'A is for Art' – Draw Paintings in You Mind

Min Zhang
Horizon Doctoral Training Centre
School of Computer Science,
University of Nottingham,
Nottingham NG8 1BB, UK
psxmz1@nottingham.ac.uk

1. ABSTRACT

It was said that the visitor usually spend less than thirty seconds on looking at a single work of art during Museum visit (Beer 1987). Psychological research (Miller 1956) indicated that people can only hold seven items in their short-term memory. Therefore it is easy to forget the information about the works of art we encounter at the Museum or on the website.

However, current digital systems for the art collections are archived by the relevant text-information and thus only search by keywords available. In the case of people only have the big picture about the artwork in the mind (with no knowledge about the title, artist, date of creation etc.), it would be difficult for users to find out the expected artworks.

To solve this problem, we developed an Android Mobile App, '**A is for Art**' (shown as Fig. 1.), to help people to find paintings which they don't know the exact title or artist, just by coarsely drawing (e.g. sketch or color-drawing) the part which they

could remember on the touch-screen Mobile phone.

We conducted a usability evaluation and the result and several design guidelines of developing Android Mobile App will be concluded and presented. A video demonstration about how the Mobile App works will be shown to the audience.

2. ACKNOWLEDGEMENT

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3. REFERENCES

Beer V. (1987) "Great Expectations: Do Museums Know What Visitors Are Doing?" *Curator* 30, no. 3, pp.206-15.

Miller G.A. (1956) "The Magical Number Seven, Plus or Minus Two: Some Limits on Our Capacity for Processing Information." *Psychological Review* 63, pp.81-97.

Figure 1: Android App '**A is for Art**' screenshots – find painting by drawing