# Ontological design process

## Process Flow for Models + Micro-interactions

Link to the Process Flow for Models + Micro-interactions Diagram

| HIGH ROAD | LOW ROAD |
|---|---|
| **Ontology**<br>Designers collaborate to produce a formal representation of the museum domain. This can take the form of an illustration or a textural analysis mapping the relationships between components and attributes. This overarching view of the museum domain is used as a tool for negotiating the properties (including interactions) of the design space. | **Scenarios**<br>Designers investigate the nature of really life situations that can be enhanced by technology in the museum space. Scenarios are quick studies that take the form of a storyboards or descriptive stories that leads a person through a series of acts that describes the situation. |
| **Proto-models**<br>Proto-models leverage the textural framework of the ontology, while focusing on the specifics of the situation. Like a scenario the real life situation is explored in the context of the ontology. | **Wireframes**<br>Through the combined exploration of the scenario and the proto-model designers are able to build out wireframes that capture the navigation and interface requirements to carrying out the interactions of the situation |
| **Models**<br>Designers create models to help identify the flow of activities inherent to situation. These models help in identifying the core interactions that determine system functionality, and can be used to design application components | **Application Prototypes**<br>Models and wireframes are combined to create prototypes that can be tested. These prototypes can be created as a series of paper screens or a rapidly developed interface that runs on an electronic device. |
| **Production/ System Benefits**<br>Through this process of identifying models and patterns of use, designers will be able to form conceptual guides for developing new application. This process will also help in developing guides for new UI components, so that we can have a record of the types of components that currently exist, and a list of components we could build for future iterations. | **Fluid Engaged Museum Examples**<br>Designers through this process of discovery will produce a series of components that produce applications unique to the situation. Museum staff will be able use these examples as guidance and inspiration to how the Fluid Engaged technology can be applied to different situations. |