Ideation Phase
Empathize & Discover

Date	31 January 2026
Team ID	LTVIP2026TMIDS24242
Project Name	Gemini Historical Artifact Description
Maximum Marks	4 Marks

Empathy Map Canvas: Gemini Historical Artifact Explorer

A tool to visualize the user's perspective, focusing on a History Enthusiast / Museum Visitor using the application.

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1. WHO are we empathizing with?

- The User: Alex, a curious museum visitor, student, or amateur history buff.

- Situation: Visiting a museum, browsing an antique shop, or finding an interesting historical image online.

- Role: Explorer seeking deeper knowledge about artifacts.

2. What do they need to DO?

- Identify unknown artifacts quickly using a photo.

- Get detailed historical context without reading dense textbooks.

- Verify if an object is authentic or significant.

- Share interesting history facts with friends or on social media.

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3. What do they SEE?

- Environment: Museums with brief or missing placards, cluttered online search results.

- Content: Beautiful artifacts but limited context.

- The App: A clean, museum-style interface (dark & gold theme) that feels scholarly yet accessible.

- Results: Rich, detailed descriptions generated instantly by Gemini.

4. What do they SAY?

- **"**What is this weird symbol on this vase?"

- "I wish I knew the story behind this sword, the placard is too short."

- "How do I search for this? I don't know the name."

- "This app makes me feel like an expert curator."
- "Check out this cool fact about the Roman Colosseum!"

5. What do they DO?

- **Actions:**
  - Takes photos of artifacts.
  - Types vague descriptions into Google (e.g., "old pot with dragon").
  - Uploads images to the app for instant analysis.
  - Reads the "Did You Know?" facts in the sidebar.
  - Downloads summaries to keep for later.

6. What do they HEAR?

- **Influences:**
  - Museum tour guides giving standard scripts.
  - History podcasts (e.g., *Hardcore History*) discussing deep context.
  - Friends asking, "What is that thing you posted?"
  - Professors or teachers emphasizing primary sources.

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7. What do they THINK and FEEL?

PAINS (Fears, Frustrations, Obstacles)

- Frustration: Not finding information on obscure items.
- Overwhelm: Academic papers are too dense and boring to read.
- Uncertainty: "Is this information accurate?"
- Embarrassment: Misidentifying an object or getting facts wrong.

GAINS (Wants, Needs, Measures of Success)

- Curiosity Satisfied: Getting immediate, detailed answers.
- Empowerment: Feeling knowledgeable and smart about history.
- Engagement: Learning through visuals and storytelling rather than dry text.
- Access: Having a "digital curator" in their pocket at all times.