I4. Storyboards

Team Experience Museums Project

Alli Hishikawa

Museumgoers often want a more lasting memory of their museum visit, but don't want to rely entirely on their phone to capture moments in the museum. Creating a lasting memory is also especially important in sharing their experience with friends and family. Our project intends to address and solve these problems in order to enhance the museum experience.

The following storyboards address the following design requirements in our project:

- Allow users to access information about the museum exhibit during and after their visit - Allow users to identify and connect with exhibits in the museum - Enable users to create a tangible artifact representing their museum visit that they can visit afterwards

The devices intended to be used during the experiences represented in these storyboards:

The museum visitor finds a piece she finds interesting.

She wants to save the experience to reflect on later.

She presses a button on the piece, connecting to her wristband and transferring information about the exhibit and her location to her phone.

After saving information about the exhibit, the wristband asks for a color to use to represent the piece.

By using the wristband, the user is able to stay away from her phone during her visit so it doesn't distract her.

At the end of her visit, the user pulls out her phone to see the colorful map she has created during her visit.
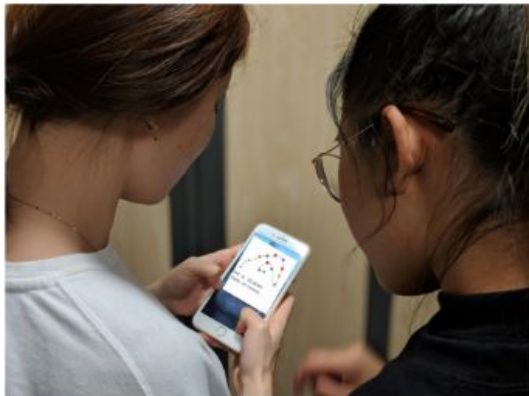
The user tries to describe her Seattle Art Museum visit to her friend who has never visited, but cannot recall all the details.
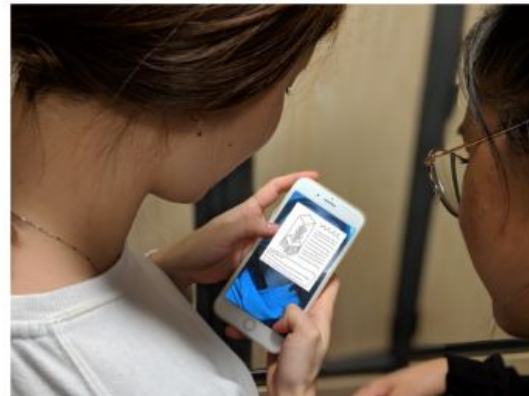

She remembers that she created a map reflecting her journey through the museum using an app.

Using the map, she finds a picture from the museum, and is able to recall the emotions she felt during specific exhibits.

She finds a specific exhibit she found interesting and had been trying to recall, but could not remember the details.

With the app, she is able to see all the information about the exhibit and remember the emotions she felt in response to it.


Her friend now wants to visit the Seattle Art Museum, and asks the user about the app so she can also remember her museum experience later on.

Alex Banh

Interpretation and understanding both contribute significantly to the experience a participant receives from an art museum. Groups and individuals can feel frustrated or unsatisfied when they visit an art exhibit and don't gain any measurable impact from the piece or the information surrounding the piece. The storyboards try to address methods of making art more interactive and impactful for the participant: the first involves a comment/sharing system for art pieces and the second involves a method for obtaining more information surrounding an art piece.

Storyboard 1
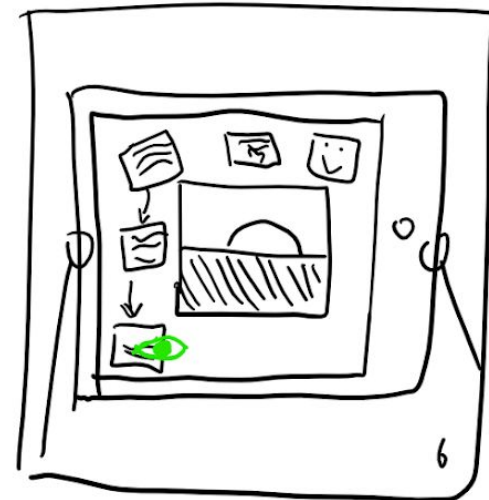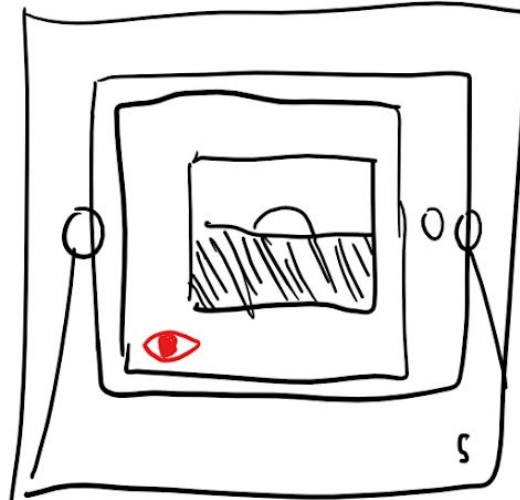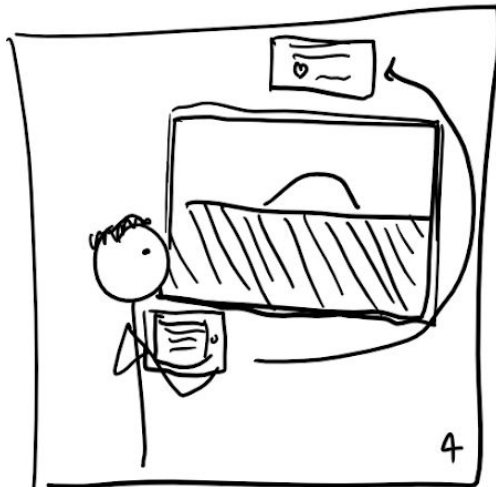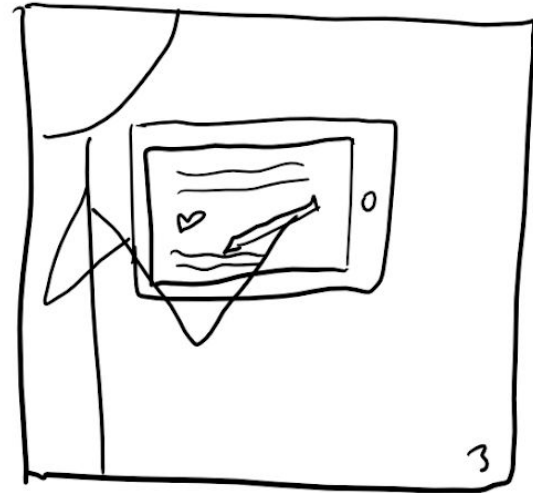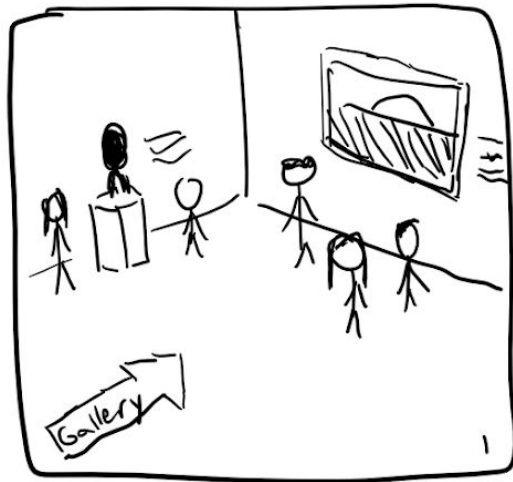
Storyboard 2
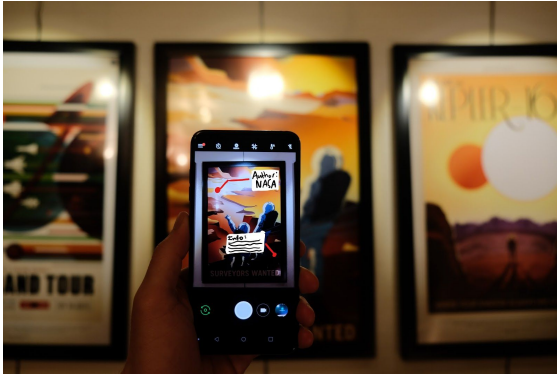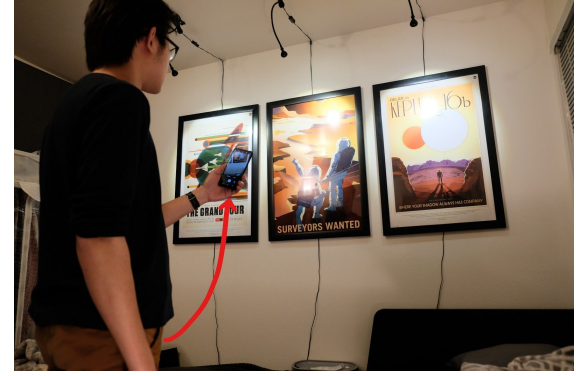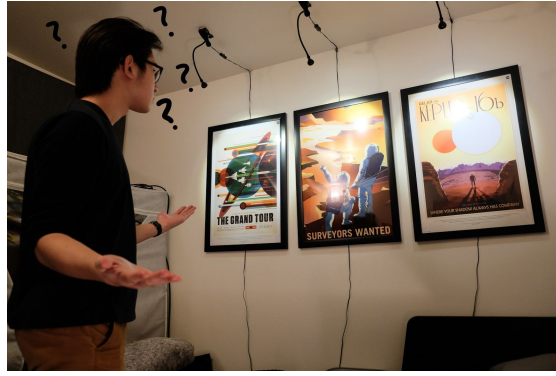
Annie Xia

Art museums play an essential role in conveying culture and history to large audiences. Our project explores making art museum visits more interactive and engaging for adult visitors by providing in depth context and understanding as well as ways to share and interact with art pieces. We are looking to focus on engaging the visitor through a unique and interactive experience which will also serve the purpose of encouraging deeper appreciation and connection with art in addition to the context, history, and motivations surrounding it.
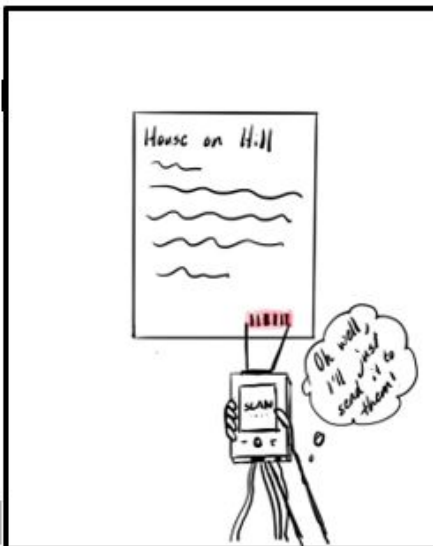
Share and Discuss Art with Others

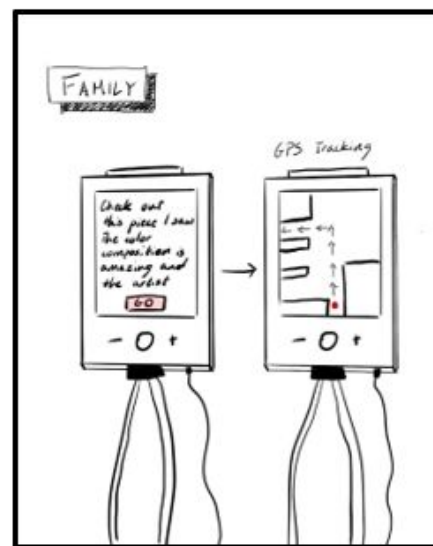1. User is walking through art museum with family members

2. User finds interesting art piece that she wants to share with her family

3. User's family has wandered away and she is unable to share the piece

4. User scans the piece using the product and sends the piece to her family

5. Family receives the piece with user's reflection and uses GPS to find the art
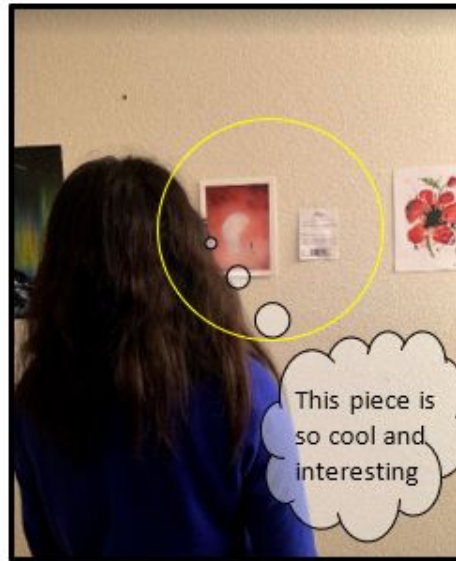
6. Family meets up with the user to see the interesting art piece

Learn More Information and Context on Museum Displays

1. User is walking through an art museum

2. Finds a very interesting piece of art that has a short information plaque
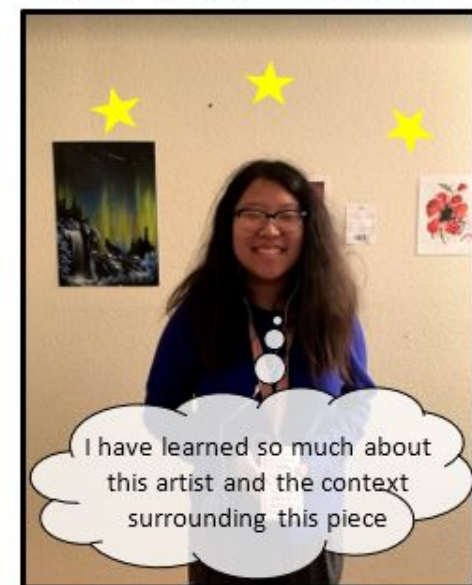

3. User wishes there was more reflection available on context

4. User uses museum product to scan interesting art piece

5. Product gives users audio and visual commentary by original artist of piece

6. User is left with new knowledge on interesting art pieces and artists

Vishaka Nirmal

In this project, we want to spur the engagement, creation, and discussion surrounding a users experience at an art museum. We aim to give users a more interactive and involved experience at an art museum.

The following storyboards focus on two solutions:
- The first solution explains a device that users may use throughout the museum to collect and save works they enjoy. Afterward, they are able to see their curated collection of works online with a special link on their entrance ticket.
- The second solution allows users to showcase their reflections in a specific part of the museum. They can draw in the notebooks given to them as a ticket, and then their drawings and reflections are projected throughout the museum to spark discussion.

Sketch Storyboard
How can we give users a lasting interaction with art at museums? In this concept, users are able to "save" certain pieces of works throughout the exhibit, and get to see them online afterward.

Photo Storyboard

How can we let users explore their thoughts and reflections within the museum? In this concept, users are able to use a notepad and record their thoughts about pieces of works throughout the exhibit, and get to see them posted throughout the museum.