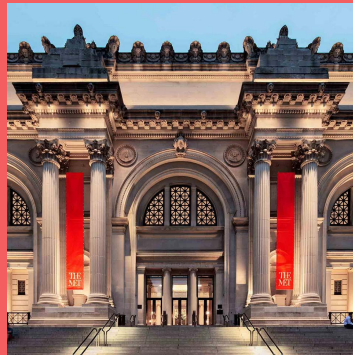


Met(a) Mappers



Yanan, Sarah, Chance, Kevin

Goals

A headset-based 3D map for the Metropolitan Museum of Art that provides immersive experience, essential information about exhibition, and pathfinding

Interaction Techniques

➤ Selection

- Users will be able to select works of art use of virtual pointer

➤ Manipulation

- Users will be able to physically move works of art and sculptures after grabbing selection with trigger
 - Rotation and moving object in/out can be achieved by joystick

➤ Wayfinding

- Users moves his way through an exhibit (can be multi room)
 - Environment-Centered (Signage): labels on objects, exit doors, connecting doors to other rooms, etc.

➤ Travel

- Users will be able to move using a joystick, or teleport with arc indicators

Division of Labor

We expect to construct 4 exhibit scenes:

→ One Member , One Exhibit Scene (each can split into multiple sub scenes)

Split Between functionality:

- ❑ Selection and Manipulation
- ❑ Menu User Interface (main menu, scene selection, etc)
- ❑ Player Movement

Persona 1

Grace West, 32, is a history teacher at a high school in New Jersey. She loves to explore new ways to engage her students in class and has a particular fondness for the Metropolitan Museum of Art. She has basic technical skills required by her job, but she always look out for ways to incorporating technology in her class. She does not have her own VR headset, but she has seen her younger brother wearing that white rectangle box and played it once.

Use Scenario 1

Scene 1: Grace is too busy to go to the Met this week. She finds out this app called “Met(a) Mapper” on the Met’s website.

Scene 2: Grace asks her brother to download this application on her brother’s headset.

Scene 3: Grace activates the app and is immediately immersed in a 3D map of the museum. She follows the app’s tutorial on how to navigate, select, and switch in the museum.

Use Scenario 1

Scene 4: Grace first sees an overview of the latest exhibitions of the museum highlighted on the map. But she wants to explore the Ancient Egyptian Art collection first. So, she selects the collection on map with the controller. Her view transits to the Ancient Egyptian Art collection room.

Scene 5: Grace looks around with the headset and sees different art pieces exhibited around the room. A gold mask to the left catches her attention. She holds on her left controller around the gold mask for around two seconds. Then, she travels right in front of the gold mask.

Use Scenario 1

Scene 6: Grace then touches the gold mask with her right controller. The mask, called “mask of Tutankhamun” is shown right in front of her with a short description besides. As she moves her hand, the mask rotates along with the movement as if she is holding the mask.

Scene 7: Grace presses the buttons below the gold mask model, which each describes that color’s meaning in Ancient Egyptian culture.

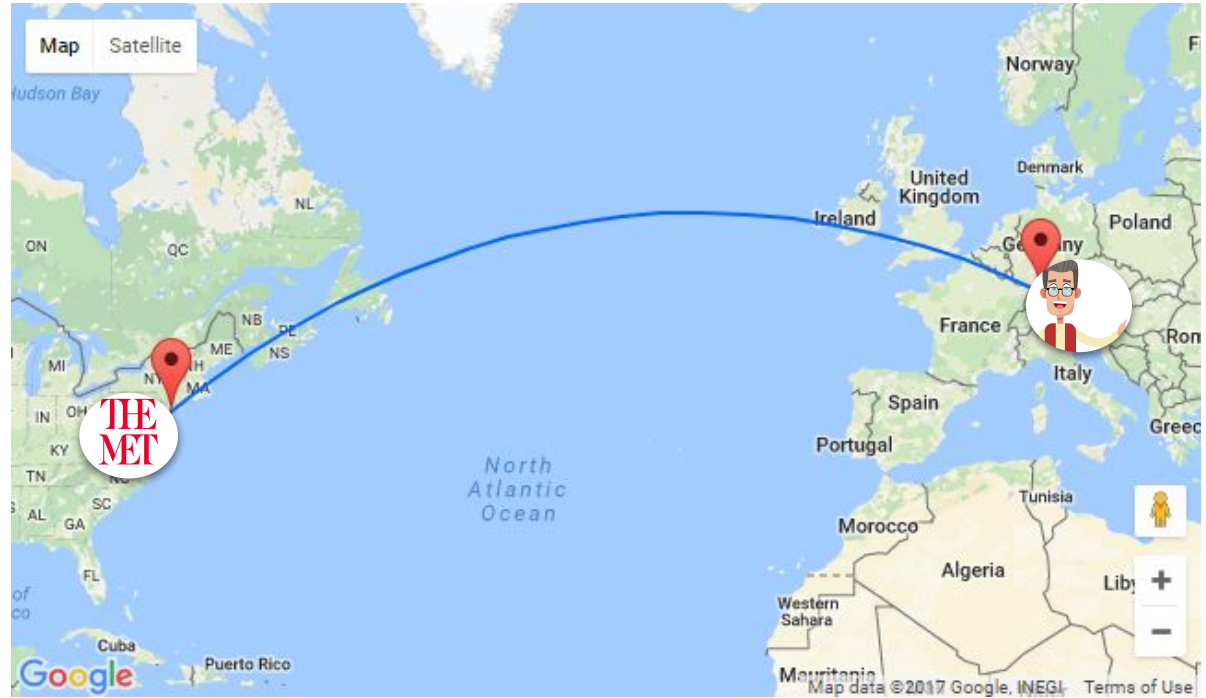
The mask of Tutankhamun, belongs to the 18th- dynasty ancient Egyptian pharaoh Tutankhamun (reigned 1334–1325 BC). After being buried for over 3,000 years, it was excavated by Howard Carter in 1925 from tomb KV62 in the Valley of the Kings and is now in the Egyptian Museum in Cairo.



Persona 2

Otto Weber

- 55 years old
 - Three kids
 - Lives in Germany
 - Interested in art
 - Wants to explore the Met
 - Can't afford to travel to New York
- York



Use Scenario 2

Scene 1: Otto has always wanted to visit the Met. He's very interested in the art displayed at the Met and wishes to learn more about it and wants to see it for himself, especially the section about Greek and Roman art. He finds an app called Met(a) Mappers on the Met's website.

Scene 2: Otto downloads the app on his headset.

Scene 3: Otto activates the app and is immediately immersed in a 3D map of the museum. He follows the app's tutorial on how to navigate, select, and switch in the museum.

Scene 4: Otto first sees an overview of the latest exhibitions of the museum highlighted on the map. He wants to explore the Greek and Roman art area first, so he selects that area on the map using his controller.

Use Scenario 2

Scene 5: Otto's view transits to the Greek and Roman art collection room.

Scene 6: Otto looks around with the headset. He's able to walk around using his joysticks on his controllers (or by teleporting). He goes around the room and walks around each sculpture in the space, looking at the sculptures from all sides.

Scene 7: Otto decides he wants to see a particular sculpture called "Statue of Dionysos." He opens the menu (that appears in front of him) by pressing a button on his controller and uses his controller to navigate to the list of featured artworks. Then, he uses his controller to scroll through the list and select the work he wants to view. Once he selects it, he travels right to the statue and is able to **look at it from all sides** as if it was really in front of him.

