Art Collection App.

Perry Davies

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Abstract

The aim of this project was to address an issue, which often goes quietly unnoticed by the flow of human traffic through the grounds of Stirling University. Throughout the grounds are numerous sculptures that stand without any plaque to state what the sculpture represents or who created it. The art gallery provides info flyers to address the lack of information. These are held in the Pathfoot building. Unfortunately visitors to Stirling University will probably have no idea or venture to seek out where to go to get the flyer.

To resolve this problem, a solution would require a means of reaching just about anyone who may come to the University, who wishes to know more about the art that surrounds its grounds. Investigation into a mobile solution, showed that over 1.5 million Android activations are carried out a day [1]. Which in short means there are a great number of people opting to use an Android phone over any other mobile device. By way of comparison, Apple has less than half of the number of activations [2] that Android has. In light of the latter, a solution by way of an Art Gallery App that targeted the Android market was thought to be a step in the right direction.

The Art Gallery App would be available to be downloaded from either the University's website, or perhaps from Google's "Play Store" [5]. The app would provide an immersive visual display that would allow the user to easily identify each and every sculpture, and where video content was available, offer the user the ability to view it.

Therefore, the objective of this project was to provide a standalone app, which provided the qualities described above, and could work independently of a network connection when being run. A few exceptions to the latter are: Firstly, the user will need a connection to update the information should they wish to do so. Secondly, video content and the use of maps would require the use of YouTube [3] and Google Maps[4] respectively.

By using the inbuilt features of the Android database system: SQLite [7]. Currently thirty sculptures are stored, that provides information on the artist's comments and inspiration behind the sculpture and how the sculpture was made. The final solution came together well, providing all of the features requested, with a few extensions that allowed the user to move more easily from the maps to the artist comments, by selecting the sculpture located on the map.