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Interactive Multimedia I

Tues, Thurs, 9 - 10:50

Project 2

Design Document

Summary Statement-

The purpose of my project is two separate parts. The first part being to expose people to, not only mine, but the Disney collection that my family has been building up for generations. The second part being to expose people to the different social aspects that come with certain Disney collections.

For the past three generations, my family, on my mother’s side, has been huge Disney fans. For me, it all started when I was really little back in preschool. Every year, on the week of valentine's day, we would take a trip to Disney. My family went every year for most of my childhood. It wasn’t until I was about eight years old that I started collecting pins. It was at that point that my entire family started passing onto me, their collections. And I want to show what we’ve been able to do and collect.

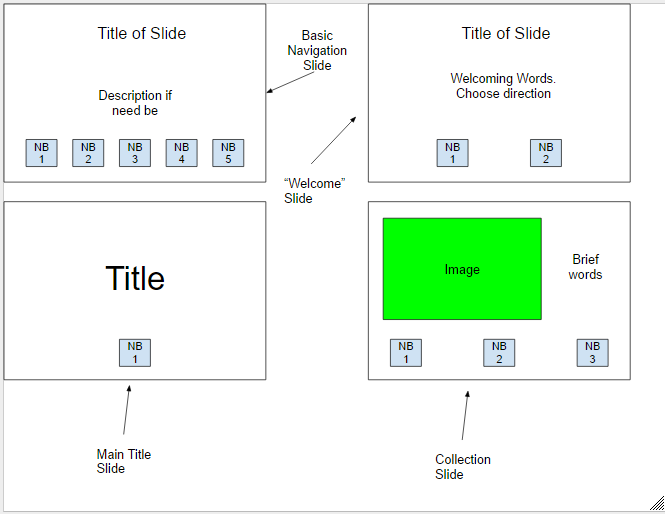
The second purpose of the project is to show the social aspects. We see this primarily in the pin trading portion of the project. A lot of people don’t know that when you start trading pins, you’re in a way entering this club of different people. Because not only are cast members trading pins, but other guests are too. There’s a whole level of interaction that a lot of people just don’t see with this. Your out, in the park, meeting people who are doing the same thing as you.

User Personas-

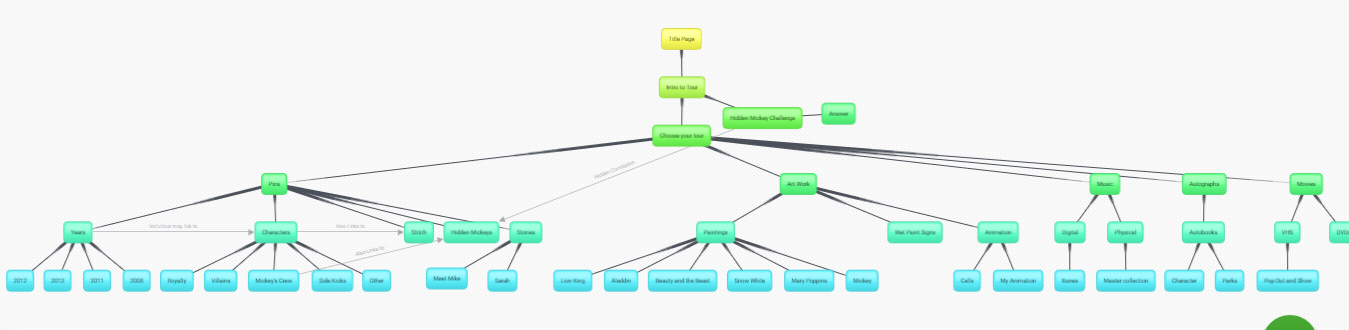
My three main users are going to be Disney Fans, Collectors, and Pin Traders. So I know exactly what you’re thinking. These three are all pretty much the same thing. Well, you’re wrong. The way I’m classifying these three groups are a bit different than you expect. Disney Fans would be using my interface as a way of exploring the Disney Collection. They are not going to want to see the interface as a shopping site and they want to enjoy their time looking at things. Collectors are going to want to see quality of the items and the depth and uniqueness of the different items. Pin Traders are going to obviously be focusing on the pins.

The ideal age range all the users are anywhere between five to a hundred and five. This isn’t going to be a complex system. I want to keep it simple for those using it. Income level won’t matter. If the system were to be distributed it would be free. The point isn’t to make any kind of profit. It’s to introduce people to something new. Same thing with gender, race, and ethnicity. The system is going to be made with gender neutrality in mind.

Wireframes-



Block Diagram-



Please follow the link below to see the better version of the block diagrams. =)

<https://bubbl.us/7914959>