P6. Paper Prototype

Team Experience Museums Project

Project Description

For our project, we aim to design a product that enriches the museum experience for visitors. Finding a personal connection with exhibits is an important part of the museum experience, and access to information is essential to that. We hope to facilitate this process by equipping visitors with a product that helps them gain information on the exhibits and reflect on what they have viewed. Two key devices in our product are a hand-held tablet and a pen. Using the pen, users can tap barcodes corresponding to exhibits and collect information on them, thus physically interacting with the museum. This information is transferred to a paired tablet, where users can view exhibits and take notes using the pen. Here, users can view a gallery of exhibits and save their favorites, interact with members of their group, and review a map of their journey through the museum. We hope that our product will make museums a more engaging and memorable experience for users of all backgrounds.
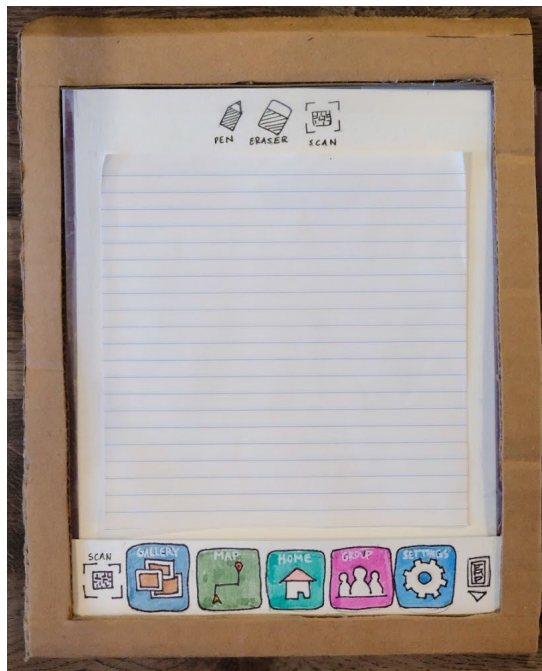
Tasks

Task 1: Use the map function to find and follow a pathway to an art piece

Task 2: Scan artwork's code to find more information about an art piece that you are interested in, add the piece to notepad, then write reflections on the piece

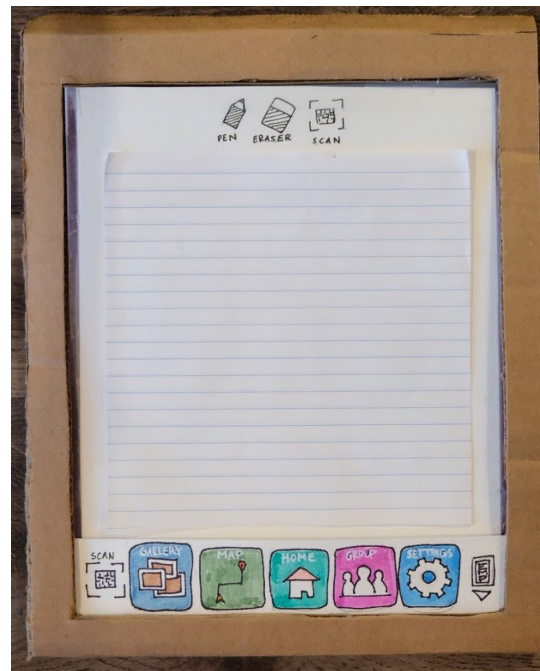**Task 3:** Leave 'museum' and review trip details, then save trip review to personal email

Task 1: Use the map function to find and follow a pathway to an art piece
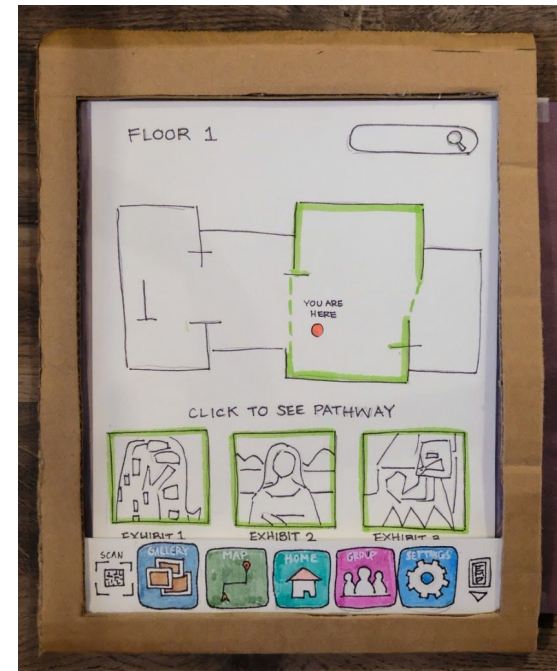
1. Home and Notepad

2. Selected Button

3. Map Page

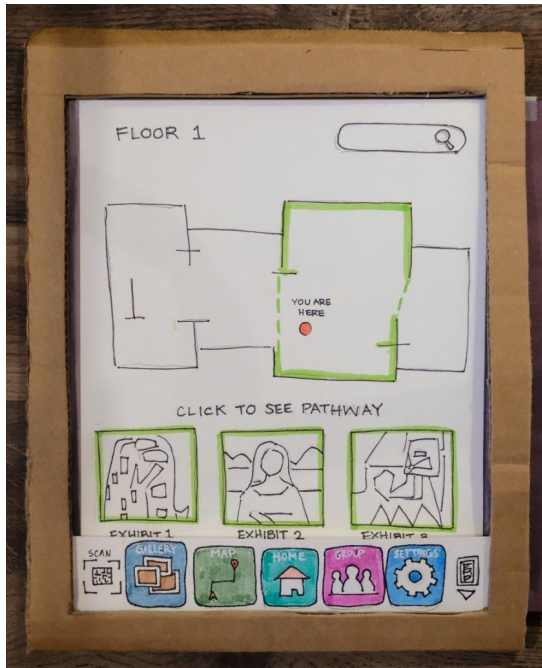From the home page, the user clicks on the map button on the navigation bar at the bottom of the screen.

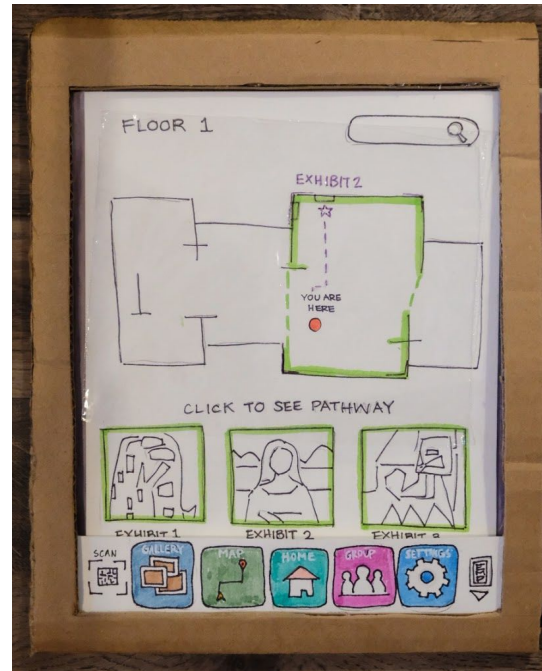The selected button is highlighted to indicate to the user what they have chosen.

The user is taken to the map page, where a map of the museum is displayed and the user's location is pinpointed.

4. Selected Piece

The user clicks on a specific art piece that they would like to find on the map.
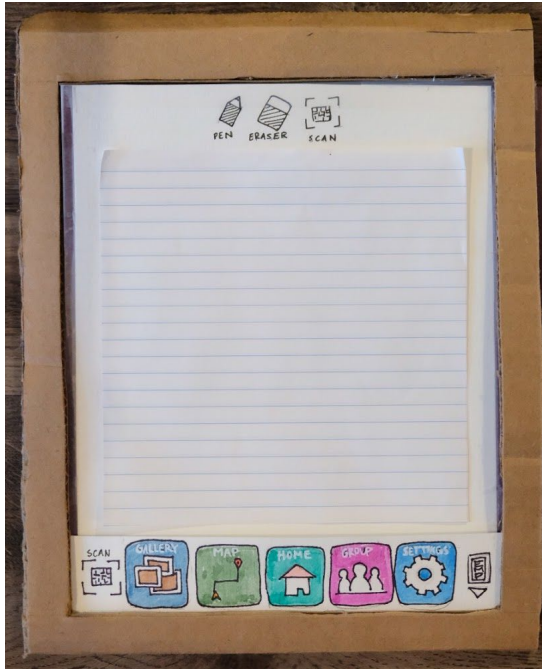
5. Path to Selected Piece

The path to a specific piece appears on the screen for the user to follow.

Task 2: Scan artwork's code to find more information about an art piece that a user is interested in, add the piece to notepad, then reflect by writing notes on the piece

1. Home and Notepad

From the home page, the user clicks on either scan button (one at the top of the page and one at the bottom right) to start the pen scanning mode.

2. Scan Button
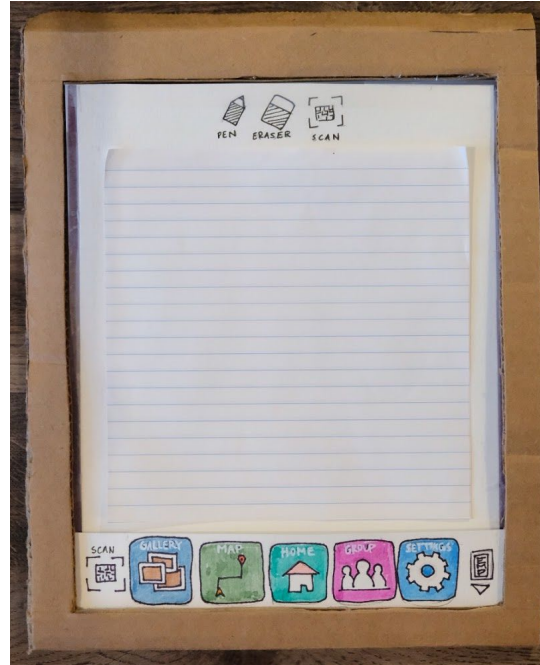
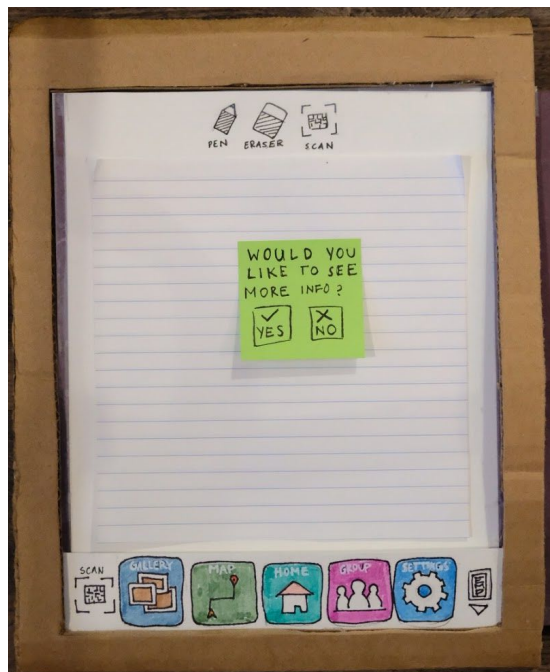User selects the scan button.

3. Physical Art Display

The user arrives or is already at the piece of art they wish to find more information about.

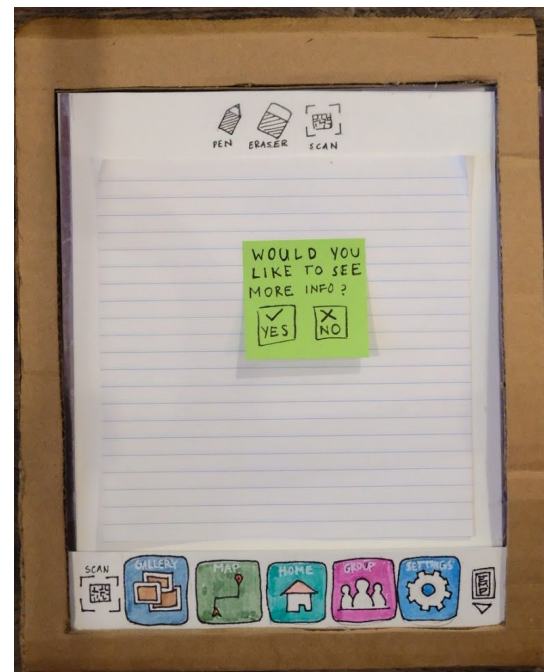### 4. Physical Art Display and Pen

The user taps the pen on the icon located next to the piece of art.

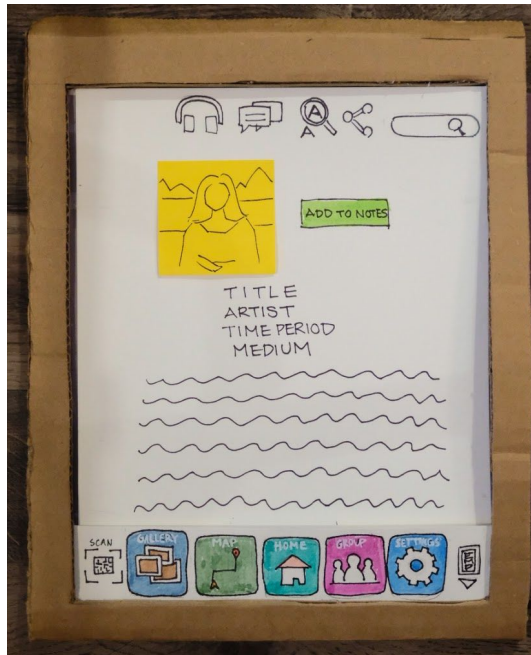### 5. Home with More Info Pop-up

After scanning, the user is asked if they would like to see more info about the scanned art piece.
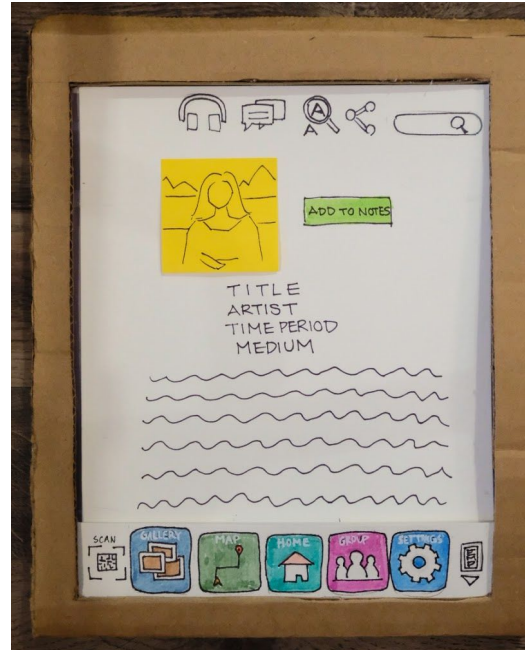
6. Selected Button

User selects yes.
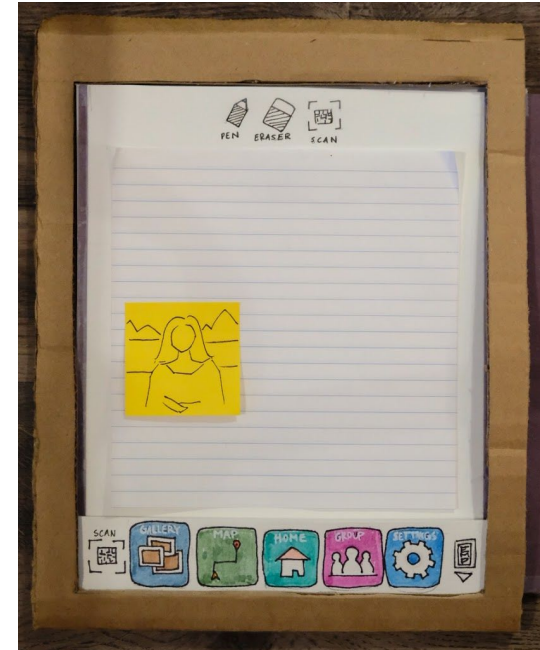
7. Art Information Page

User is taken to a page where information about the art is displayed. They have the option of adding the art piece to their note page.

8. Selected Button

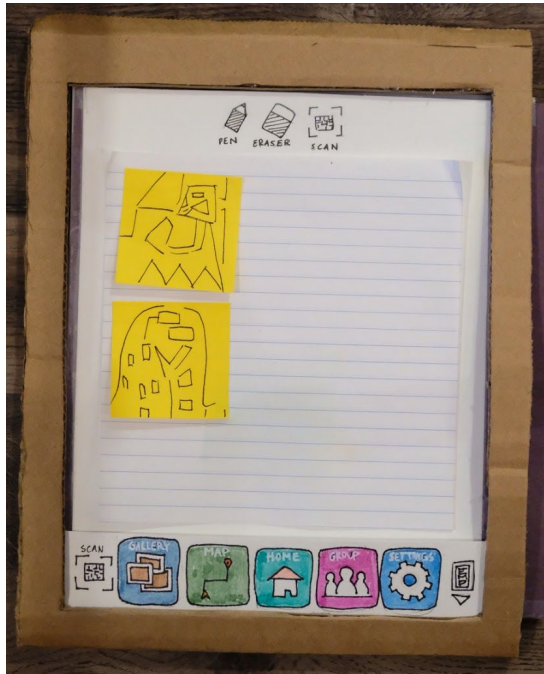User selects the add to notes button.

9. Home with Updated Notepad

User is taken to their note page, with the saved artwork now on the page.

Task 3: Leave 'museum' and review trip details, then save trip review to personal email
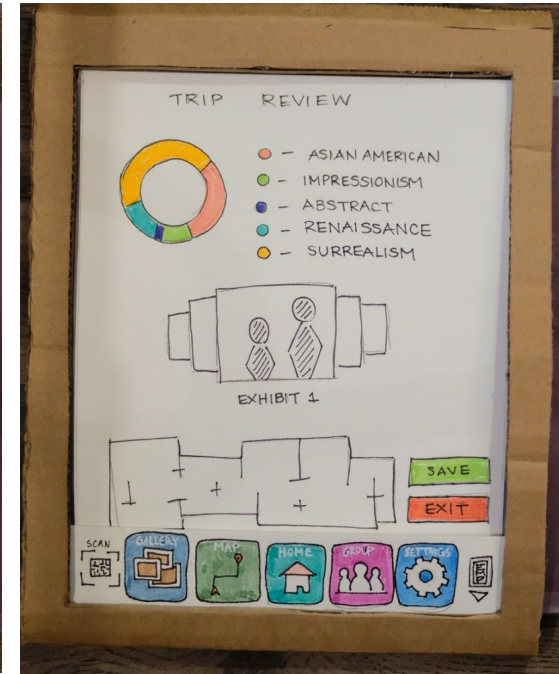
1. Home and Notepad

User is on the home page while near the exit of the museum.

2. Pop-up to Continue to Trip Review

Once near the exit, the pop-up asks the user if they are certain they want to continue to the trip review.

3. Trip Review Page

User is taken to the trip review page.

4. Selected Button

User selects the save button to save their trip.

5. Email Pop-Up

Pop-up asks the user to enter their email, where their trip review will be sent to.
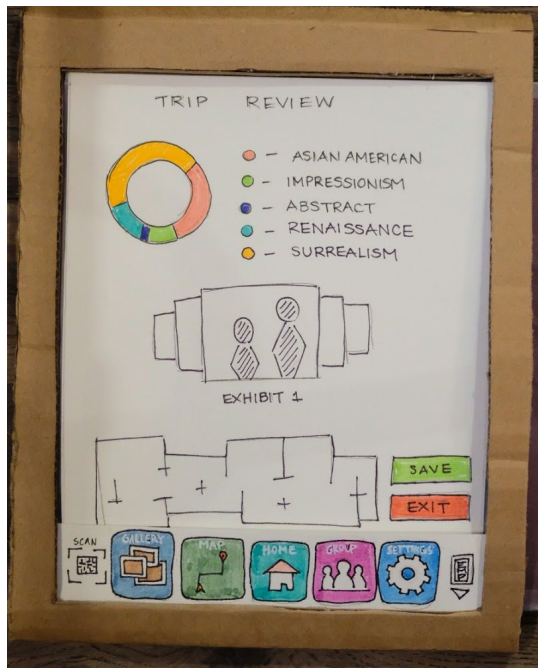
6. Final Page

User is taken to the final page.
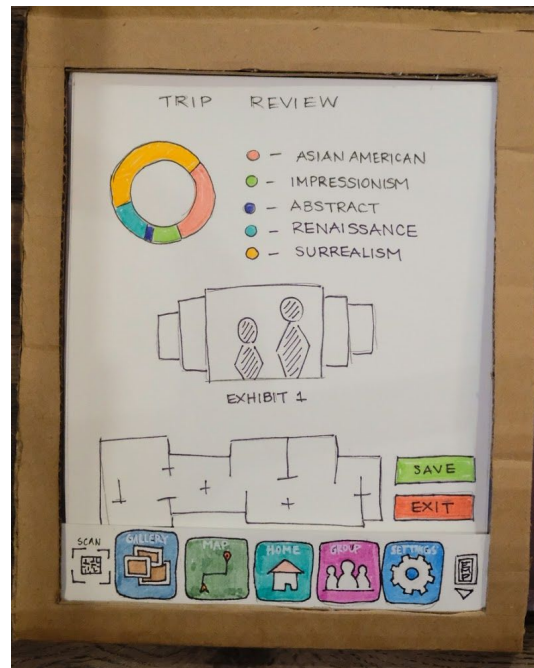
Failure/Additional States:

Additional State: If the user chooses to exit without saving, a pop-up will appear for confirmation

1. Trip Review

User is on the trip review page.

2. Selected Button

User chooses the exit button.

3. Pop-up for Confirmation

Pop-up appears to confirm that the user wants to exit without saving.

4. Selected Button

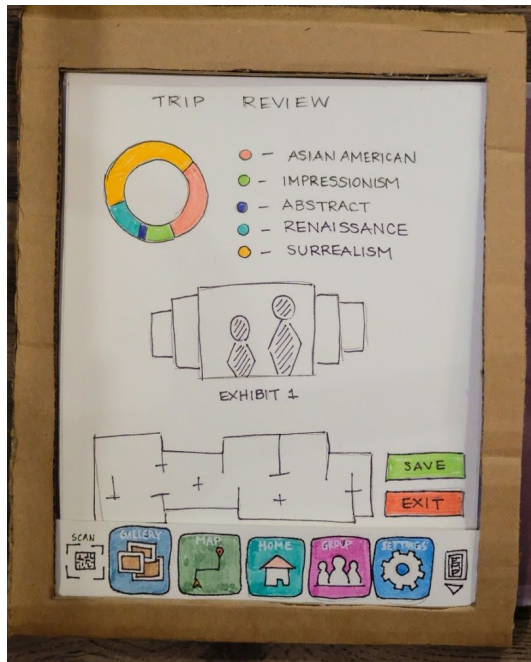User chooses yes to confirm exiting without saving their trip review.

5. Final Page

User is taken to the final page.

Failure State: If the user enters an invalid email when saving, they are given feedback to enter a valid address

1. Trip Review Page

User is on the trip review page.

2. Selected Button

User selects the save button.

3. Enter Email

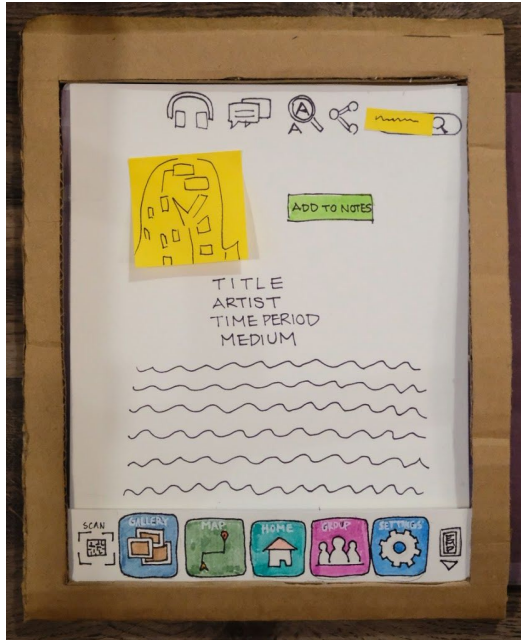User inputs email into the data field.

4. Invalid Email Feedback

If the email inputted by the user is invalid, the user is given feedback on the pop-up.
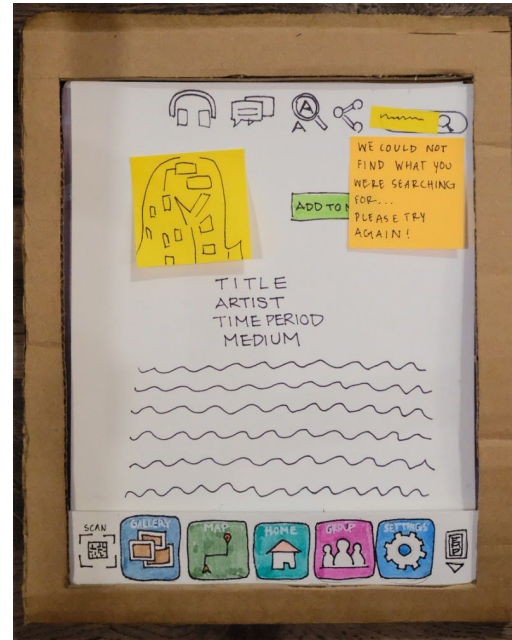
Failure State: If the user chooses to search for an item that does not exist at the museum, a pop-up will ask the user to try a different query

1. Search Query

User tries to search a specific query.

2. Invalid Search Query

A pop-up appears to let the user know the search query had no results.