

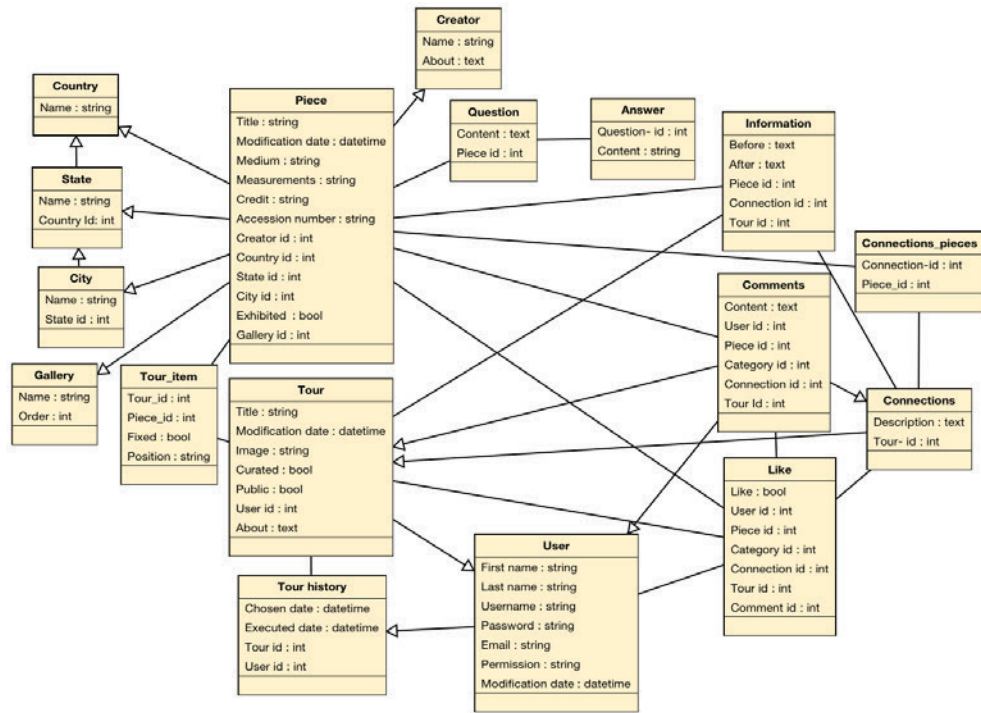


THE VOYAGE

PROJECT NEWSLETTER

APRIL 6TH, 2013

WEEK 12



MOVING TOWARD SOFTS

This semester has simply been flying by. This week we've been working on the content side of the experience. We've been making good progress developing the tours themselves, but have run into a few issues with content writing and the need to balance between the scholarly work the museums do and the more lighthearted approach we're taking.

In addition to developing the material itself, we've also had to revise the database that will be storing the material. We've discussed with our clients the variety of information that the museums often col-

lect on their pieces and would like to present to their visitors. The breadth of this material was a little bit surprising to us, as was the difference in what's collected between Art and Natural History. So we have had to take some time to devise the best way to store this information and enter it into the system in the first place.

On the front end, progress has been slow but steady. We're currently trying to get the product working on desktop browsers and then porting it to mobile. We've also decided to reprioritize and focus art assets on the actual live development, as opposed to the paper prototype. This is a risk, but it should allow for a more visually polished product, faster. 