ART Λ_2^2



Team name generation (brainstorming and voting)

"LEARN ART AND BUILD YOUR COMMUNITY – ONE PIXEL AT A TIME"

PROBLEM SOLUTION /OVERVIEW



- Who is it for?
 - Early career adults who are interested in incorporating a little art to their lives but don't have copious amounts of time.
- Problem to tackle
- Solution Synopsis
 - App that allows users to learn pixel art and collaborate with others to build a community.

COMPARISON 1: ARTBOT (<u>ARTBOT PROJECT LINK</u>)

Them

- Type of feature to improve artists creative adaptability by overcoming "the block"
- 2. Audience limits to mainly artists who care about getting over "the block"
- 3. Ease of use has users draw on mobile devices (either limits the users to tablet users or creates a subpar experience for phone users)



- Type of feature to allow users to learn pixel art and build communities in the process
- Audience all young adults interested in art and building community
- 3. Ease of use teaches people pixel art which is a lot more feasible with phones as you can just tap to fill in squares

COMPARISON 2: ARTALLY

Them

- Type of feature: to allow art learners to develop skills through social/peer feedback
- 2. Audience: artists who want social interactive guidance.
- 3. Ease of use: have to draw outside of app and upload posts to then receive social fac

• artally

- Type of feature: allow users to develop basic skills through pixel art and collaboration
- Audience: all young adults intersted in art and collaboration.
- 3. Ease of use: can just create and collaborate on phone

COMPARISON 3: <u>PISKEL</u>

Them

- Type of feature Pixel art application with a very robust set of tools and features meant for individual work
- Audience People who are already familiar with making pixel art
- 3. Ease of use can be hard to navigate as a novice, lots of trial and error in figuring out what tools to use when



- Type of feature Simpler pixel art application with more emphasis on fundamentals and collaborative tools
- Audience People who have never made pixel art before, or are trying to make it collaboratively
- 3. Ease of use users will get walked through and unlock different tools as they learn.

COMPARISON 4: DRAWABOX

Them

- Type of feature provides lessons to help beginner to intermediate artists develop drawing technique
- Audience intermediate artists motivated to improve their skills
- 3. Ease of Use users read lessons or watch videos online but create art with traditional tools



- Type of feature includes lessons to help beginner artists develop pixel art technique and creative design
- Audience people who appreciate creative pursuits but don't self motivate to do art
- 3. Ease of Use interface is on the phone and can be used anywhere

VALUES IN DESIGN

Solution from last week:

"Have people draw together to form a single piece of art"

STAKEHOLDERS

Direct stakeholder:

 People drawing on the paper

Indirect stakeholders:

- Friends and peers of people who did this activity
- People in public spaces where they performed the activity in

ETHICAL IMPLICATIONS #1

The siren

- Collaborating on a single drawing allows you to engage with others
- Respects boundaries as it's a quick activity that you can only do with others
- May be distracting if activity is performed at work



ETHICAL IMPLICATIONS #1 - REFLECTION

- Value tension for promoting collaboration:
 - o Individuality
 - Independence
- Indirect stakeholders

 Employers
- Address by:
 - Enforcing a time cap for the activity



ETHICAL IMPLICATIONS #2

The forgotten

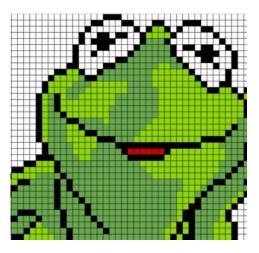
- Amputees
- Individuals with Ataxia (loss of muscle control)
- Individuals with vision impairment
- People who despise collaboration

ETHICAL IMPLICATIONS #2: REFLECTION

- Value tension if we want inclusion:
 - \circ $\,$ Complexity of solution to handle all cases
- Indirect stakeholders:
 - \circ Amputees
 - \circ Individuals with Ataxia (loss of muscle control)
 - \circ Individuals with vision impairment
 - … others who cannot collaborate easily on a drawing with other people
- Address by:
 - Haptic feedback/tactile drawing material
 - \circ $\,$ Voice activated drawing $\,$
 - Giving the option to collaborate or work individually



- 1. [Simple] Creating a drawing
 - a. The most common task a user wants to perform.
- 2. [Simple] Following a lesson
 - a. An introductory task a user would perform.



TASKS (3-5)

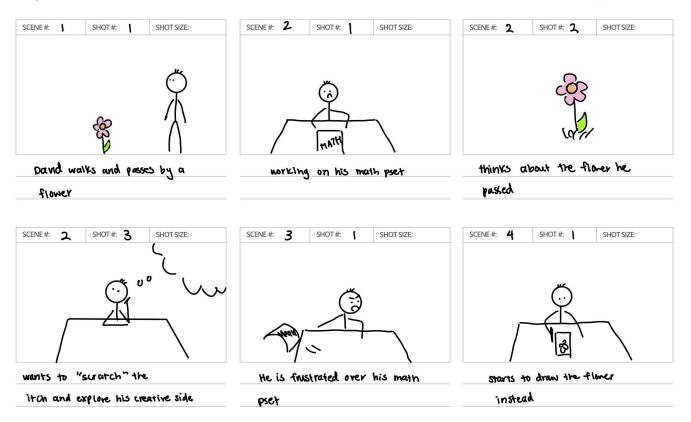
- 3. [Moderate] Sharing creations with others
 - a. User does not perform this task as frequently as creating a pixel art.
- 4. [Complex] Collaborating with others
 - a. This task is even more uncommon and complex as it requires back and forth between multiple active users on the app.



VIDEO STORYBOARD

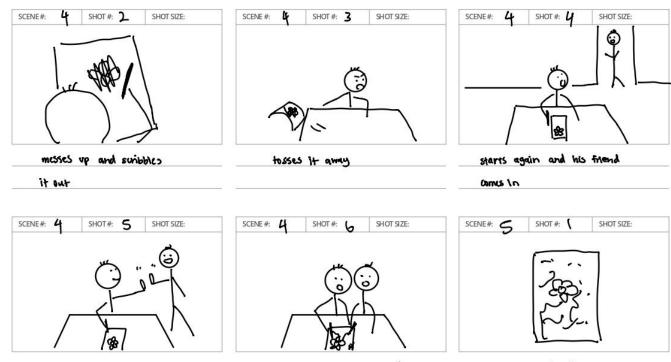
PROJECT Art^2

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they greet each other

Arthz

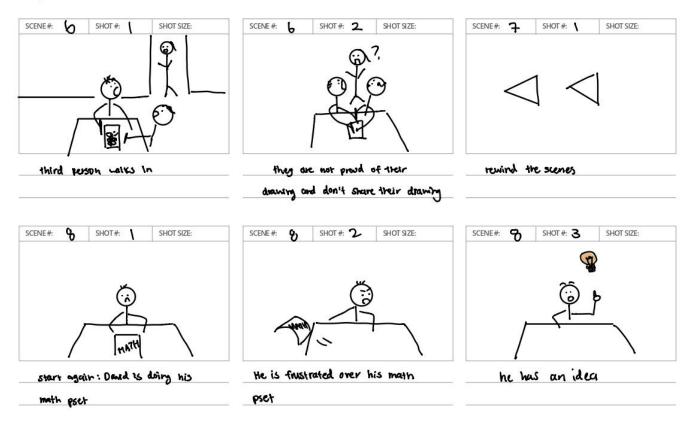
PROJECT .

they draw together but it's difficult drawing together they have a horrible doming.

💭 studiobinder

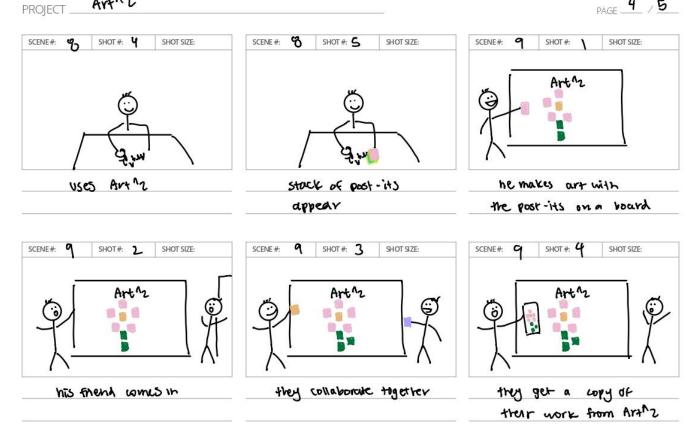
Art 2 PROJECT

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		CREDITS		
they share their	with multiple people			
work				

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Link to video: https://youtu.be/kgT3nzMHrsy