



Traverse

Assignment 6 - README Document

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[Link to Prototype](#)

I. What is Traverse?

Unlike traditional art discovery platforms or museum apps that emphasize static catalogs or linear browsing, Traverse offers an interactive and exploratory way to experience art. Instead of scrolling through lists or galleries, users navigate a living graph of interconnected artworks, reflections, and ideas, encouraging open-ended discovery driven by curiosity rather than search.

Traverse is designed for casual creatives and art enthusiasts who want to find connection, meaning, and community in their art experiences without the pressure of performance or exposure.

II. Design Tools

We used Figma as our primary design and prototyping tool, using their prototype feature to match the iPhone 16 dimensions and display it in the appropriate frame. Additionally, we used Heroicons (an open source icon library) for our icons..

III. Operating Instructions

General Info

- Several features in Traverse are simulated due to the constraints of Figma prototyping.
- If you are unsure where to click, select anywhere on the screen, Figma will highlight interactive areas in blue. You can then click a highlighted element to proceed.
- The prototype is designed for mobile (iPhone frame).
- All artworks, reflections, and uploads are preset examples for demonstration and do not accept real input.

Navigation Bar (Top of Screen)

- **Upload:** Opens the upload flow, where users can add a new artwork. In this prototype, uploaded content is auto-filled, and the tagging process is simulated.
- **Metrics** (Non-functional): Represents future functionality for sorting artwork algorithms by theme, artist, aesthetic, color or medium.
- **Search** (Non-functional): Intended to allow users to search artworks or artists by name or keyword in future versions.
- **Profile** (Non-functional): Placeholder page displaying where personal information and saved reflections would be accessible.

Traversing Flow

- After the welcome and instruction screens, click **“Start.”**
- You will begin on a **zoomed-out graph** showing interconnected artworks.
- Because Figma does not support continuous zooming, you simulate zooming by **clicking the graph** to move closer.

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- Selecting an artwork node takes you to its **conceptual view** (only 1 available to select), where you can see artwork title, artist name, and a button labeled “**See Reflections**”
 - Normally, users would be able to drag between connected artworks to traverse the graph dynamically; however, this feature is more limited in this prototype, so you can only traverse by dragging a limited amount of times.
- To return to the full graph, click the small graph icon or back arrow (depending on the screen).

Reflection Flow

- From the conceptual view, click “See Reflections.”
- This will take you to the **Reflections screen**, which includes:
 - A **miniature map** in the top-left corner for returning to the main graph.
 - An **exit “X” button** in the top-right corner to go back to the conceptual view.
- You can **drag upward** on the reflection panel to explore additional comments. In the final version, this panel would allow continuous scrolling and filtering by reflection type.
- The top reflection is highlighted, with its corresponding region on the artwork visually emphasized. In a future version, the highlight would dynamically shift as users scroll through comments.
- To add your own reflection:
 1. Press “**Add Reflection.**”
 2. Select “**Region**” to choose a portion of the artwork you want to focus on (only one region is selectable in this version).
 3. Toggle “**Public**” or “**Private**” to adjust visibility settings.
 4. Click “**Submit.**”
- Your reflection will appear at the top of the reflections panel.

Uploading Flow

- From the **main graph screen**, click the **upload “+” icon** on the top left corner of the navigation bar.

- You will be taken to the **Upload Artwork** page. Click on the image placeholder to simulate uploading a piece of art. The image, title, and artist name will automatically populate for demonstration purposes.
- Next, select **“Tag Related Works.”** This allows you to specify which existing artworks on the graph inspired your piece.
 - In this prototype, there are three preset artworks available to tag.
 - In the final version, users will be able to search for specific artworks or scroll through recently viewed pieces to create meaningful connections.
- After tagging, click **“Submit.”** The prototype will then simulate adding your new artwork into the graph and take you to the **conceptual view** of your piece.
 - Currently, the prototype supports only one conceptual artwork, so selecting “Submit” will return you to the existing conceptual view screen.

IV. Limitations

- **Onboarding:** An onboarding experience for first-time users was not implemented, so there is no guided introduction to the graph or available features.
- **Zoom and Drag Interactions:** Figma does not support continuous zooming or panning, so traversal is simulated through static screen transitions.
- **Limited Graph Screens:** Only one conceptual artwork and reflections page are implemented, restricting exploration of the broader network.
- **User Input:** Reflections, highlighted regions, uploads, and tags are pre-populated to demonstrate expected behavior without data entry.
- **Search and Profile Pages:** Search, filter, and profile features are non-functional placeholders for future iterations.

V. Wizard of Oz Techniques

- **Graph Navigation:** Clicking through pre-linked frames simulates zooming and dragging between artworks.
- **AI-Generated Connections:** Related artworks and reflection suggestions are pre-determined to emulate AI-based recommendations.
- **Reflections and Region Highlights:** When a user selects an artwork, pre-written reflections and highlight areas appear automatically.

- **Upload Confirmation:** Pressing “Submit” transitions directly to a simulated confirmation screen without data storage or upload handling.

VI. Hard-Coded Items

- **Fixed Artworks:** Only one artwork is fully viewable, with static related works shown during the tagging step.
- **Prewritten Reflections:** Reflection content and highlighted regions are pre-set to represent expected user interactions.
- **Tagging Interface:** The tagging feature uses three fixed artworks for consistency across testing.
- **Static Loading and Confirmation Screens:** These transitions are purely visual and non-functional.
- **Preset Search Results:** The search page displays predetermined images instead of dynamically updating to user input.