PROJECT ONE –
Relative time

PROMPT

Create a dynamic time-variant application based on an actual physical space in the city. Using conditional statements, design and develop a system that dictates what the users experience as time ticks on.
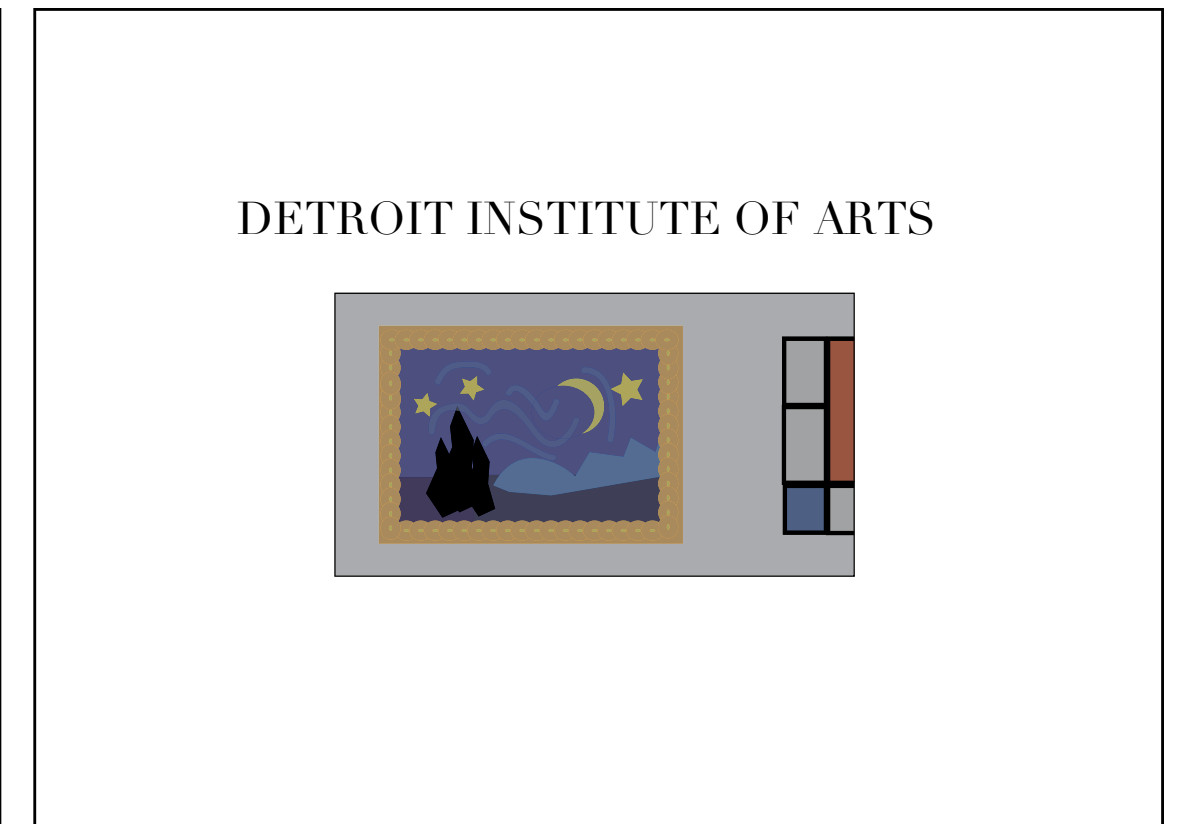
STEPS

1 Choose 4 spaces you find interesting and can easily access in the next two weeks.

2 Develop your concepts. It is up to you to create a meaningful experience.

3 Using a flowchart, map out your system to outline the process

4 Make prototypes. Test it. Prove it.

5 Deploy

CONCEPT –
Detroit Institute of Arts

The DIA is open from 10am to 5pm on most days. My concept was to have paintings scroll by a window. At peak times, paintings would scroll quicker. Towards the end of the day, paintings slow to a halt and the window starts to close.
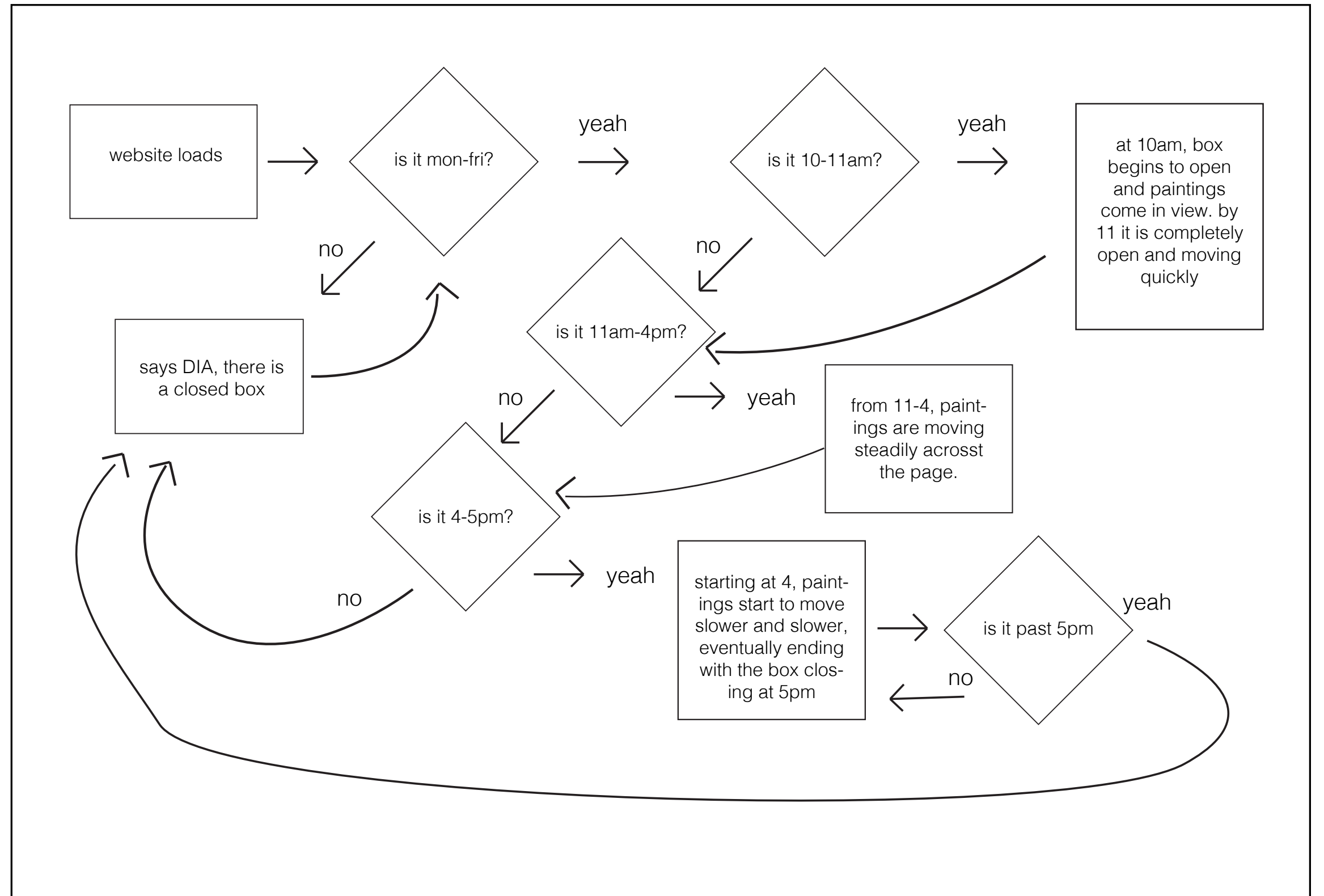

Scrolling quickly; lots of art
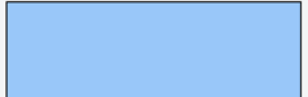

Slowing down towards the end of the day

FLOWCHART –
DIA Concept

```
website loads  →  is it mon-fri?  —yeah→  →  is it 10-11am?  —yeah→  →  at 10am, box
                                                                         begins to open
                                                                         and paintings
                                                                         come in view. by
                                                                         11 it is completely
                                                                         open and moving
                                                                         quickly
```

website loads → is it mon-fri?

yeah → → is it 10-11am? yeah → →

no (down)

says DIA, there is a closed box

is it 11am-4pm?

no → is it 11am-4pm?

no → yeah

from 11-4, paintings are moving steadily acrosst the page.

is it 4-5pm?

no → is it 4-5pm?

no → yeah

starting at 4, paintings start to move slower and slower, eventually ending with the box closing at 5pm

is it past 5pm   yeah

no

PROTOTYPES –
JSfiddles

FINAL APPLICATION –
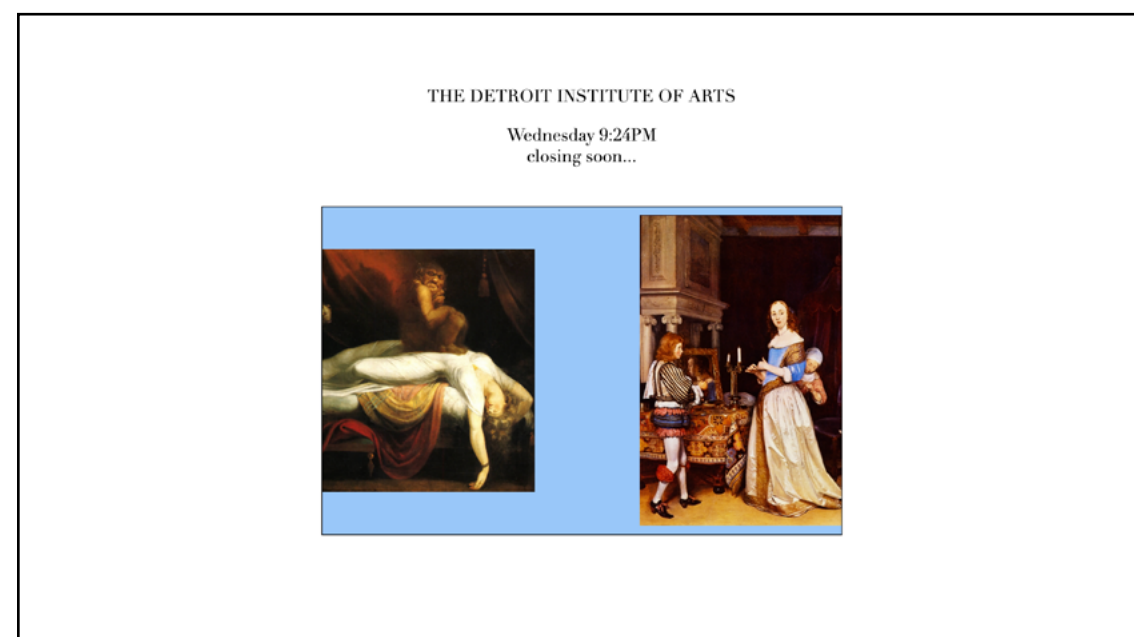## *Detroit Institute of Arts Page*
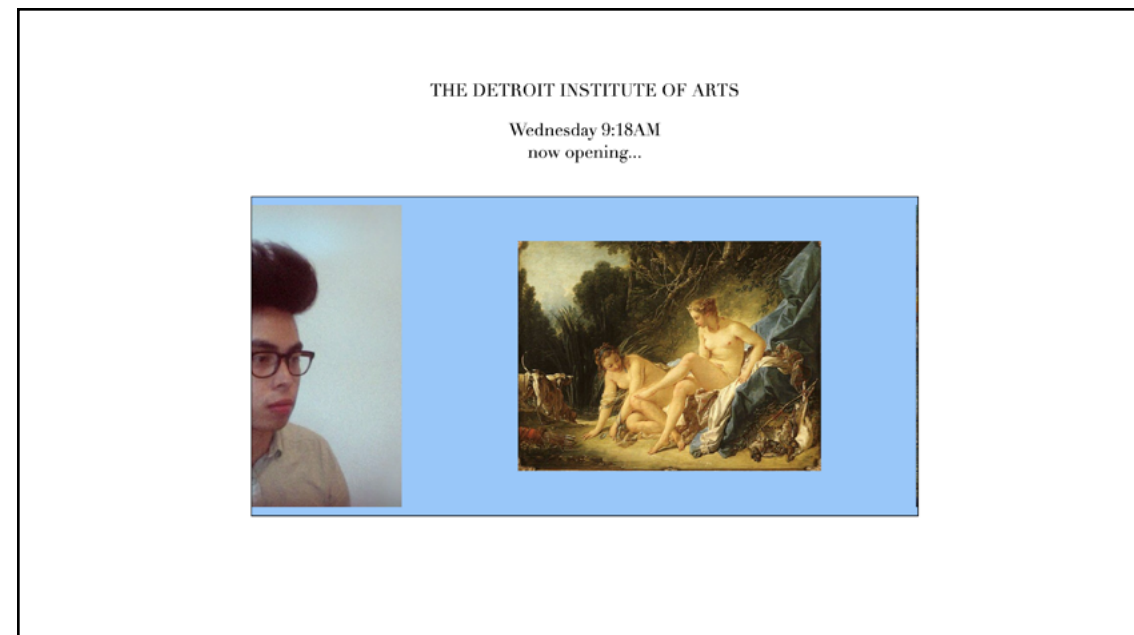
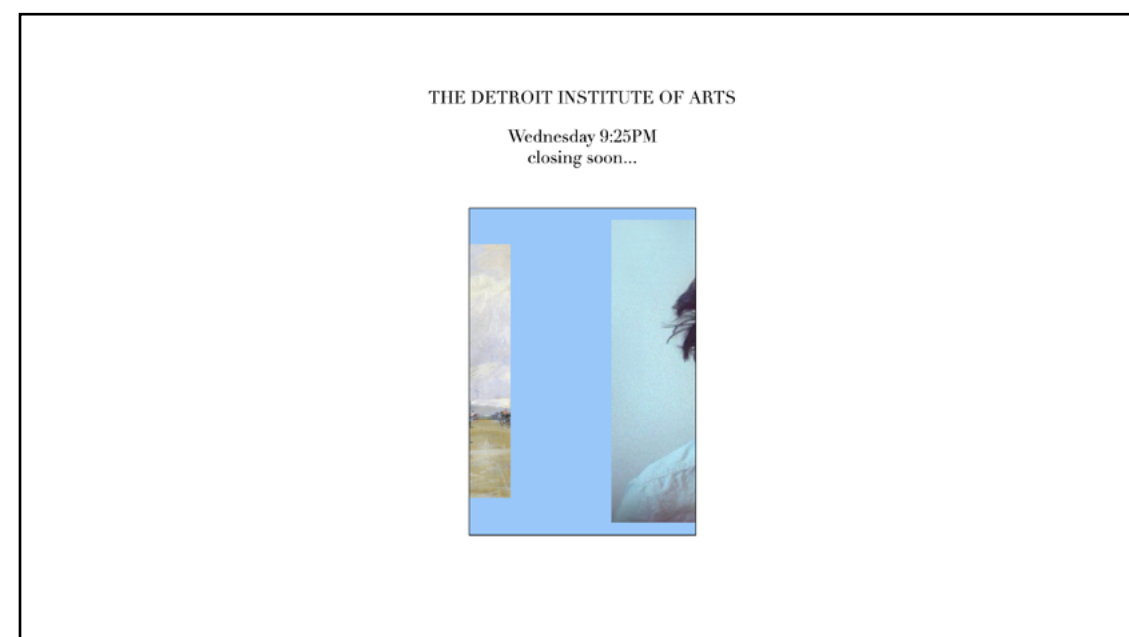*At 9:00, the window begins to open, showing the scrolling art*
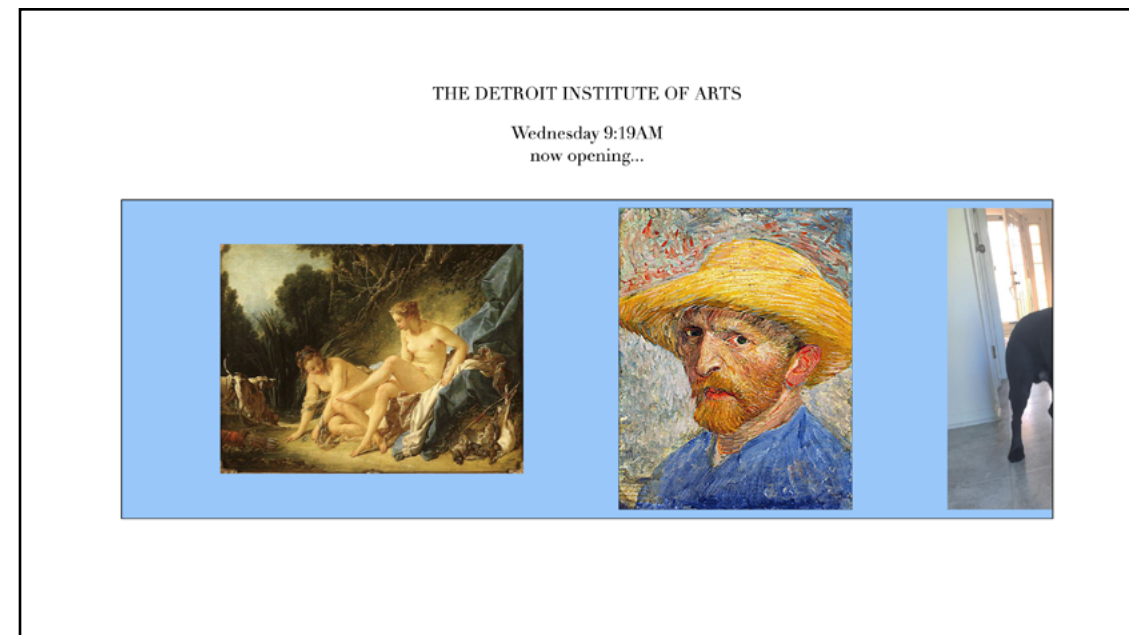
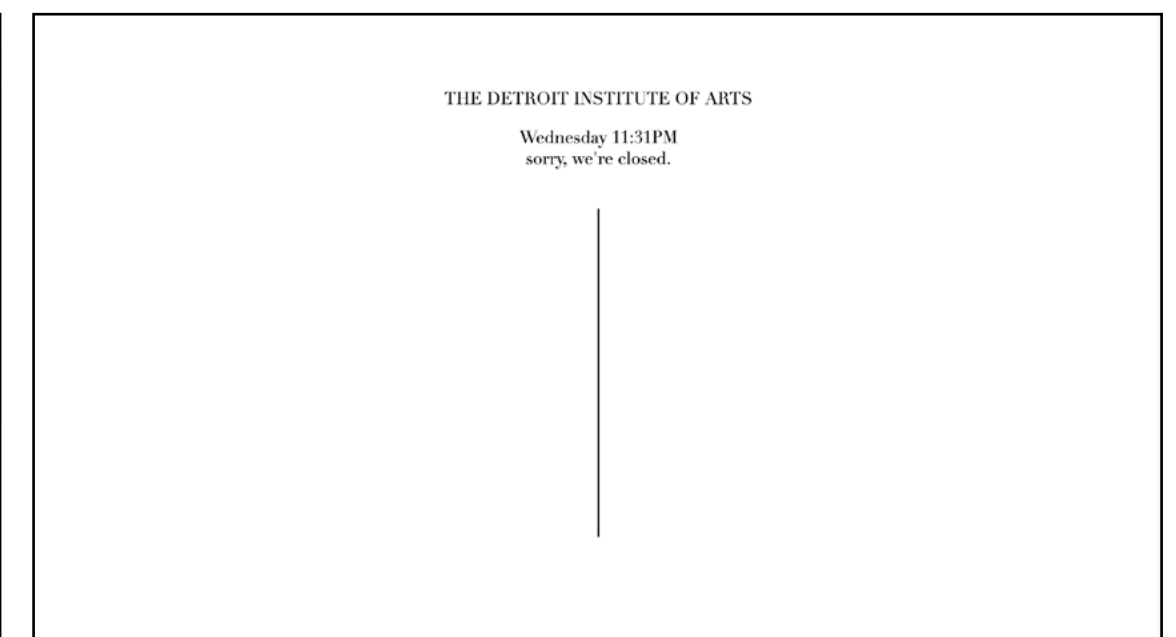*Window gets wider as time progresses*

At midday, window is fully open

At closing time, the window begins to narrow

Window gets narrower as time progresses

At night, window is fully closed, with a prompt saying "sorry, we're closed"