You might have seen this...
Project Description

- "Getting it back on the map"
- Approach
  - nostalgia
  - technology
  - activism/conservatism
- Immersive app that promotes activism motivated by nostalgia through a technological museum
- Artistically attract Appreciation & Awareness
Preliminary Research

- cameraexperiment.com (Arden Stern, James Mann)
- Looking at similar system designs, apps
  - museum/exhibition applications
  - games, map guides
- Documentary, "Bombay Beach"
- Websites such as Jackrabbit Homestead
- A road trip to the high desert (this Sunday)
- Figuring out our design methods
Design Ideas

- Designing within scope (course, expectations)

- Simple: Google Maps overlays (not recommended)

- Medium Difficulty: Forms of Augmented Reality

- "Pie in the Sky": ex. Google's Project Glass
Experimental Design Methods

- Interviews (6-10 people): ages~35+
  - recruit from local desert enthusiast groups, use email

- Cognitive Walkthrough
  - ex: UCI Libraries usability testing, Camtasia

- Prototyping: low, medium, high fidelity
Proposed Weekly Deliverables

- Low-fidelity prototypes: sketching, possible paper-prototyping (Week 4 & 5)
- Medium-fidelity prototypes: mockups of system design (Balsamiq), interaction flows (Week 6)
- Interviews and redesign (Week 7)
- Proposed (more concrete) system design (Week 8)
- Functional iPad application