

# ShowStop: Connecting Artists with Local Venues

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Ryan O'Keefe

# Project overview



## The product:

ShowStop is an app that aims to connect artists of all backgrounds, styles, and abilities, with small businesses, venues and galleries in need of art decor.



## Project duration:

June 2023 - October 2023



# Project overview



## The problem:

For any artist, finding a place to put their art on exhibit for the purpose of selling said artwork is a great challenge. Yet, the art business is a multi-billion dollar per year industry. After some research, it was learned that the industry in a broad spectrum, tends to exclude many artists who are non-white, non-male, artists experiencing various disablements, and those brand new to the business.



## The goal:

The goal of the ShowStop App is to democratize the art exhibition industry by providing a user-friendly platform that connects artists of all backgrounds, abilities, and experience levels with local businesses and venues. This platform aims to break down barriers, foster inclusivity, and create equitable opportunities for artists while enhancing the ambiance and cultural richness of local establishments.

# Project overview



## My role:

Lead UX designer, Lead UX researcher, Lead Graphic Designer, Animation Design



## Responsibilities:

User Research, User Interview, Competitive Audit Research, Graphic Design, Design in Figma, AI Image Prompt, AI Text Content Prompt

# Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

# User research: summary



For this project I first studied the subject of inclusivity within the art industry. After identifying a gap, I conducted user interviews to gain insight on pain points for both artists and venues alike. A competitive audit was conducted to learn about obstacles involved with finding opportunities online to show artwork.

# User research: pain points

1

## Pain point

Artists get intimidated when dealing with art galleries because they can feel snobby and unwelcoming.

2

## Pain point

Artists don't know who to talk to about getting their work shown at local business that could be potential locations for an exhibit.

3

## Pain point

Supporting local artists buy purchasing their artwork can be expensive for new business owners.

4

## Pain point

It can be overwhelming for businesses to seek out local artists on social media because the platforms can be distracting from the task at hand.

# User research: pain points

5

## Pain point

There are a good number of new artists that don't know what information to show to present themselves professionally to venue management.

6

## Pain point

Communication can get scattered amongst email, social message platforms, phone calls, and texts.

7

## Pain point

For artists, The logistics of "knocking on doors" to get your foot in the door at a business can be time consuming, costly, and can increase feelings of rejection when starting out.



# Persona: Sunnie

## Problem statement:

Sunnie is a visual artist new to the business side of art. He has social anxiety, a physical disability, and he needs to get his work into the real world, because he wants to make some extra income and start a career based on his artistic talent.



**Sunnie**

**Age:** 29

**Education:** Associate Degree

**Hometown:** Denver, CO

**Family:** Single

**Occupation:** Customer Service

***"Art knows no bounds, and neither should opportunities!"***

## Goals

- "I want my art in a public space that compliments my style"
- "I want my art shown in place that will help me gain some exposure".
- " I want a chance to make some extra cash by selling my original artwork".

## Frustrations

- "I have no idea what venue would be best to have my work shown at"
- "I don't know who to talk to about getting my artwork shown in a public space".
- "Some venues charge exhibition fees, art galleries can often feel snobby and exclusive".

Sunnie is a talented artist with a passion for creating abstract artwork. He is relatively new to the art scene and faces unique challenges due to his social anxiety and a physical disability, which makes it difficult for him to leave the house frequently. Despite these obstacles, Sunnie is determined to find ways to showcase his artwork in public spaces, as he believes it holds the key to making extra income and building a fulfilling career based on his talent.

# Persona: Alex

## Problem statement:

Sunnie is a new cafe owner who leases business space located within an auto repair shop, who needs some wall art that fits her budget and represents local artists, because the cafe space needs to have it's own identity apart from the repair shop.



Alex

**Age:** 36

**Education:** High School

**Hometown:** Huntington Beach, CA

**Family:** Single Mother

**Occupation:** Cafe Owner

***“Crafting a cozy corner for the community”.***

## Goals

- “Create a pleasant environment for customers”
- “Give local artists a place to show and sell their artwork while earning a small commission on sales”.

## Frustrations

- “I’m spending too much time across multiple social media platforms trying to find artwork”.
- “Artists can be inconsistent presenting their work and info”.
- “Communication with artists has been challenging because there is no single channel of communication that multiple artists are using”.
- “I want to support local artists, but can’t afford to buy their art”

Alex, a passionate entrepreneur, recently opened a cozy cafe. She has a strong desire to create a unique atmosphere that distinguishes her cafe from a neighboring repair shop. Alex recognizes the importance of ambiance. Mindful of her budget, she seeks cost-effective yet artistically appealing solutions to decorate the cafe walls. Additionally, Alex wants to support local artists, aiming to showcase their talent within the community but does not know where to find these individuals.

# Competitive audit

The competitive audit revealed that there are options for artist to sell artwork online, however the only one of the websites that were researched provided options to physically get artwork shown. One of the websites had a nice way of displaying artists thumbnails and profile images. Match .com was included as an indirect competitor because of their matchmaking functionality which is being repurposed within the ShowStop project.

Competitive audit									
Competitive audit goal: Compare online websites that give artists the opportunity to showcase their work in public spaces, and allow business to display art suitable for their business space.									
General Information									
	Competitor type (direct or indirect)	Location(s)	Product offering	Price (\$ - \$\$\$)	Website (URL)	Business size (small, medium, large)	Target audience	Unique value proposition	
Artist Trust	Indirect	Seattle, WA	Online hub for artistic opportunities	\$20-\$50 annual membership	<a href="http://artisttrust.org">artisttrust.org</a>	small, nonprofit	artists	Artist Trust is here with Artists	
Artfinder	Indirect	Online	Online Marketplace	Commission of sold artwork	<a href="http://artfinder.com">artfinder.com</a>	medium	artists and art buyers	Art You'll Love	
Artwork Archive	Indirect	Denver, CO	Artwork inventory management	\$8-\$24 per month	<a href="http://artworkarchive.com">artworkarchive.com</a>	medium	artist and art buyers	Art Inventory Simplified	
<a href="http://Match.com">Match.com</a>	Indirect	Online	Online dating	up to \$40 per month	<a href="http://match.com">match.com</a>	large	people looking to match	Meet your Match-Your Match is Waiting for you	

Competitive audit	
	First Impressions
	Desktop website experience
	App or mobile website experience
Artist Trust	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Has a discovery section to find art for sale</li> <li>Has services for artists, collectors, and organizations</li> <li>Has tutorials for artist, collectors and organizations to make</li> </ul> <p><b>EXCELLENT</b></p> <ul style="list-style-type: none"> <li>Easy to use</li> <li>Great platform to match people with common interests</li> </ul>
Artfinder	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Full artists and artwork first</li> <li>Supportive of independent artists</li> <li>International artists are listed</li> <li>Has artists bio cards with samples of art on front page</li> <li>Font is</li> <li>Inviting popup right at loading of webpage</li> <li>Each image of artwork gets enough space on screen to command viewers attention</li> <li>Easy to buy art</li> <li>A little clunky to navigate</li> </ul>
Artwork Archive	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Has a discovery section to find art for sale</li> <li>Has services for artists, collectors, and organizations</li> <li>Has tutorials for artist, collectors and organizations to make</li> </ul> <p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Mobile site feels like a stand alone app</li> <li>Easy to navigate</li> </ul>
<a href="http://Match.com">Match.com</a>	<p><b>EXCELLENT</b></p> <ul style="list-style-type: none"> <li>Very easy to start an account</li> <li>No info about what the site offers on the landing page</li> </ul>

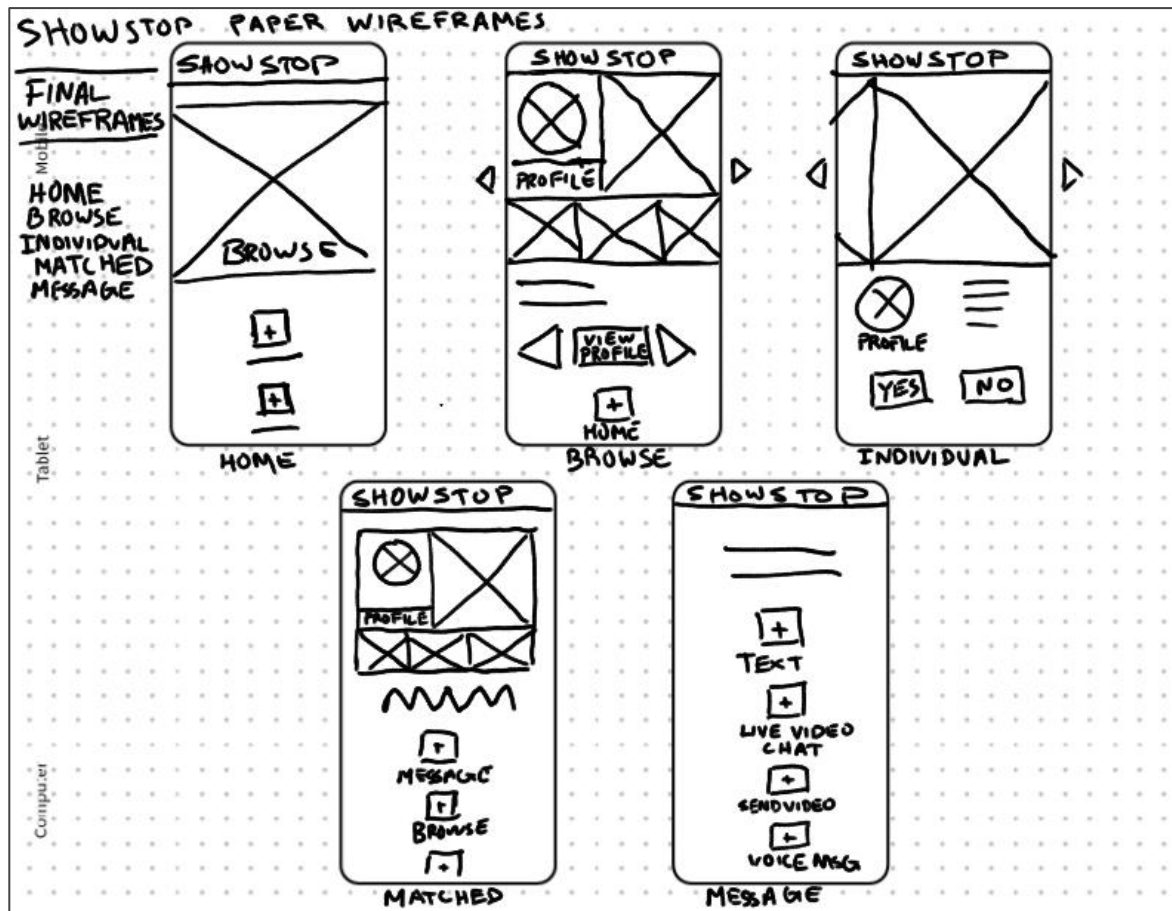
Competitive audit	UI	UX	Navigation	Visual Design	Performance	Content	Overall	
Artist Trust	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>	<p><b>GOOD</b></p> <ul style="list-style-type: none"> <li>Clear navigation</li> <li>Easy to find opportunities</li> </ul>
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Click to view the full [competitive audit](#) and [audit report](#)



# Ideation

These are paper wireframes that show the core screens of the main user flow for my app. After the competitive audit and user interviews, I chose to design this app with the function as a dating app, but applied to the transaction of matching an artist to a venue.

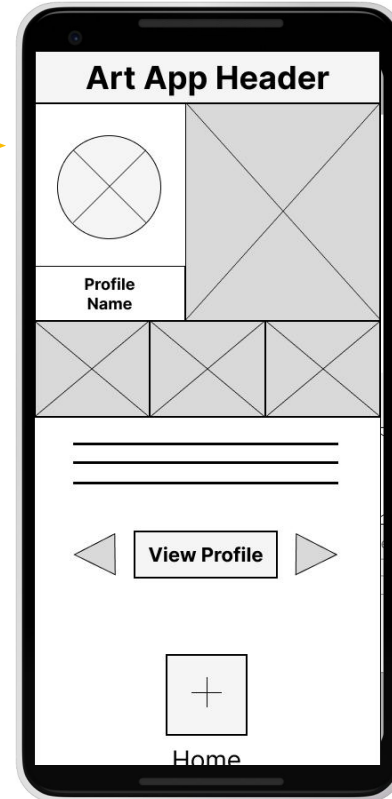




# Digital wireframes

After the ideation process, I designed digital wireframes that would group artists' and venues' information in one place at the top of a profile page. An option to "view profile" was included on this page, with function of matching available on the next screen.

Here is where users have their profile image, thumbnail images, and relevant information shown, this helps artist and venue owners make a quick and informed decision about a possible partnership.

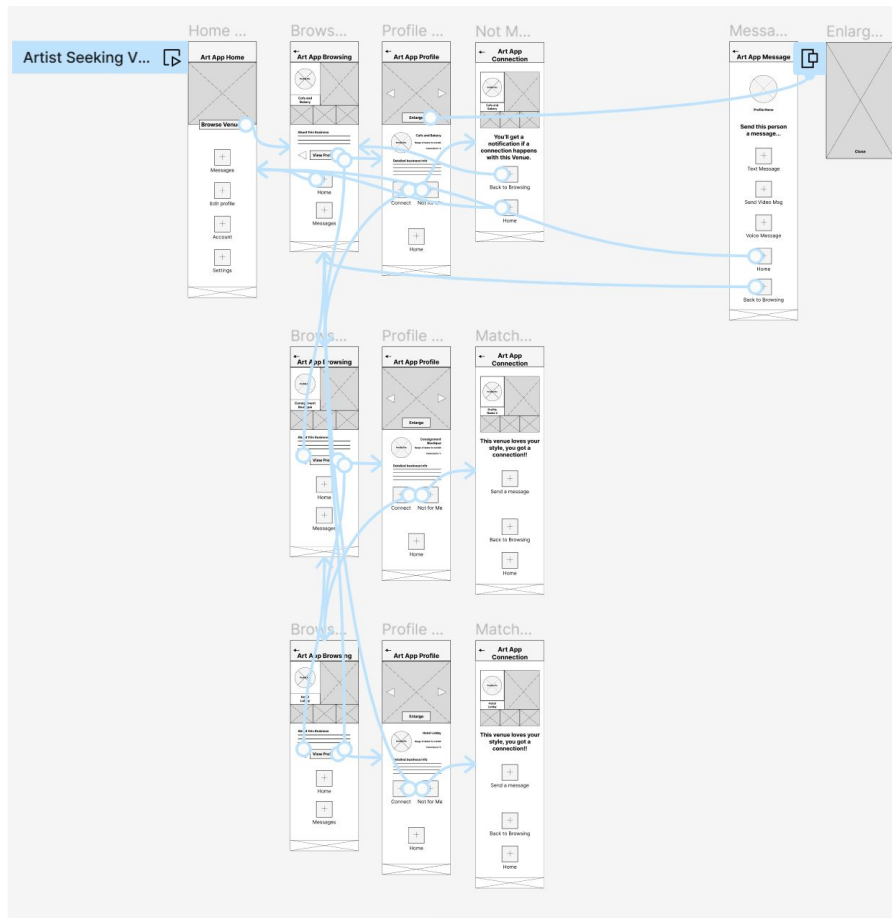


Arrows that move profiles forward and back quickly, as well as a way to view more information about an artist or venue.

# Low-fidelity prototype

This low-fidelity prototype shows the flow of what an artist would see when seeking to match with a potential venue to showcase their artwork. Three representations of venue profile were created to provide a sense of choice for the user.

View [ShowStop wireframe prototype](#)



# Usability study: parameters



## Study type:

Moderated usability study



## Location:

Olympia WA and Remotely



## Participants:

7 participants



## Length:

15 minutes



# Usability study: findings

These were the main findings uncovered by the usability study:

1

## Profile Information

Users want to be able to see artists' information displayed on one screen instead of across more multiple screens.

2

## Buttons

Users were confused with some button placement and functionality, sometimes buttons did not perform as expected.

3

## Differentiate

Users did not get a sense of completion in the main flow because the end screen looked too similar to the previous screen.

# Refining the design

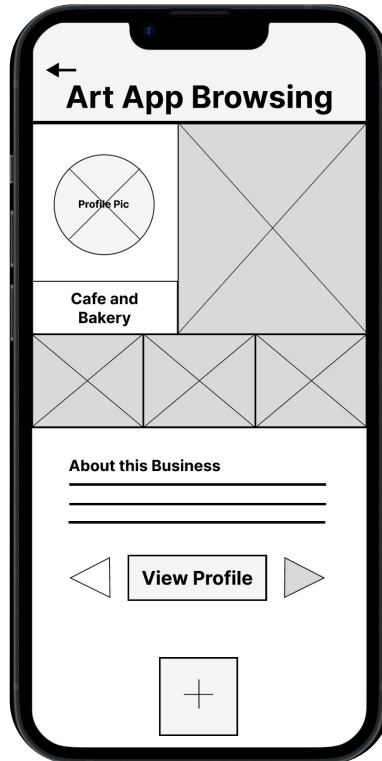
- Mockups
- High-fidelity prototype
- Accessibility

# Mockups

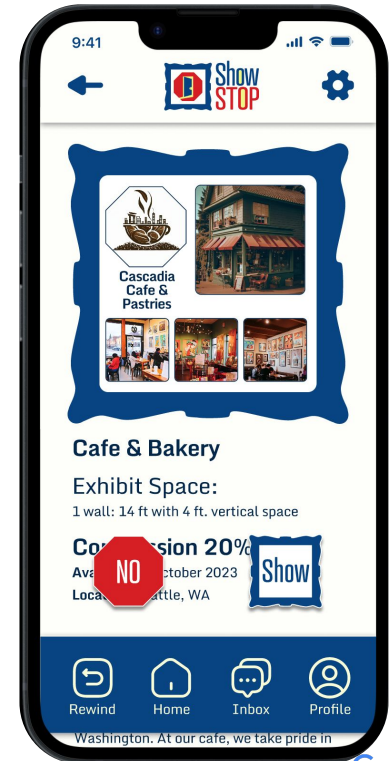
Based on the insights from the usability studies, the ability to match or to move onto the next profile all on one screen made more sense for users.

Additionally, all of the information that user found helpful is found on this same page.

Before usability study



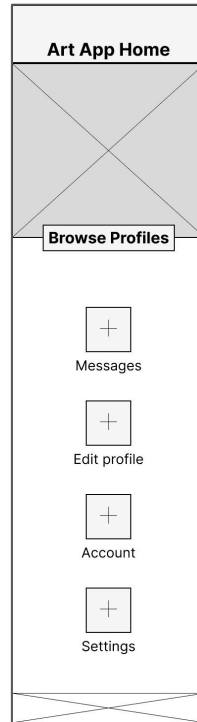
After usability study



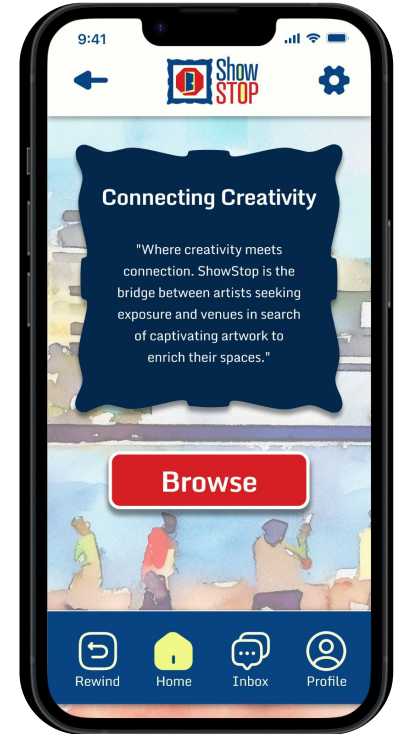
# Mockups

After user feedback, button layout was simplified to an action bar located at the bottom of the screen, this bar stays fixed in place when the user scrolls so that screens like home, settings, and profile are always accessible without confusing the flow.

Before usability study



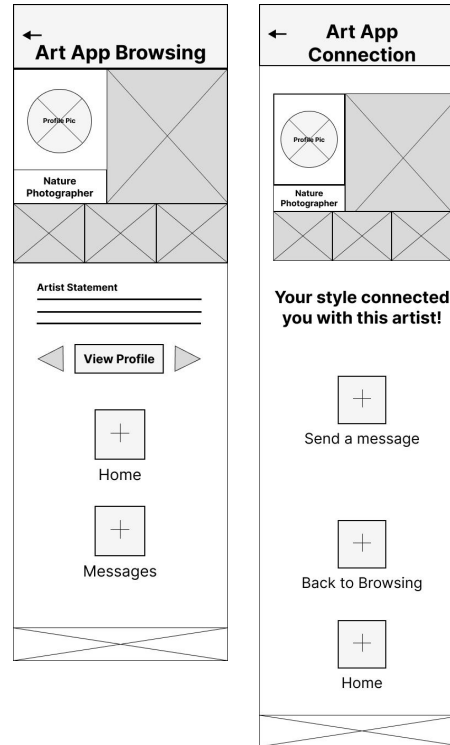
After usability study



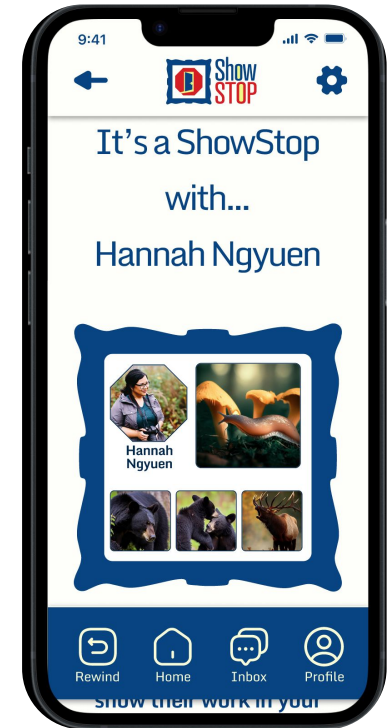
# Mockups

The wireframe prototype screens shown were found to be too similar by some users. The layout was changed in the mockups to help distinguish the screens.

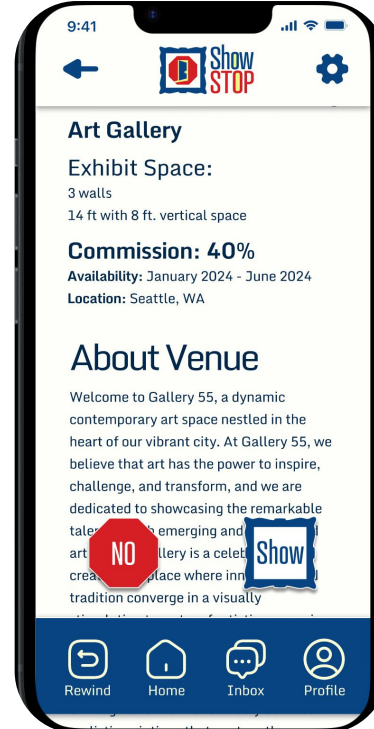
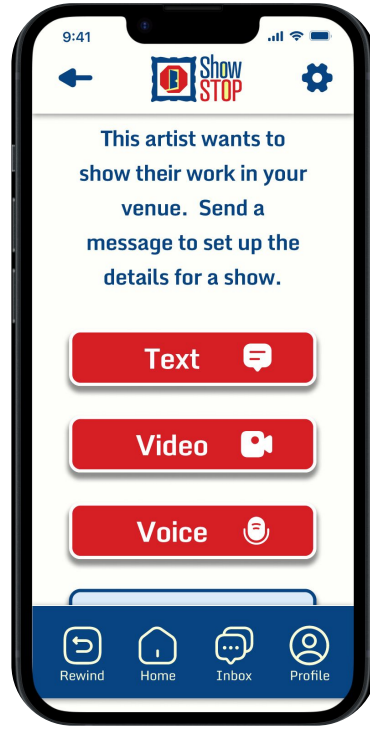
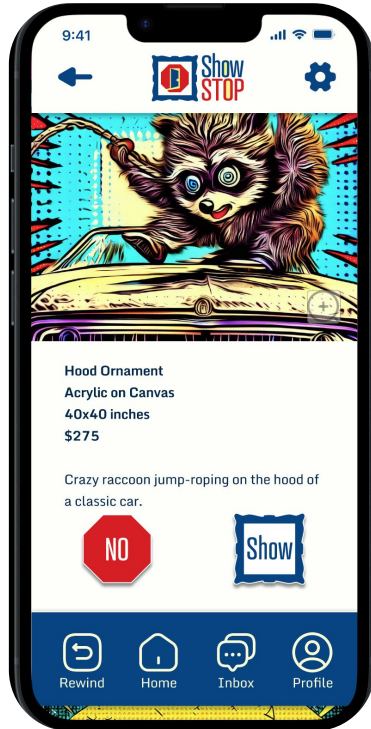
Before usability study



After usability study

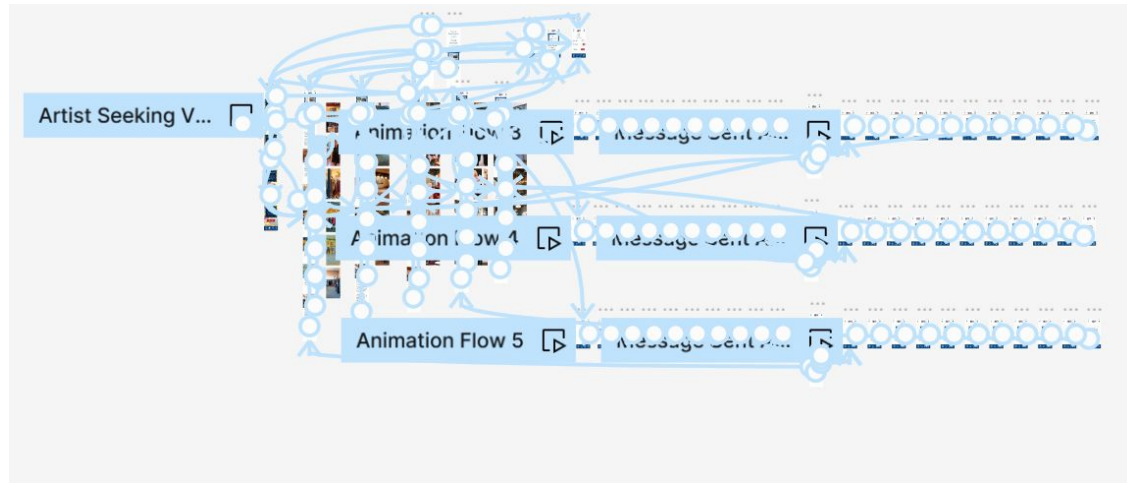


# Mockups



# High-fidelity prototype

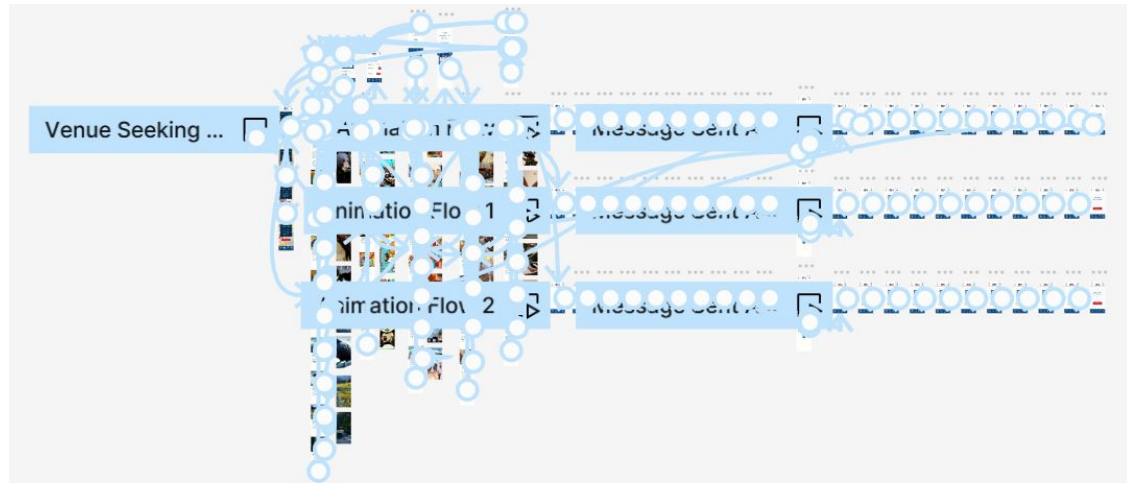
There are two distinct user groups that this app will serve, the one shown here is for artists seeking venues. The flow simulates the ability to “show” with a venue, or move to the next profile. An animation happens if there is a mutual match between artist and venue, with the option to send a message.



[Click here to experience the prototype as if you were an artist seeking a venue to show your work at.](#)

# High-fidelity prototype

Here is the flow that venue owner or venue manager would use to find an artist. It works the same as the last flow shown, with the goal of creating a mutual match.



[Click here to experience the prototype as if you were a venue seeking an artist to exhibit.](#)



# Accessibility considerations

1

The smallest font size is 16pt for body content. Users will still have the option to increase the body font size in the settings menu.

2

In the settings menu, animations can be turned on or off for those sensitive to movement, or users with older devices.

3

A high contrast color scheme is used for text content.

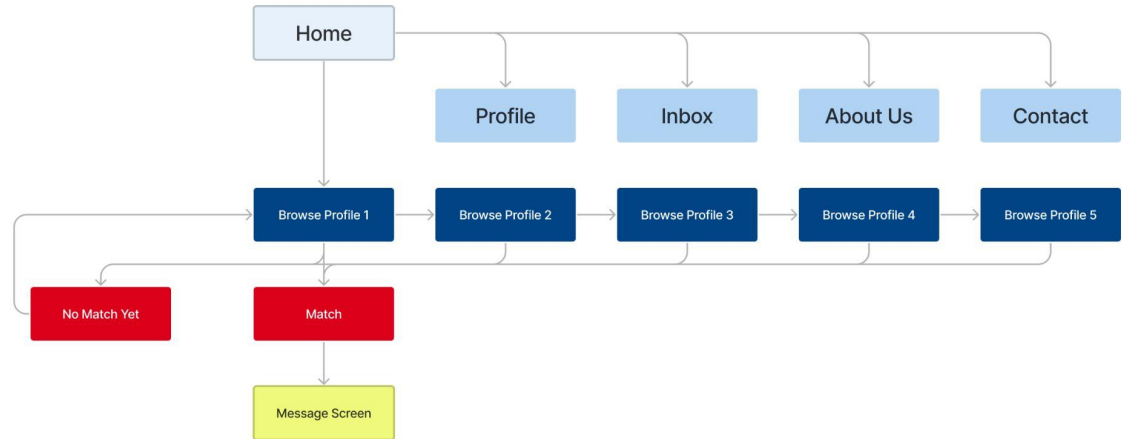
# Responsive Design

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- Information architecture
- Responsive design

# Sitemap

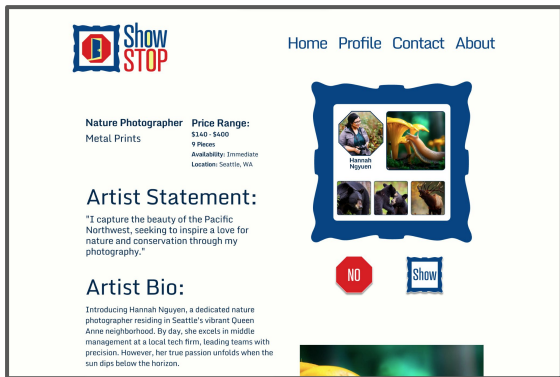
This shows the sitemap for ShowStop's responsive website. It has pages to connect users developer, as well as and "about us" which was not needed in the app. All other pages provide the same function as the app. When the site goes live, it will have as many profile pages as needed.



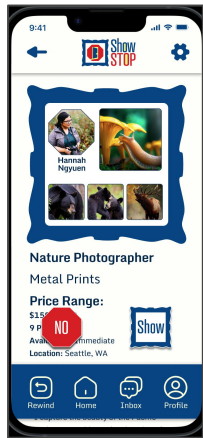
# Responsive designs

The designs for screen size variation included mobile, tablet, and desktop. I made sure to keep the look and functionality of the different devices the same.

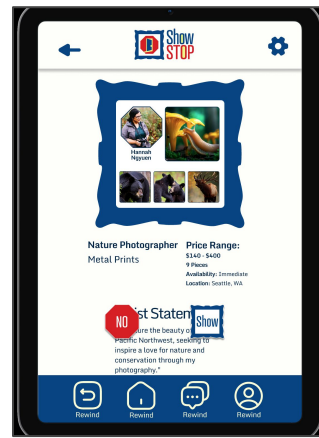
Desktop



Mobile



Tablet



# Going forward

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- Takeaways
- Next steps

# Takeaways



## Impact:

Artist shared that this app can help them gain exposure, opens doors for all abilities and experience levels, and help generate income. Venue owners shared that the app can help with business growth by adding a potential revenue source, increase community engagement, and enhance ambiance of their brick and mortar locations. One artist was quoted “I need this in my life” and a business owner was quoted that “This could change things for my walls”!



## What I learned:

I learned that this is an app that I plan on making a reality. The more I did research and talked to the few who were willing to chat with me, the more I saw value in what I am trying to solve.

# Next steps

1

Conduct a second usability study on the high-fidelity mockups.

2

Perform additional user interviews to uncover pain points not yet discovered.

3

Further refine the user flow and experience.

# Let's connect!



Thank you for taking time to review my work on the ShowStop app.

Email: [ryan@artworksbyokeefe.com](mailto:ryan@artworksbyokeefe.com)