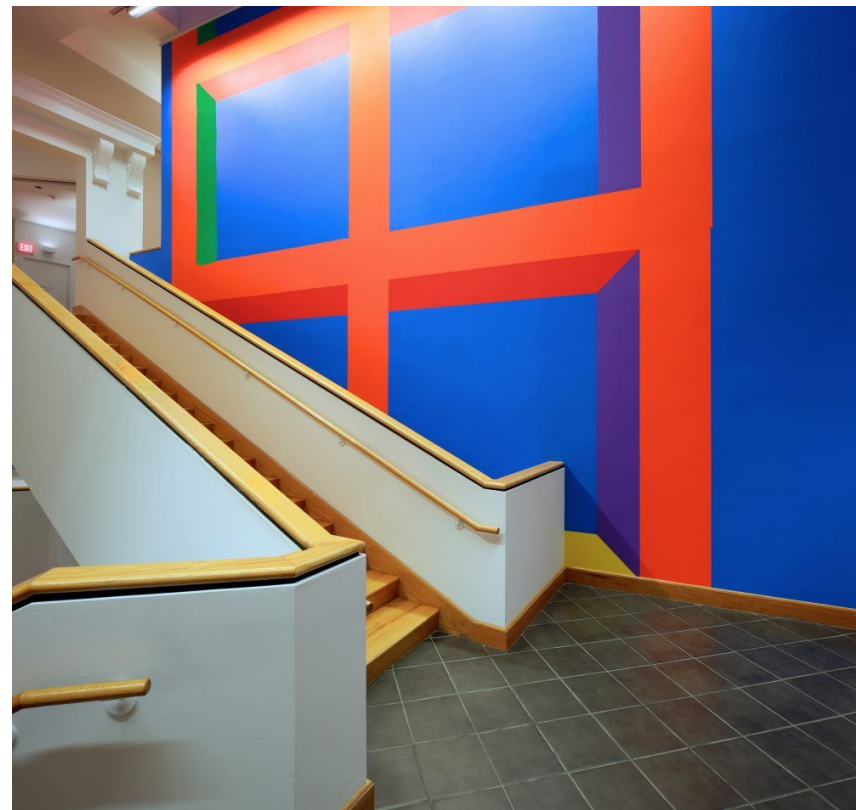


# Where You Art

**Julia, Steve, and Linda**

[designers]

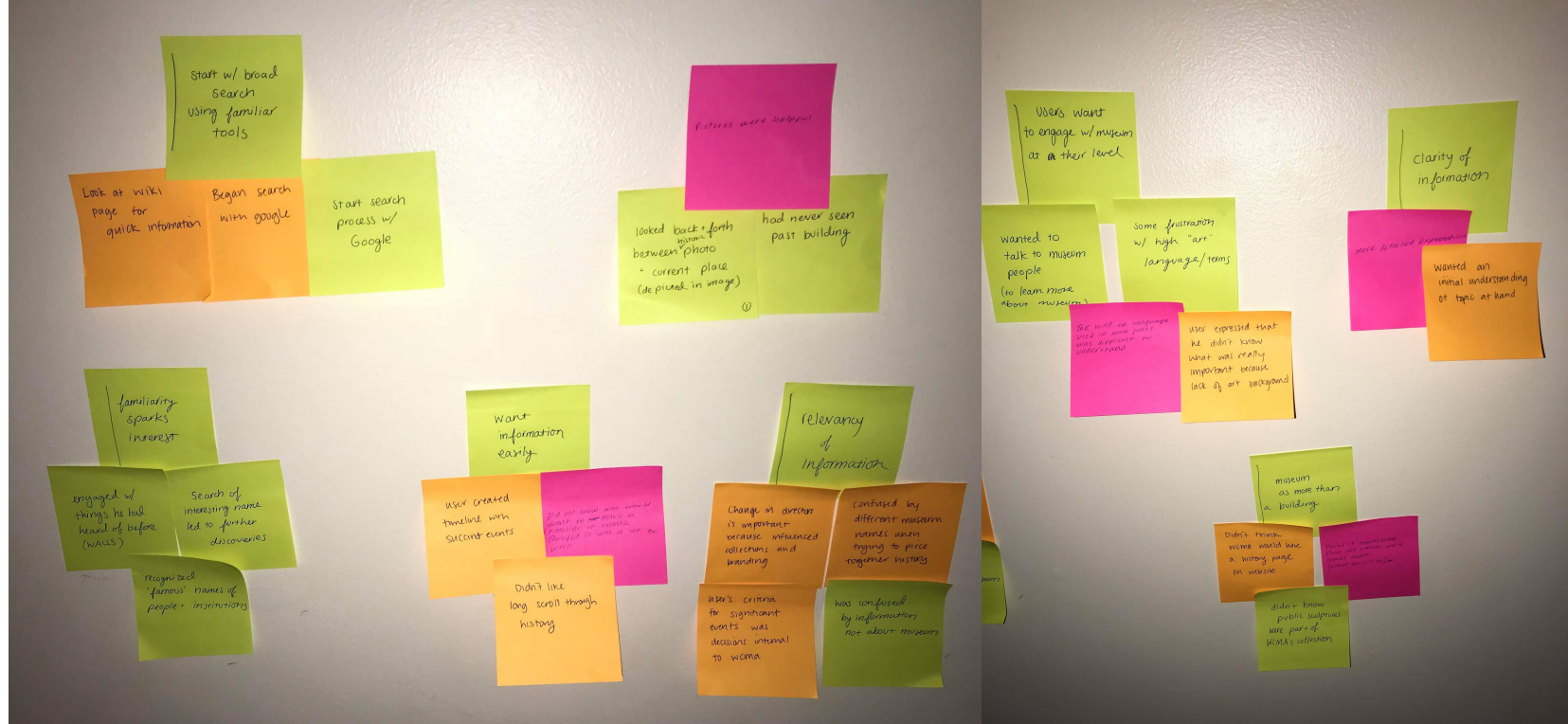


**Limitations of  
physical space**

**Museum visitors  
learn more about  
physical space**

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# Design Research



# Tasks

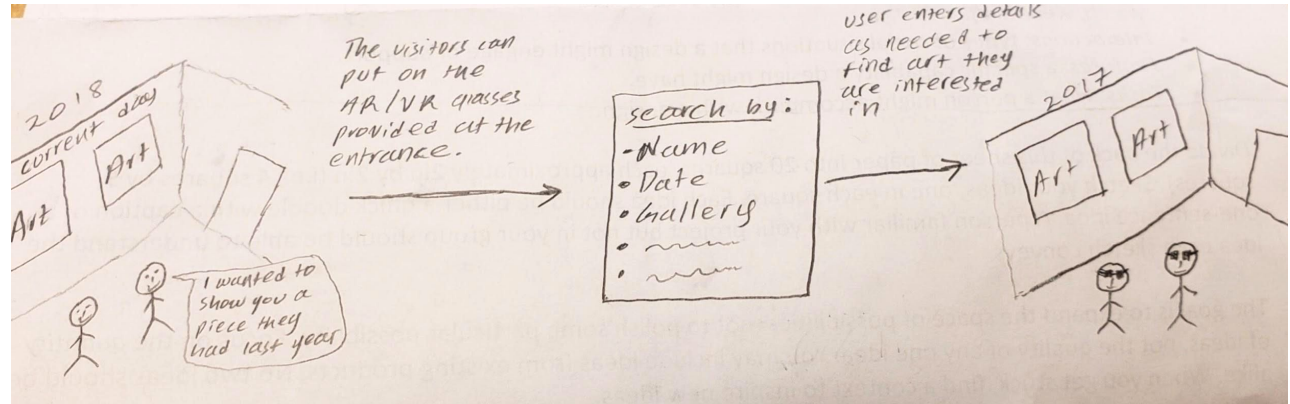
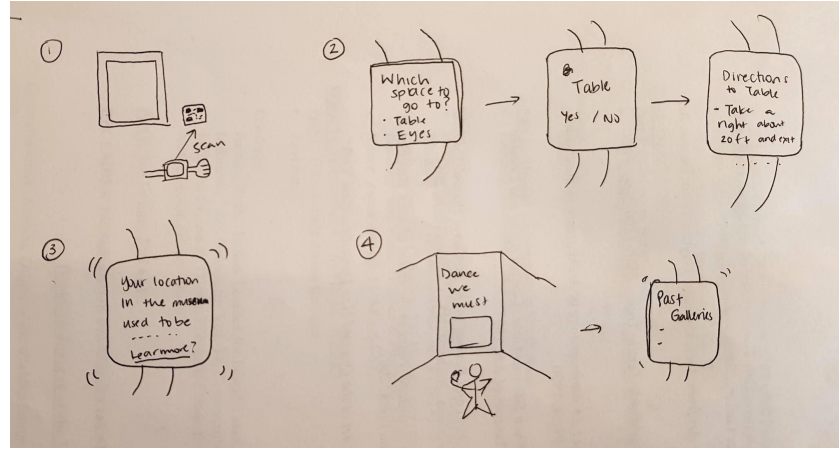
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1. Learn more information on installations
2. Learn about WCMA's history
3. Explore WCMA spaces
4. Encounter past history of WCMA
5. View past galleries
6. Interact with past galleries

# Design Sketches

A variety of technologies:

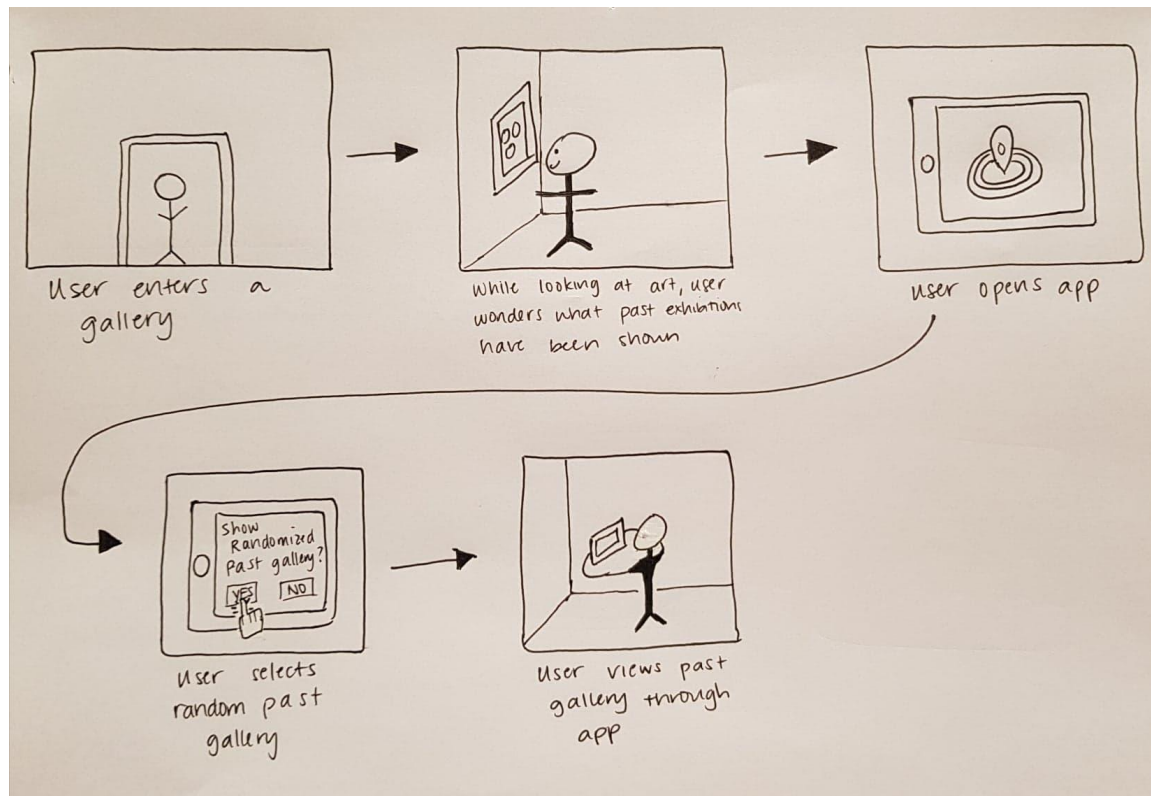
- Smart watch
- VR glasses
- Mobile app



# Augmented Reality App



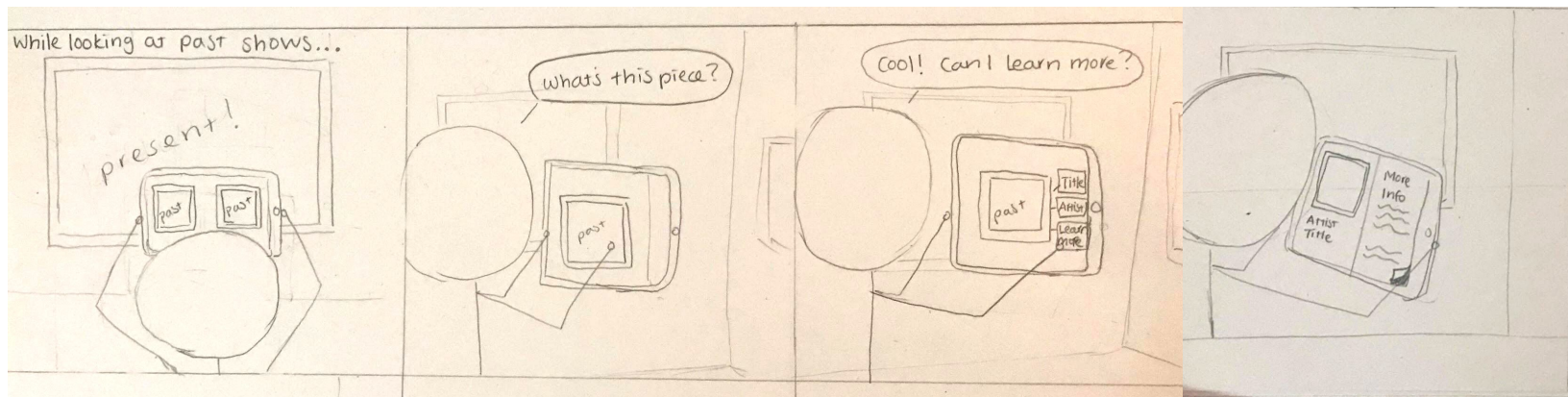
# View past galleries





# Interact with past galleries

— — —



# Summary

— — —

- When people learn something new or see a name they recognize, it sparks a desire to learn even more
- Users want information to be accessible
- Users like to visualize information, especially through pictures
- Focused our design on an AR app that allows users to learn more about past galleries