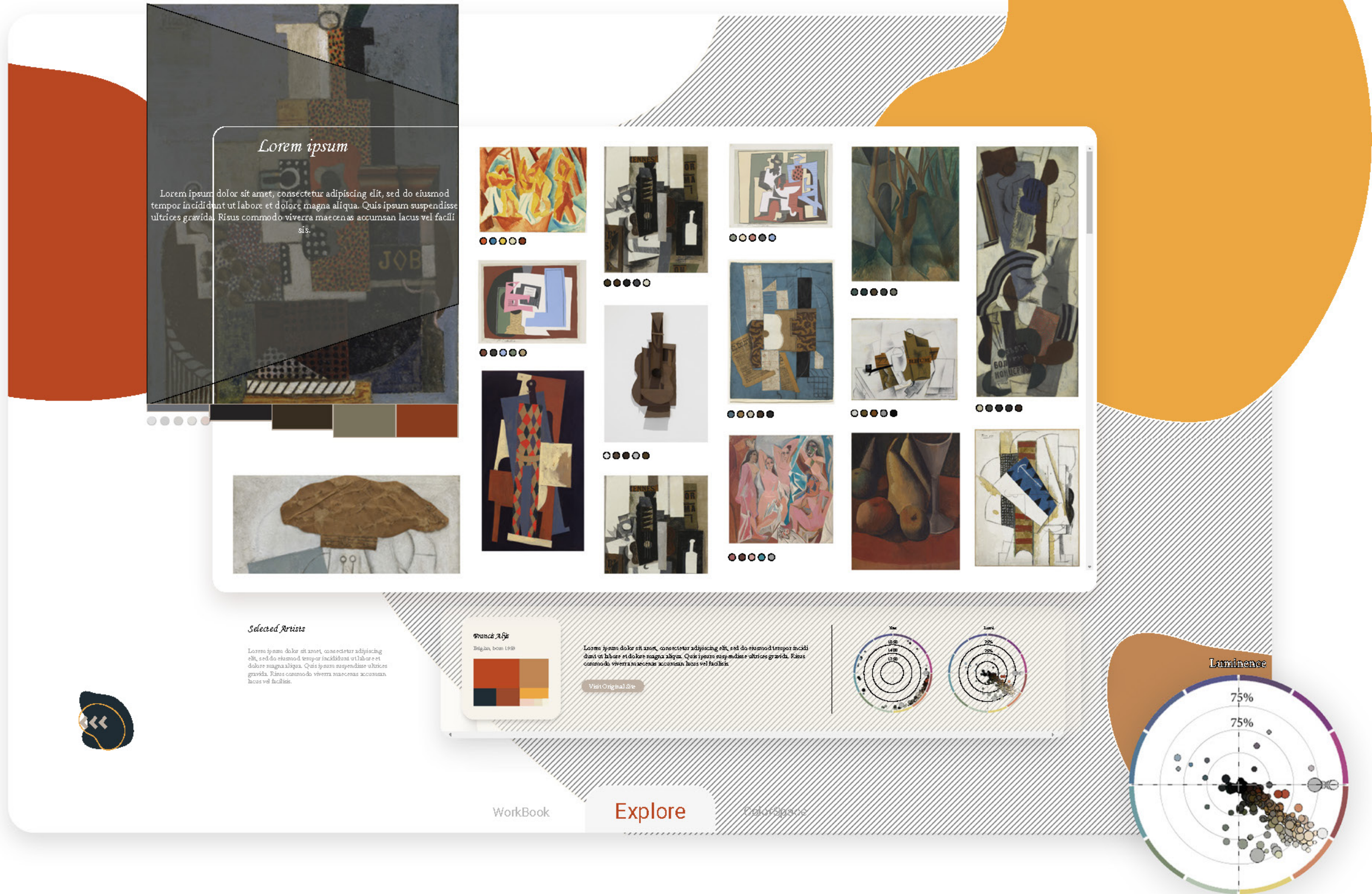
Selections of input data provides multiple ways of exploration that allows users obtain new experiences everytime they revisited the site. Through interaction, such as **click**, **hover**, and **brush**, users are free to highlight information and zoom into details dynamically.

Data Limitation

Color's semantic classification(either it is red or blue) is based upon subjective perception. The color model reference I use can be found at here:

en.wikipedia.org/wiki/HSL_and_HSV#cite_note-39







Nature Morte Job

Still Life | 1916
Pablo Picasso

Numbered from the edition of 300 in pencil in the lower left margin. Printed and published by Atelier Commoyne, Paris. This work is hand signed by Pablo Picasso (Malaga, 1881 - Mougins, 1973) in pencil in the lower right margin.

Find Similar



WorkBook

Explore

ColorSpace

By **Scrolling**, the 3D representation of the HSV Color space will zoom in allowing users explore the internal color structure immersively. When moving the mouse in this interface, the 3D model will also be slightly follow your movement, creating dynamic looking.





Users	Favourite	Frustration	Confusion	Other	Improvements
<div>Miles</div> <div>26 Chinese</div> <div>Architecture students</div>	Scroll effects Color space	Slow loading	Couldn't find «next step»...	Textual help explaining vi- sualization re- sults	Progression bar and Skip function
<div>Dorothy</div> <div>34 British</div> <div>Administrative staff</div>	Color space Color nodes Hover animation	Some tabs is small Switch is slow	I don't know that I can scroll to acti- vate animation	Color palette of a culture?	Next step icon appear after selec- tion New phase name
<div>Liz</div> <div>30 American</div> <div>Consultants</div>	Legend Similar images	Can't jump between phases	Similar images is not similar	Get a more funny name for phases	VGG16 Model optimization & limitation visualization