

Artribe

Project Documentation

Sevde Kayaođlu

Visual Communication Design Department,
Faculty of Communication, Istanbul Bilgi University,
Turkey, May 2020

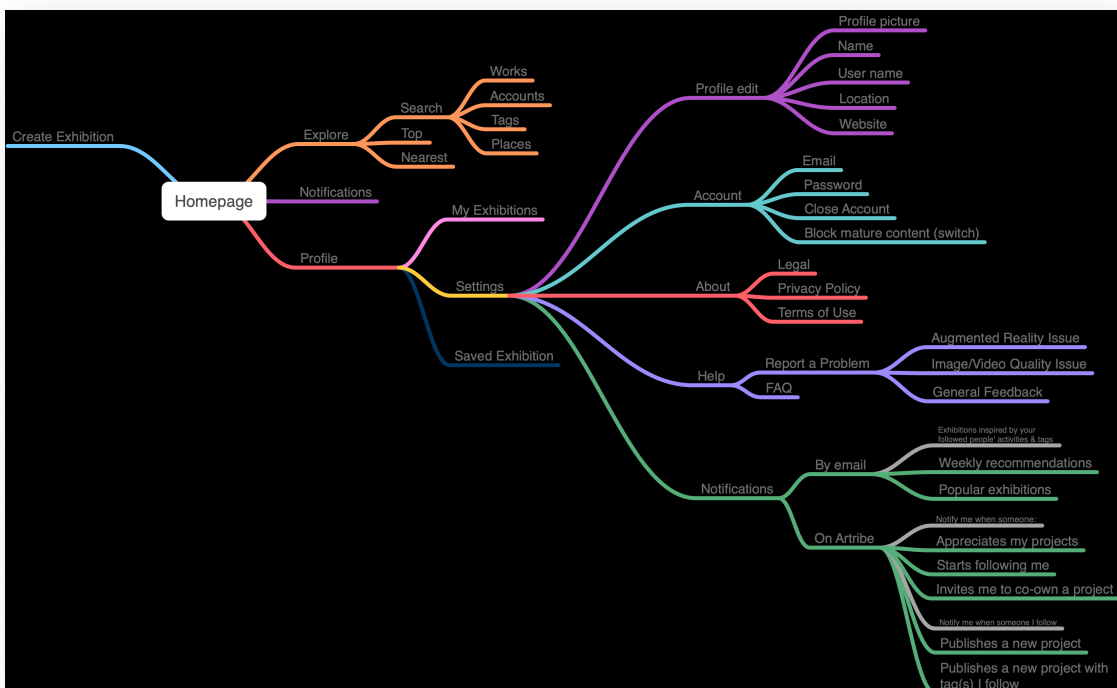
Week 01 | Feb 3

The timeline was created for this semester. Research has been completed to improve the augmented reality (AR) development started in the previous semester.

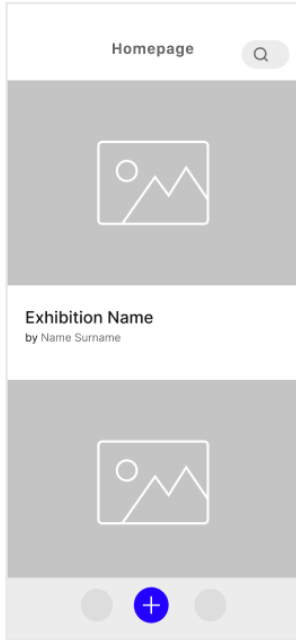


Week 02 | Feb 10

Research on user experience has started. Simultaneously, the development of both AR and iOS application started. The detailed structure of the application was created over the last wireframes, which were improved according to the results of the first user test.

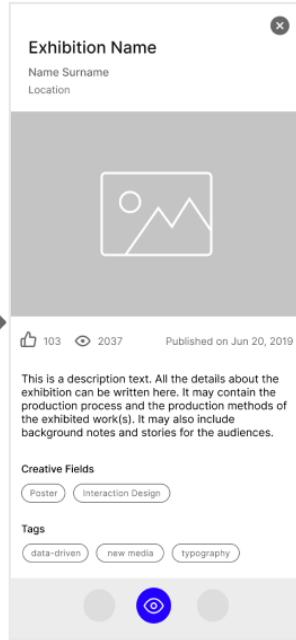


Preliminary Design Explorations for Exhibition View



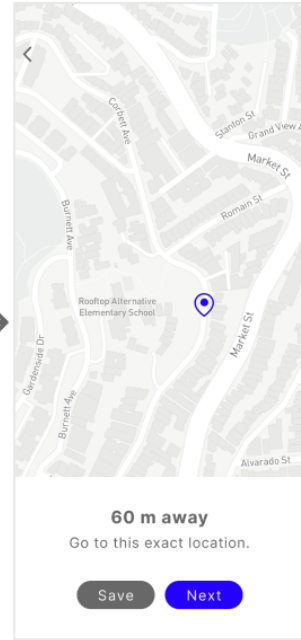
Homepage

Exhibition experience



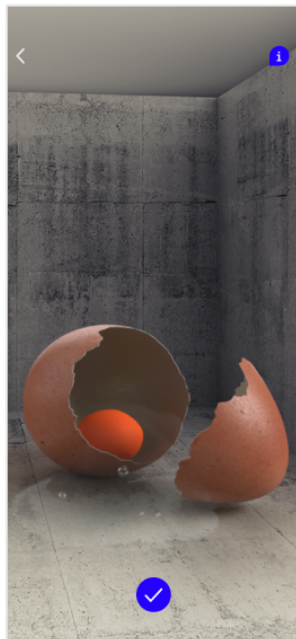
Exhibition Page

Details about exhibition



Map View

Location of exhibition



Camera View

Exhibition experience



Camera View

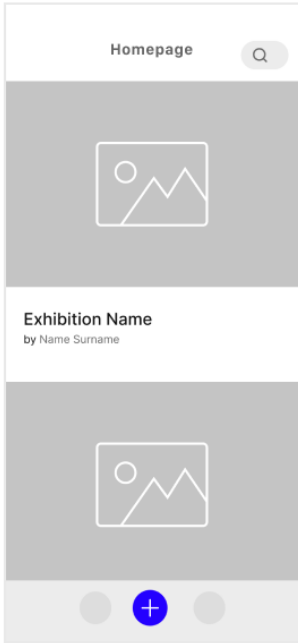
Environment scanning



Visual Clue

Clue for finding exhibition place

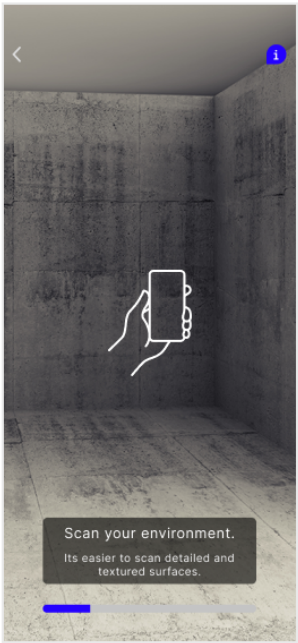
Preliminary Design Explorations for Exhibition Creation



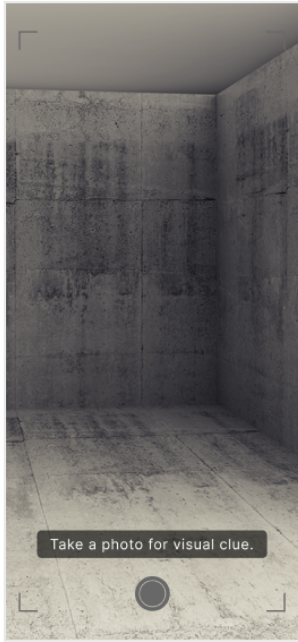
Homepage



File Manager



Camera View
Environment scanning



Camera View
Photo taking for visual clue



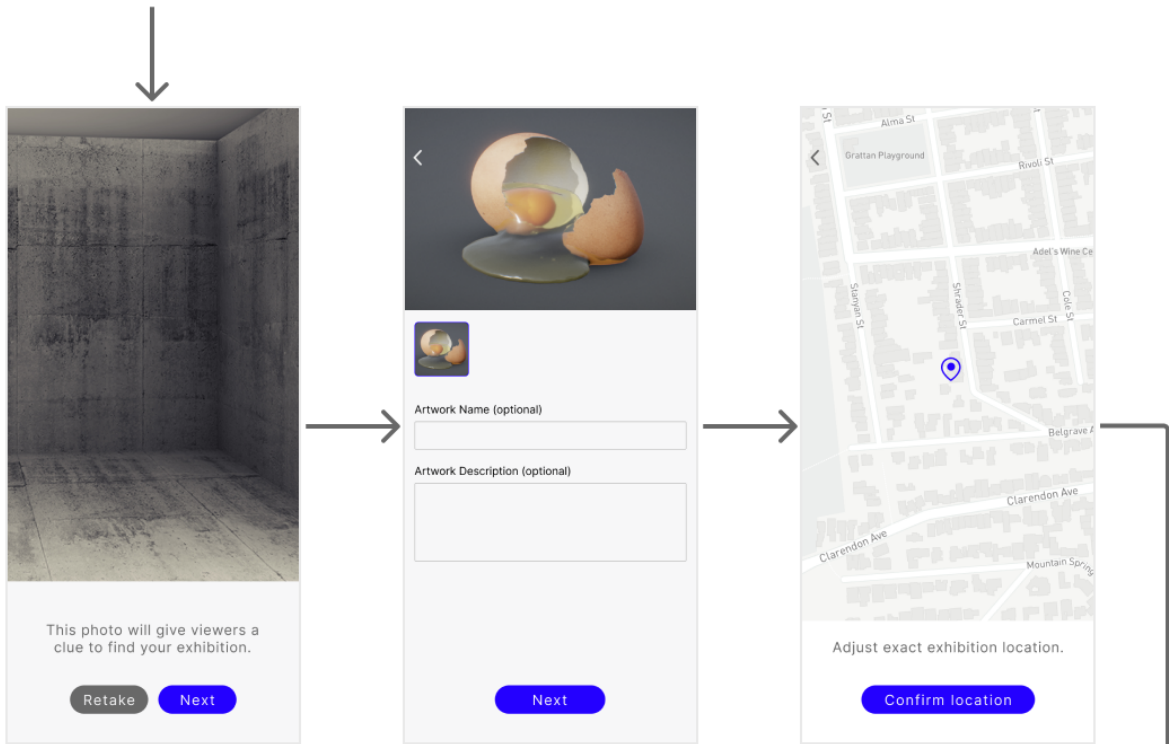
Camera View
Placing Confirmation



Camera View
Artwork placing



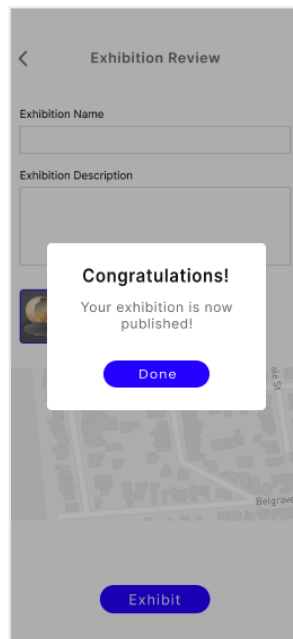
Preliminary Design Explorations for Exhibition Creation



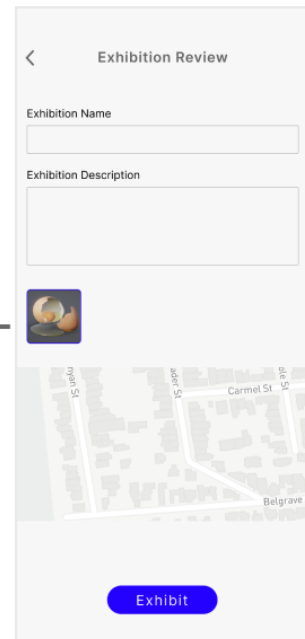
Review
Confirmation for visual clue

Form View
Entering information for artwork(s)

Map View
Location Confirmation



Notification
Successful publishing



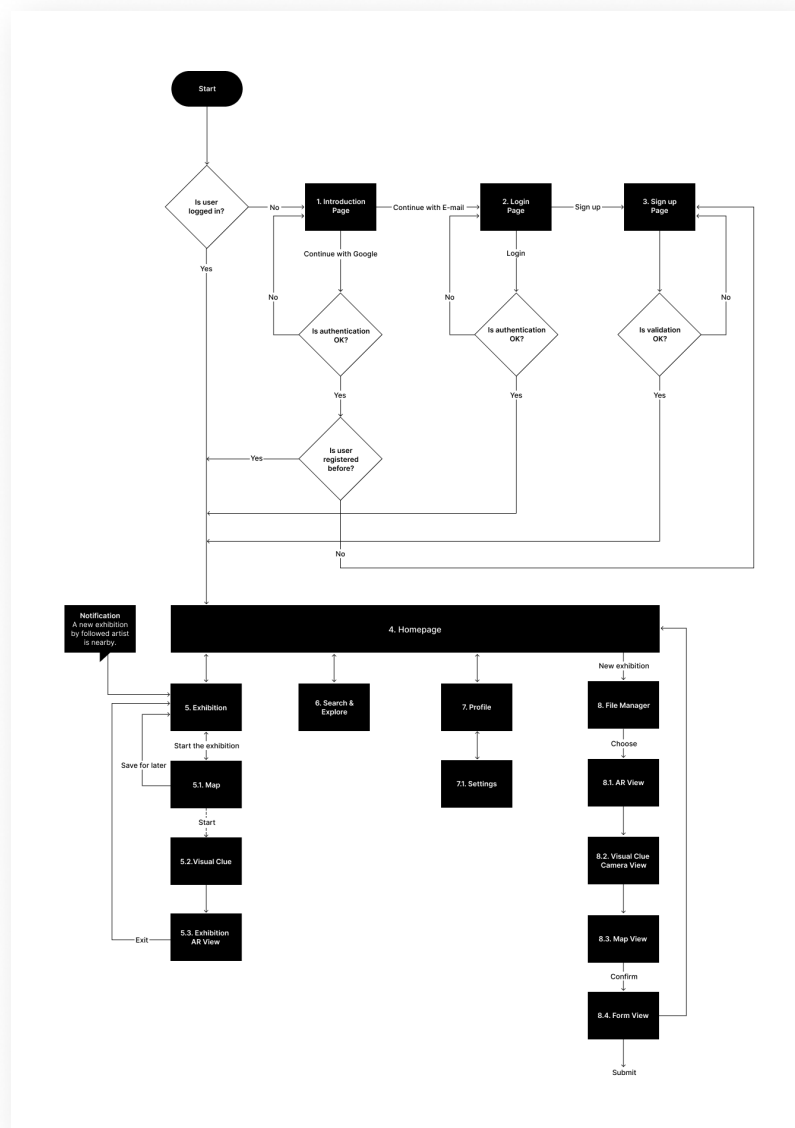
Review
Entering information for exhibition

Week 03 | Feb 17

The user experience specific tests will be completed with the prototype designed in the previous semester. Ideas were get from the course advisor about some problems related to the development process.

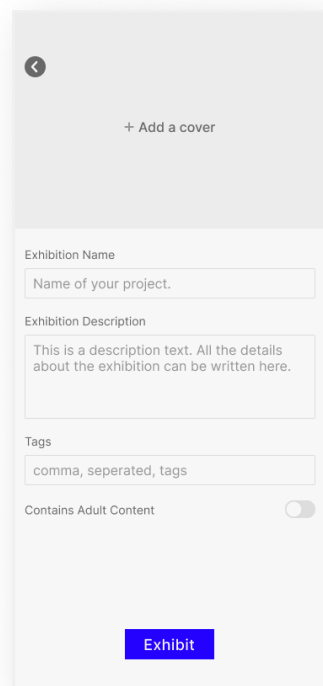
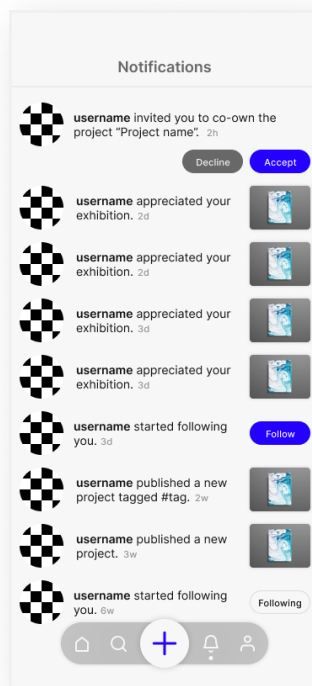
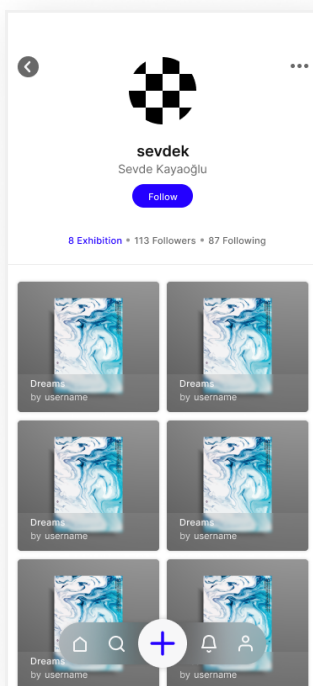
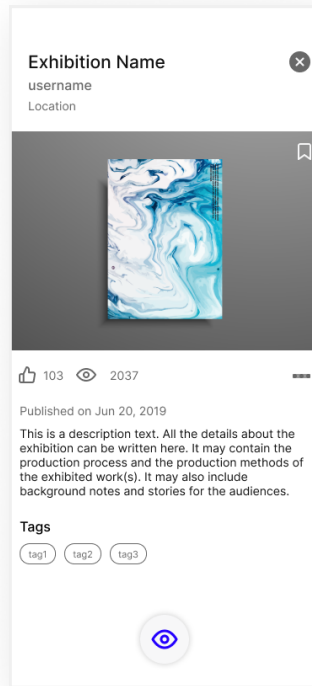
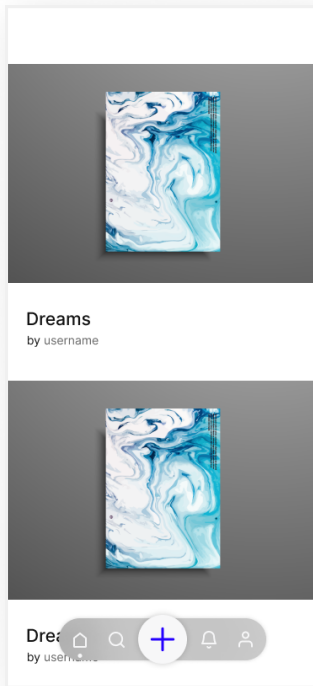
Week 04 | Feb 24

User interface design and improvement has started. Flow chart has been completed.



Week 05 | Mar 2

Mid-fidelity wireframes are nearly completed. Five personas created based on artists and designers who were interviewed one on one during the persona creation phase.



Personas

Digital Sculptor, 35

Background

He is a lead Character Designer / Digital Sculptor in a multi national game company. His work is also his hobby. He creates fictional characters in his spare time to share in online forums. He wants to exhibit these sculptures in real size.

Goals & Motivations

- Being able to present his work in real size and in its related environment.
- Eliminating 3D print process and costs.

Visual Designer, 29

Background

She is a freelance visual designer. Usually designs posters for major art spaces and their workshops. Also she wants to create an interactive poster series for her portfolio. Tries to increase her exposure and get new clients.

Goals & Motivations

- Creating interactive experiences with the print medium.
- Being able to use motion-graphics, and variable contents in poster designs.

New Media Art Student, 22

Background

Her senior year in the university. She is trying to improve her skills and looking for inspiration. She wants to find and connect with new media artists for networking.

Goals & Motivations

- Exploring the world of new media.
- Broaden her horizon by experiencing other artists' work.

Conventional Artist, 64

Background

He is a painter and sculptor. He wants his artworks to take place in today's art world with a contemporary approach.

Goals & Motivations

- Being able to present his paintings and sculptures in a digital environment.
- Using digital art as a tool to communicate with newcomers.

Art Critic, 42

Background

As an art critic, she is especially interested in the intersection of conventional art and new media art.

Goals & Motivations

- Wants to discover more artists and reach them.
- Visiting more exhibitions without spending much time.

Week 06 | Mar 9

Except for some wording issues detected by the advisor of the course, the wireframes have been completed. Five personas merged into two personas in order to make a compact presentation.

Personas

Jimmy Day, 35

Digital Sculptor

Goals & Motivations

- Being able to present his work in real size and in its related environment.
- Eliminating 3D print process and costs.

Maggie Craft, 45

Art critic

Goals & Motivations

- Discovering more artists and reaching them.
- Visiting more exhibitions without spending much time.

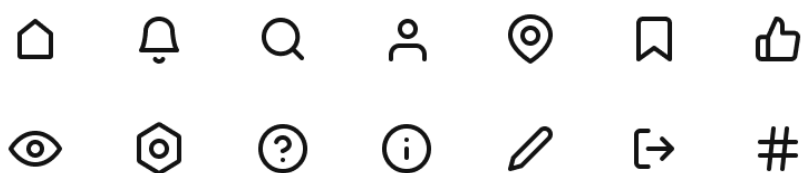
Week 07 | Mar 23

According to advice about some minor issues, wireframes completed. Static content such as [Terms and Conditions](#) and [Privacy Policy](#) were completed by checking compliance with the law.

Week 08 | Mar 30

Icons in the application were designed, onboarding and splash pages' illustrations were made.

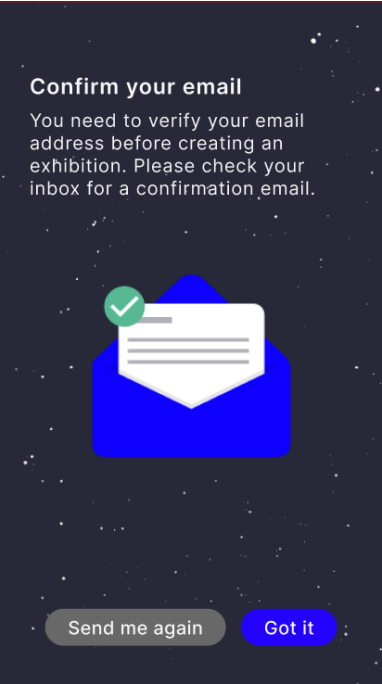
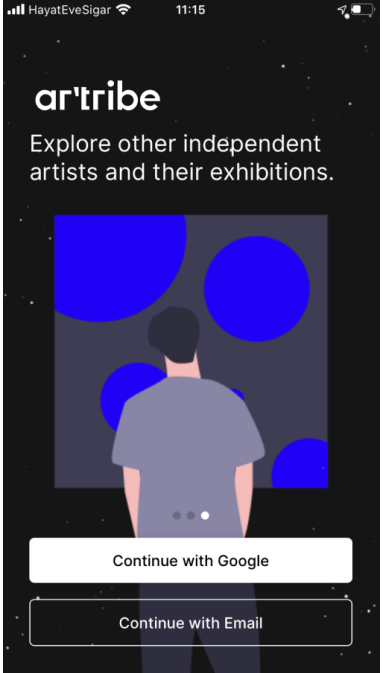
Icons



Week 11 | Apr 13

The design of onboarding pages were finalized. Logo design process started.

Onboarding Pages



Logo Design Explorations

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Week 12 | Apr 20

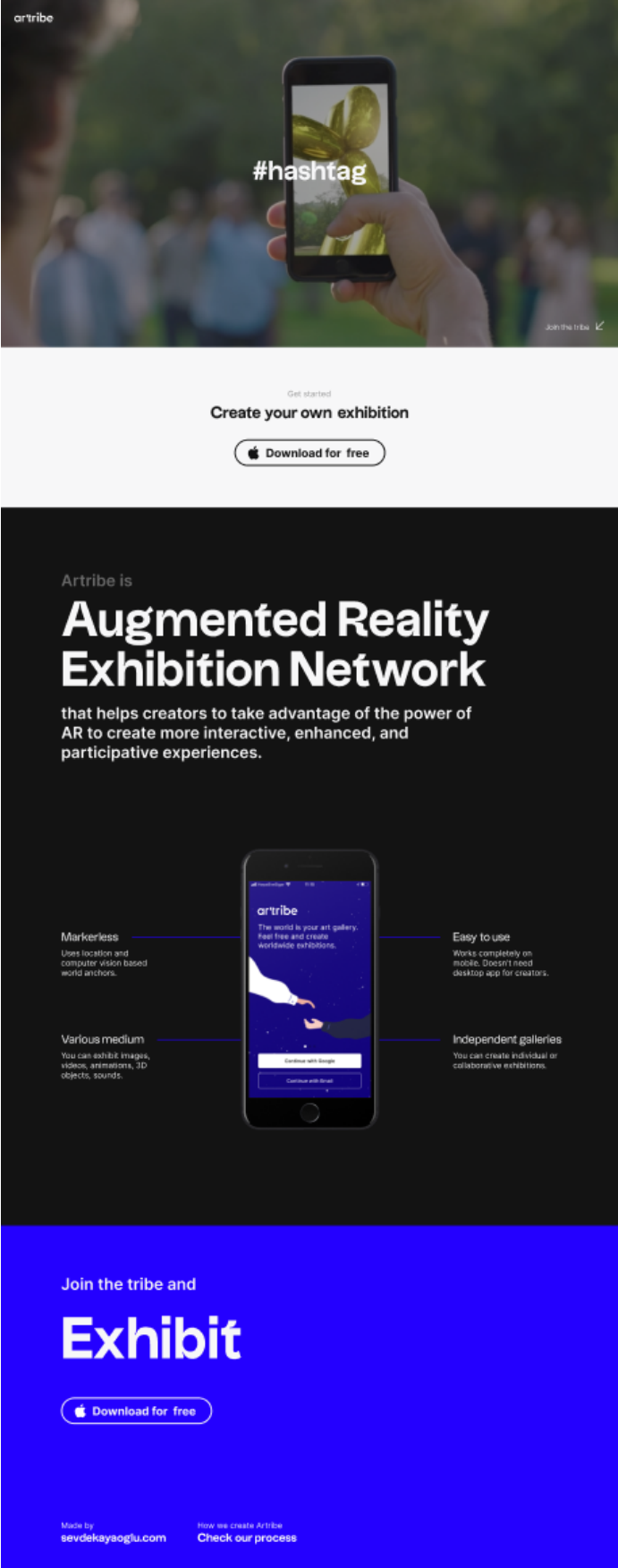
Logo, app icon and favicon designed.

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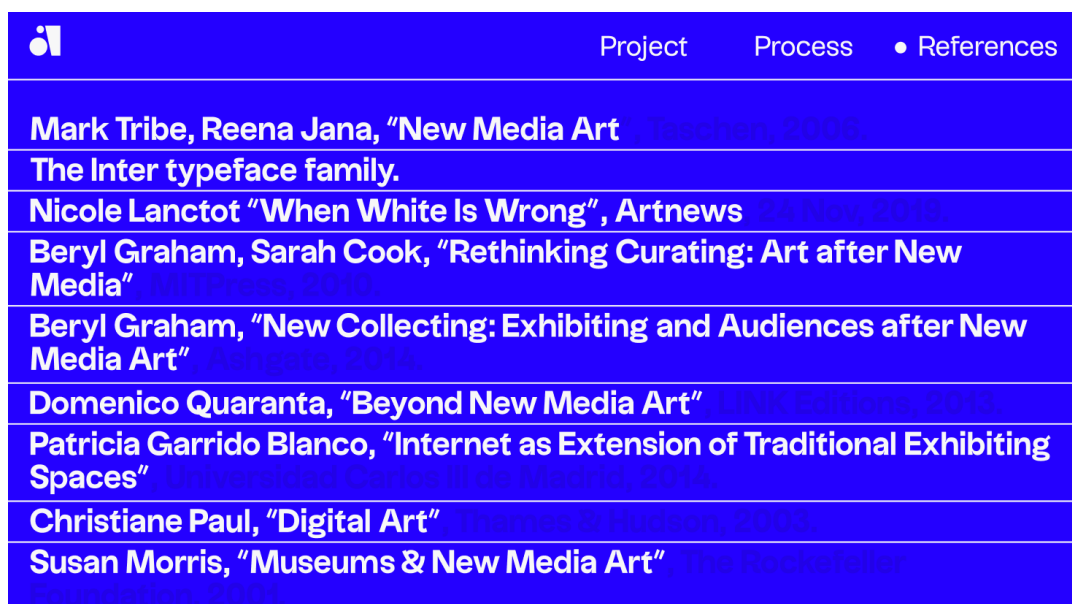
Week 12 | Apr 20

App landing page design is done and the development has started.



Week 13 | Apr 27

The app landing page developed and published.
Exhibition website design has started.



Week 14 | May 4

Welcome mail designed, exhibition website design completed and development has started.

ar'tribe

Welcome to tribe!

To create your first exhibition,
please verify your email address.

[Confirm your email](#)

● Any questions?

Email us at support@artibe.app
We're here to help.

In

Fb

Tw

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