Kywajn Alston

Professor Caruso

Interactive Multimedia I

April 20th, 2018

Summary Statement

This project is a intricate detailing on what is my whole sneaker collection, a virtual tour of why I picked up the sneakers and what they mean to me. Having some sneakers have an detailed backstory as to why I copped the sneaker, or why I feel like they should be in the collection as a whole. My collection goes for about $2200 maybe over than that now on resale as if I wanted to sell all my sneakers I would be able to pay for a semester in tuition. With that being said, my collection may not seem all that special to many other but it is to me and it is still growing.

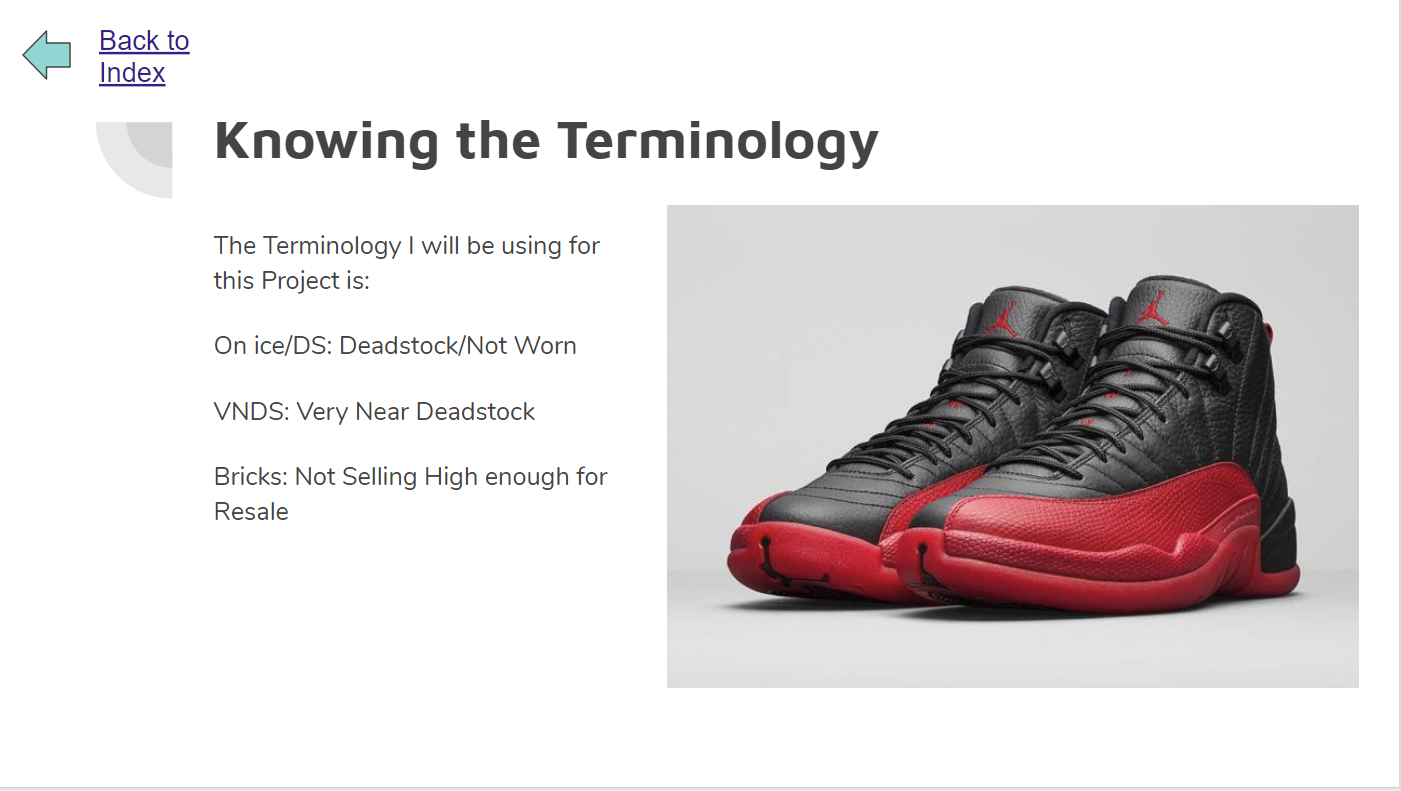
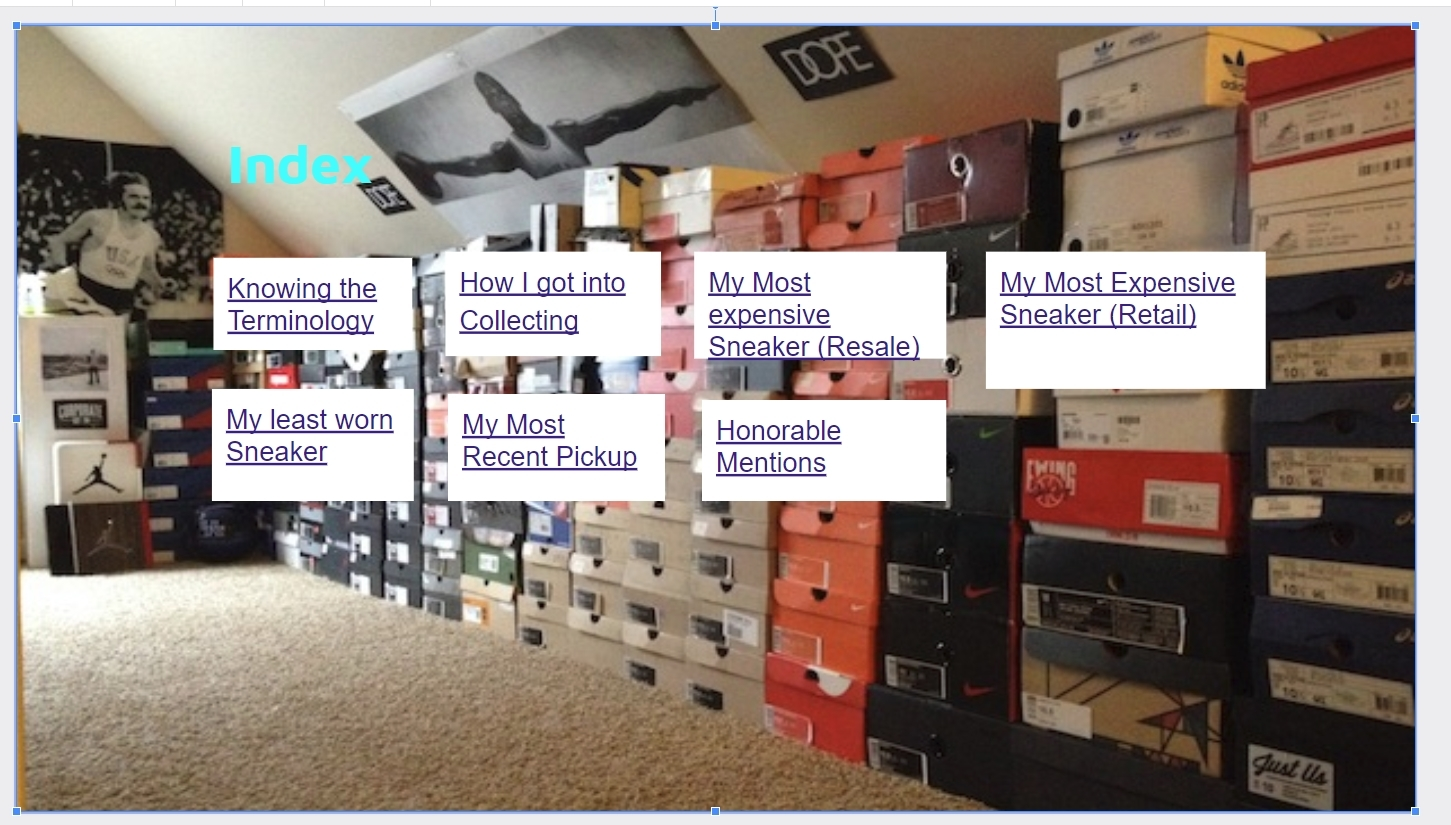
Technical Deployment Document

This could be merely deployed anywhere, mainly a table or a smartphone as it would grab users, and gravitate toward the younger generation. Seeing as many sneakerheads and fashion merely starts with a younger generation creating the new trends and fashion, wanting to make it easily accessible to anyone who has a smartphone would be the easiest thing to do. Potentially integrating my sneaker collection with an app, or simply just putting it on youtube so that people can have a sense of wanting to see what a building sneaker collection looks like and starts out as. Everyone has to start out somewhere when collecting something of their choice, so showing other people on Twitter or just social media in general or sneaker community apps would be the most appropriate thing to do. This could also be used at a interactable kiosk at that may seem unorthodox to do, it would still be a very interesting thing to be able to do. In other words, this can be deployed anywhere and everywhere if I choose to do so, sharing something that I enjoy to others could see the value within too. Although, it would also be a struggle to even share my collection with everyone else in some aspects as there would be people who hate on buying the sneakers or fashion at another price, whilst my collection grows almost every month it would still not compare to everyone else who has bigger collections.

User Personas

While the main user personas I was targeting would have been the younger teen audiences, as well as the 20s-30s generation as well they would’ve needed some tips if they wanted to get into it themselves. As getting to know where to look for releases the best ways to get the hottest item of their choice and etc. The last group of people I would target is the people who have no idea what the “sneaker game” is, as many people would call it a game and knowing how to play it is the only way to win.

UI Specifications

Regarding the UI, wanting to make it more streamlined for the user and having it capture the eyes of the viewer. With it being simplified so it is easy to read and easy to navigate with hypertext links. Something quick and to the point is what I aimed for, seamlessly reproducing the information to the viewer and easy to click with no frustration. With also the attempt for the slides that do offer information by having the “Back to Index” at the top left for easy access to go back to the main page without any struggles. Knowing my (C.R.A.P) was also something I wanted to take into account for, as not wanting to make it too cluttered to the eye but also wanting to translate everything, with as little problems. 

Screen Wireframes





Screen Flows

Slide #1 Slide #2 Slide #3 Slide #4

Slide #5 Slide #6 Slide #7

