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Museum Visit

The Phillips Collection provides an amazing art gallery to the public's eyes and leaves the visitor with a feeling of amazement. It is still hard for me to know the specific piece of art that I enjoyed seeing, but for someone who has not visited an art gallery in a long time, I can say that my visit to the Phillips Collection was satisfying. I did try the tools that Phillips provides and I felt that the technology was underwhelming and outdated. The app points to important information about each piece of artwork but the user interface and user experience was designed poorly. Even though the mission of this class is to provide new technology through virtual reality or augmented reality, the app is due for some major mock up. The website looks very well put, its simple but elegant and provides important information about the art gallery. Overall these tools that Phillips provides seem adequate but do need some work.

The strengths of using these tools are, it provides a new user experience outside of staring at art, it allows the user to learn more about a certain piece of artwork, and it is very efficient and effective. The weaknesses of using these tools are, they interfere with the originality of the artwork. Most people go to art galleries to learn about the art they see, but also to interpret the art and I feel that with too much of an emphasis on technology, it would ruin the deeper meaning of the artwork. These tools enhance certain aspects of the museum visitor's experience and as of right now, they work in the museum's favor, but do need to be looked at and redesigned. However, adding too much technology by presenting augmented and virtual reality to an art gallery would destroy the interpretation of the artwork. As of right now, all I can think about is

what I can do to improve the current technology since it needs major work, instead of presenting new unknown technology to the gallery.