

# INTERACTIVE HOLOCAUST LIBRARY



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## OVERVIEW

In fall 2007, a small group of students from the Art Institute of Atlanta was assigned the task of developing an interactive experience. This experience was to represent the Holocaust as a memorial, but still remain sensitive to hardship that occurred during this time period.

## OBJECTIVE

The goal was to provide a non-linear experience that told the story surrounding the Holocaust, but also remaining sensitive to the audience and viewer that may have experienced this harsh reality.

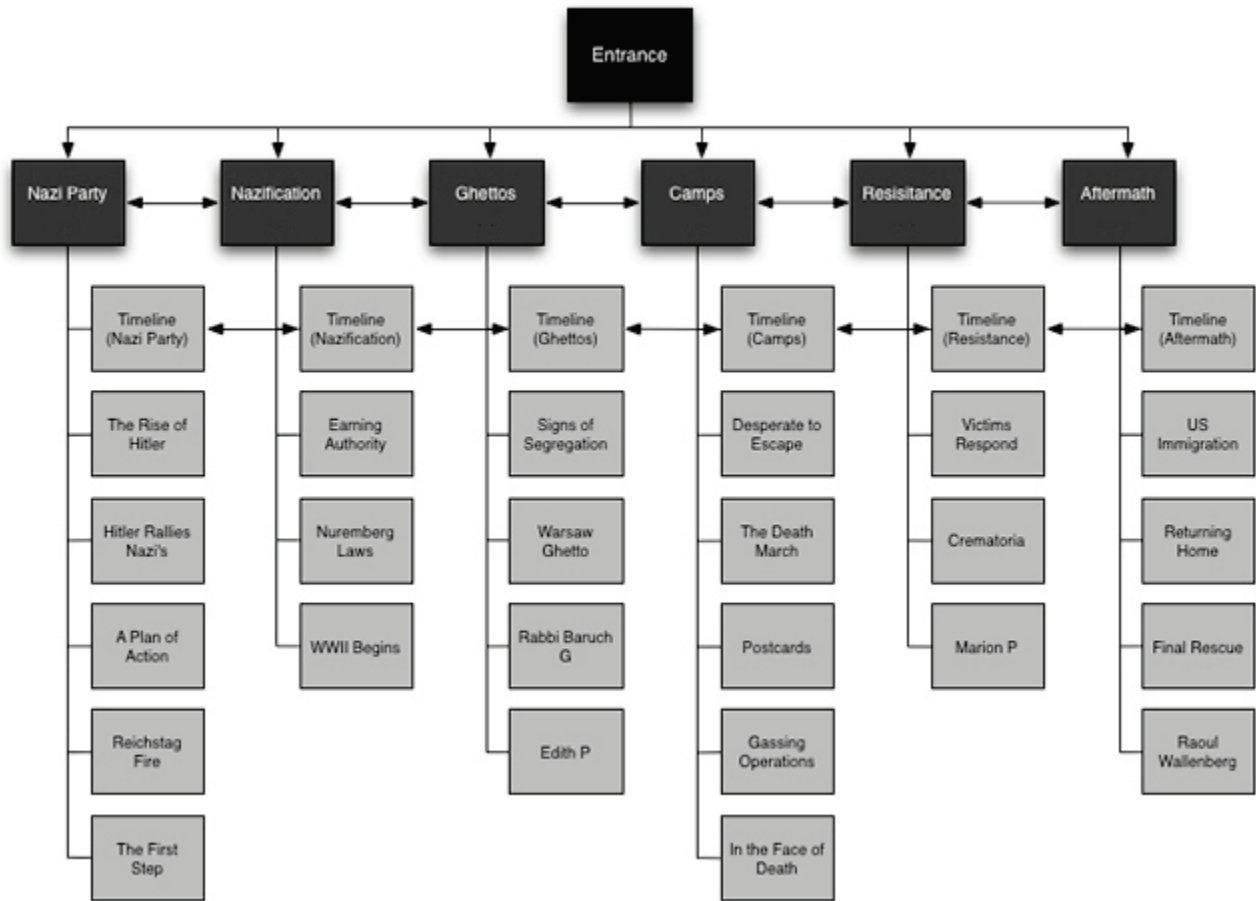
## INTERFACE OVERVIEW

The interface was designed to be an exploratory interface where users were offered multiple means to access the artifacts information.

User can navigate through the library by using the up and down arrows, as they were looking through the book shelves of a library. There is also sectional navigation that allows the user to access a direct area of interest instead of having to navigate through the shelves until the area of interest come to view.

The timeline offers additional information that coincided with the time period of the shelf.

# SITEMAP



## DESIGN OVERVIEW

The design was based off a representation of an old German library, with the focus of a single section in the library about the holocaust. A warm color scheme is used for the background and gray scale is used for the books. The books are gray scaled; because I didn't want the various colors to compete with each other every section has its own message. The timeline titles are Nazi red with a symbol that represents there time period. This was done incorporate symbolism by association with the time period of the timeline.

## TECHNOLOGY USED

Action Script 2.0, XHTML, CSS, and Photoshop

## COLORS



**JSL Ancient**

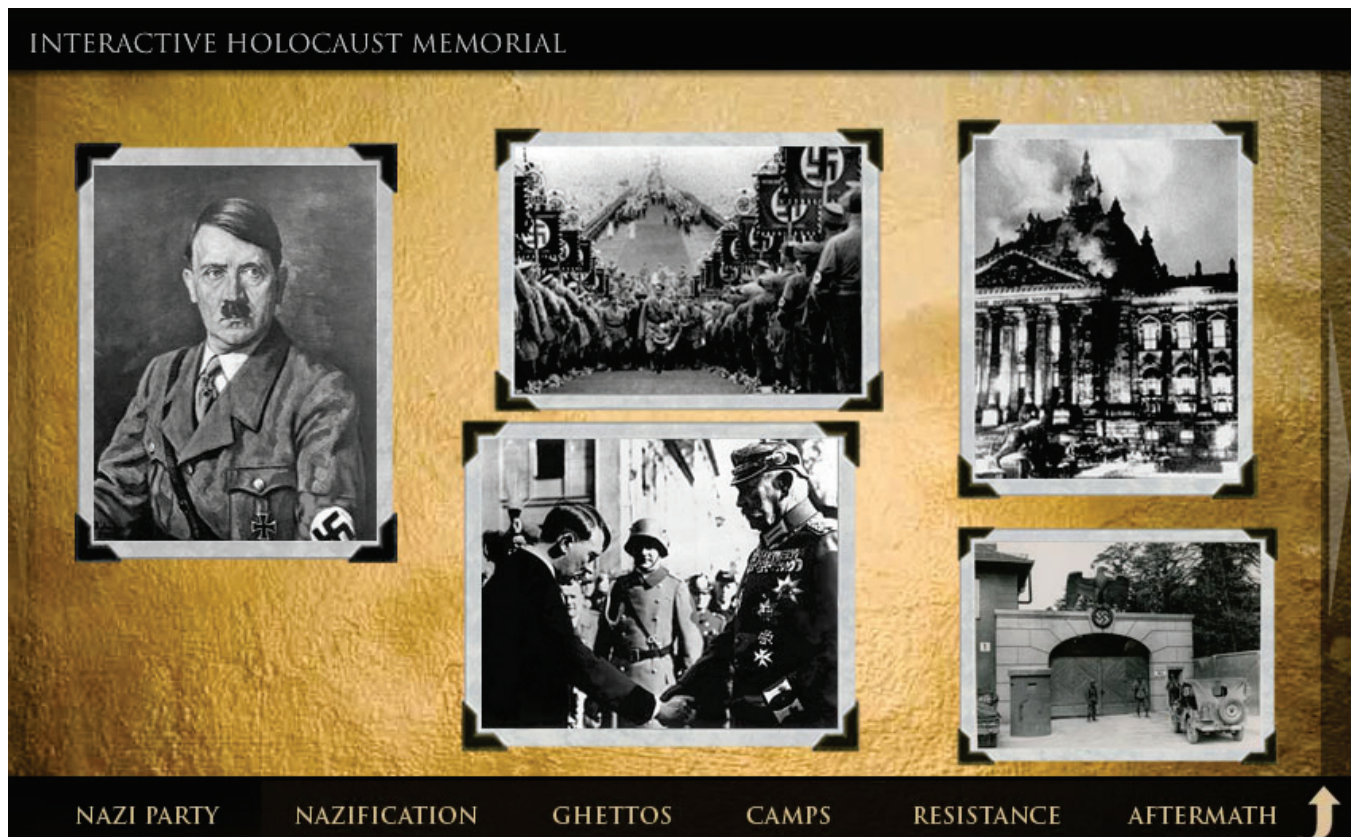
**Lucida Bright**

**PERPETUA TITLING MT**

## TYPOGRAPHY

## INTERFACE DESIGN: ORIGINAL

This project was originally a group project with a Holocaust memorial concept. For my portfolio I wanted to go in a different direction with the concept of an interactive library that told a story within the experience.



# INTERFACE DESIGN: REDESIGN

