# Can you describe the project Seeing Ireland for me?

Ethan  
So to start with, could you describe seeing Ireland for me?

P4:  
uh my understanding it was kind of trying to recreate [pause]what was done back whenever it was in 1920s kind of thing but within like kind of a obviously a web-based interface kind of just explaining everything that kind of went on in it. And then as well recreating the kind of the exhibition space within a 3D environment for it. To kind of show, obviously showcasing Irish artists and from what I can what I can remember anyway.

Ethan  
It's OK. What you remember is wherever you remember is great. Can you tell me a bit about the goals of this project?

P4:  
uhh I'm not too, I'm not too sure. I can't really remember on on my end. It was the kind of just learning more about the 3D and kind of what we can do [pause] to do. [pause] What, like the limitations of what we can and can't do within it and in the time frame. But from the the overall goal of it outside of just [pause] information for people like a resource. What you call it just having like a data repository of all the kind of information. Outside of that, I'm not not 100% sure.

Ethan  
Ok, And can you tell me about the types of technology used in this project?

P4:  
So this was the [pause] so the the the front end was all built [fumbles words] HTML, [jade – I think it was just a j?] , jQuery using boot bootstrap, the framework, then the timeline is our own custom stuff using Leaflet and custom maps and then the 3D part was the BabylonJS. And we had everything kind of, we had our own custom content management system in the back end where myself or people from Noho would enter information that's been provided.

# Can you tell me more about the client for this project?

Ethan  
Are you able to tell me about the client for this project? From what you remember?

P4:  
I remember who exactly the client was with it.

Ethan  
OK, do you have, do you know what their requirements were?

P4:  
Yeah, I can't. Can't really remember.

Ethan  
It's OK.

# With regards to your client for this project, can you talk to me about who you worked with on their side and your interactions with them during the duration of this project?

Ethan  
So you said you don't remember who you worked with. But do you remember what their, what your interactions with ,whoever, you worked with was like?

P4:  
Uh trying to remember [thinking]. I think it was it, [Trinity College, Modern Irish History], I think I would, I would need to look it up from Trinity, I think so. We'd already done the beyond 22 one with them so. Using that as the basis for it was gonna we we kind of he knew what we can and can't do with it. What the like the limitations may may have been, but outside of that I can't really remember.

Ethan  
And said you mentioned [Trinity College, Modern Irish History]. Was there anyone else you remember working with?

P4:  
Not not that I can remember from kind of the client side of things like.

# Using Miro board, could you sketch a flow diagram of the steps taken for this project, the way you understand it?

Ethan  
I'm gonna send you a link to a Miro board.

P4:  
Yeah.

Ethan  
And what I would like for you to do is just like to sketch a flow diagram of the steps taken in this project, in the way that you understand it so. I'm not quite sure how else to describe it. It's just like a pipeline, how this project progressed for you basically?

P4:  
Yeah, for yeah. Gonna do with roughly for me, you could have my steps.

[…]  
Ethan  
So yeah, just if you could sketch a flow diagram of the steps taken for this project in the way that you understand it, and then we'll dig deeper into all these steps once you've done a full like pipeline.

[…] P4 struggled to remember how to use Miro

P4:  
Wireframe design to [long pause] Technol- My spelling is atrocious as well, so you might have to auto correct a good bit of it [laughs].

Ethan  
[laughs] It's OK.

P4:  
Uh [long pause while Miro-ing] I think what else? So these would have.

Ethan  
To just my understanding, so these two steps, the 3JS and the WordPress one, are they happening at the same time.

P4:

So these would have been…

[Some talking over]

Ethan  
This comes under. Sorry, carry on

P4:  
Yeah, OK. They would come on during kind of that. They would like usually we're getting kind of a wire frame design roughly what we were gonna know like no colours or anything had been decided. Just a rough wire frame of kind of how things should progress. Then I would have spent a bit of time [pauses] Looking at the technology was we would have used for it. What would have been best so, this case? 3JS Babylon, or just doing it in Unity. And same for the website part of it, kind of in terms of content did we need WordPress for it , or could we just get away with a static like say, the static framework?

[Back to Miro]

Um, from here. I think then [long pause while Miro-ing]. Backend setup [more Miro-ing] uhhh. [mumbles something I can’t hear]. I'm trying to think now what else? Uhh. [long pause while Miro-ing] What would the, I'm not sure what word to use there. The three 3D work or.

Ethan  
I know what you mean really [laughs]. 3D work is good.

[long periods of no talking while miro-ing and some talking under breath, next line from P4 seems to be what teams picked up during Miro-ing]

P4:  
But. Trying to think what's. OK. Uh. Yeah, I think I think that would be it.

Ethan  
Think this is it? OK, cool.

[talking over each other]

P4:  
It's kind of fixed.

Ethan  
So just to make sure.

[stopped talking over each other, I hope]  
Ethan  
Yeah, I get, no it looks really good just to make sure I'm understanding. So you sort of go from this wire frame to the tech R&D stages, And then.

P4:  
Yeah, yeah, that's just 'cause I don't know what technologies we would use for it. Be it we use it something we've done before, do we take our time and depending on the scope of the project and how much time we have, do we look at other options for it?

Ethan  
Yeah. So the 3JS, Babylon Unity and the WordPress static framework are they separate stages within the R&D or do you just describe them as just tasks or?

P4:  
The, the 3D stuff, the top, the three JS Babylon would be kind of. Like it, we would have allocated like time to that kind of thing. While the WordPress static framework was kind of, we just decided among ourselves, can we just we looked at the content that was going in and decided what was needed kind of thing.

Ethan  
And a similar question so with the development this the sort of back end setup, the Web server website and timeline are they separate? Are they tasks within development or like separate stages as well?

P4:  
Yeah, they would have been kind of separate tasks. So I would have, I would have set up the kind of the kind of back end, the back end data well the back end database, web server and domain would have kind of been done at the same time and then website, timeline would have been set up at the same time. And then…

Ethan  
OK, so these are these are all basically just separate stages as well then?

P4:  
Yeah, if that makes sense.

Ethan  
OK. OK. Yeah, that makes perfect sense. Just double checking to make sure I didn't misunderstand. Um so.

P4:  
And then I say [tongue tied], I guess that the, that there would have been kind of. Steps in development step one would have been the back end website web server. Step 2 website timeline. Then step three would have been kind of.

Ethan  
Yeah. So it's an umbrella step of development, but it's got these separate steps, right. OK.

P4:  
Yeah. Then step three would have been the kind of a mixture of web design and 3D work kind of thing.

Ethan  
OK, OK. Which comes with the steps of optimization and design.

P4:  
Yeah, once kind of the main 3D was kind of we had that work and then we went into optimization, which would have been kind of compressing the model down like we were using Draco compression and stuff for it.

Ethan  
OK, and then once Development's done, it's basically into the adding content, right? And then…

P4:  
Yeah. Well, it's gonna [involve / evolve?, once all?]… [speaking over each other slightly] Yeah, not sure what the best way to get that [That pro. - unsure]

Ethan  
No, it's like it makes sense. It makes sense. I'll just double checking.

Ethan  
Because now it was explained on video, so if I think yeah, I can come back to it [laughs]

[…]

P4:  
Yeah, once could [evolve? Once all?] the well, yeah, once all the design, everything was kind of built. We then, like, I like it was all [lorem ipsum], some kind of just placeholder text and images and stuff. So once everything was actually built and ready, we then kind of went through the adding content to it. Then once that was done sort of kind of internal internal testing then to live testing, asking people, just asking kind of friends, family and people we knew with different devices just to kind of.

Ethan  
Break it.

P4:  
Have a look over it kind of thing, just to see how it how it was functioning. 'cause I I don't know. I just. I find it very hard to kind of any of these what you call it like browser stack or is it

Ethan  
It's a nightmare, yeah.

P4:  
But that does all the emulation for you. It just it never seems to kind of catch everything. So usually we kind of do that live testing with people we know. Then then depending on the size of the project, we could have either, kind of, I bump up [pause], like, the server resources, if that makes sense. Kind of what kind of what kind of RAM and space we need on a web server to comfortably run it if you know, the the first day a couple of 100 thousand,100 to thousands of people could be viewing it then after that, we kind of scale it back down, kind of. It's usually kind of the the the monitor in server maintenance kind of seeing how often it's being used. If we then start scaling stuff back.

# P4 Seeing Ireland Pipeline

## Stage 1 – Wireframe Design

### Describe the Beginning of this Stage?

Ethan:

OK, so if we head all the way back to the start, I just want to run through each step, stage, whatever you want to call it and just explore a little bit more. So for this wireframe design stage, can you describe what happens at the beginning of the stage, for me?

P4:

So usually we would we would get a brief of kind of the requirements for it. Then either [Managing / Creative Director] or [Digital Creative Manager], [Digital Creative Manager] or, you know. Yeah, yeah. Whoever kind of handles the design kind of stuff would just mock up a rough wire frame of roughly, [don't - mispeak?] number of pages, elements, that kind of thing. Would be kind of the the wireframe design. I have a bit of input in that for kind of my side of the stuff be it 3D or timeline

### Describe What Occurs During this Stage?

Ethan:

Uh are there any other tasks that occur during this stage.

P4:

Uhh [pausing] For me, no.

Ethan:

It's just [these – didn’t say but its what I should have added], OK.

P4:

There like obviously there there will be other people that would do kind of the, the the the [stumbling] research for the for text and content, all that they would do that but.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

OK. And then how do you know that this stage is completed?

P4:

[pause] We usually just kind of set a set a time frame kind of thing that, once, once we get to it.

Ethan:

OK.

Ethan:

So its a deadline.

P4:

kind of a a deadline that we give, we give ourselves a bit of time to for well, for for me, you know, there's just to kind of do the R&D part, be it a couple of days that. Kind of thing just to.

Ethan:

Ok, Makes sense. So it's just like you say it's just like a a deadline to make sure everyone's upto date, I guess? So everyone sorta knows what's going on? Yeah.

P4:

Kind of. It's also like like stuff like, Babylon, that was this. Seeing Ireland was the last stuff we did with it, which was couple of years ago. And now with this new project we're doing, by the time we've gone, by the time we've gone back and looked at Babylon, it's now up to like version five or six. So there's been [laughs], <E: Having to relearn it, it sounds like> not there's been and there's there's a lot of, not even relearn, but there's a lot of new features and stuff that we could do with it this, kind of thing. So that's kind of what the kind of R&D part would be to see what's what's new.

### From Noho, who is involved in this stage?

Ethan:

And you mentioned yourself, [Managing / Creative Director] and [Digital Creative Manager] were being involved from Noho. Is there anyone else involved in this stage from Noho?

P4:

In the wireframe design, no, there probably wouldn't be.

### From the Client side, who is involved in this stage?

Ethan:

OK. And is anyone from the client side involved in this stage?

P4:

No, there wouldn't be anyone client side. This is gonna be just internal for ourselves, what, what we'll be doing with it.

### Can You Describe the Tools You Used During this Stage?

Ethan:

And can you describe any tools. You use during this stage what you use them for and why?

Ethan:

P4:

Uh [thinking] not that I can remember any kind of. Not any kind of special tools kind of thing, just out of outside of reading forums kind of thing to see.

Ethan:

Yeah, Google. Googling. Yeah. OK.

P4:

Pretty much, Google. Yeah, pretty much [laughs].

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project? As in, it doesn't tends to happen for other projects.

P4:

It it would happen for other projects, but probably not as [pausing and thinking] not as much as we did for this one just because of the 3D element of it.

Ethan:

Yeah, so it sounds like you're saying that the content is unique, but the stage itself is fairly standard, right?

P4:

Yeah, stage would be fairly standard for us, I think

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

OK, that makes sense. And then you said that you, the client, wasn't involved, so you wouldn't have had any external collaboration, at this stage, then, would you right?

P4:

For this one, no

Ethan:

No, ok.

P4:

Other other project, yes, we sometimes we've had the client in at this stage.

Ethan:

OK. So it's just it's some sometimes you will, sometimes you don't.

P4:

Yeah, majority of times we don't.

Ethan:

OK. Then you didn't for Seeing Ireland in this stage then?

P4:

Yeah. We didn't for Seeing Ireland.

## Stage 2 – Tech R&D

### Describe the Beginning of this Stage?

Ethan:

OK, so if, we hop onto the tech R&D stage now and I'll run through the same sort of list of questions. So can you describe what happens at the beginning of the tech R&D stage?

P4:

Uh, for for me it will be checking, checking stuff we've used in the past to see where that is at now. Our case kind of the 3JS, BabylonJS. Then usually kind of take taking an older project and just updating it to see what happens? Like, does it completely break or is it kind of the the jump to the new version [pause and finding word] Easy, easy, or I don't know what word what to use [laughs]

Ethan:

Manageable. Manageable. <P4: Yeah, manageable> That's what I'd use [laughs]. Make a new git clone and hope for the best <P4: Yeah>

P4:

And like I said, just uh then yeah, based on based on the size of the project, in this case the website, if we needed to. If we needed to go WordPress or someone else could be building the site, while I focus on the other parts of it, or if I can just throw, throw it together and kind of just basic static code kind of thing.

### Describe What Occurs During this Stage?

Ethan:

Can you describe any of the tasks that occur during this stage?

P4:

UM, not that I can remember.

Ethan:

OK. So basically, you just covered all the tasks that occurred then so.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

How do you know that this state is complete?

P4:

Um

Ethan:

Some of the questions might be slightly awkward.

P4:

Yeah, like probably. [pausing and thinking] like whatever, like mainly for for Seeing Ireland it would have been the the 3D stuff once we knew where things were with that, kind of the the newest version whatever, then that would be kind of complete as the 3D was the main element of this part.

Ethan:

So when the 3D stuff…

P4:

So once so once I knew if.

Ethan:

Sorry, sorry. One more time.

P4:

Once I knew kind of that Babylon, in our case, Babylon JS was still the way we wanted to go with it that you know it hadn't disappeared on us in the past year and went bust, that kind of thing. That, that was still the one we were going for. That that would be kind of the R&D part completed for me anyway.

Ethan:

OK, So just of knowing what tools you want to use, just so I'm understanding.

P4:

Yeah, yeah.

### From Noho, who is involved in this stage?

Ethan:

Yeah. OK. And then from Noho, who's usually involved in this stage?

P4:

Usually the depending on the project should be me [pause] me, [Senior Unity Developer], [Managing / Creative Director] and [3D Artist]. Not sure if you've met [3D Artist]. Yeah, you depends if it's three 3D related, usually they would be involved because I just don't know, I don't know 3D at all. OK, for for this one, I think they were involved.

### From the Client side, who is involved in this stage?

Ethan:

And was anyone from the client involved in this stage?

P4:

No not not for Seeing Ireland, no.

### Can You Describe the Tools You Used During this Stage?

Ethan:

OK. Can you describe any tools you used during this stage and why and what you used them for?

P4:

Mainly, but the the Babylon JS Playground is, say, dropping in models that people in the office had built before into it, just to see are they still functioning the way that, they did in previous projects and same same with unity that that was kind of it and then [pause and thinking] Yeah, I think I think that was it, to be honest.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

That was it. OK. Would you describe this stage to be unique to this project, and in what way would you consider it unique?

P4:

[pause and think] Yes, and no, kind of. Like we don't, we did similar projects to it, but they're very rarely so it's kind of. Like it's still like we've [pause] we would still do the kind of R&D stuff for other projects, but probably just not as much time invested in it.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And then you said there wasn't any collaboration between yourself and the client because the client wasn't involved, right?

P4:

Yeah, not, Don't. Yeah, not with Seeing Ireland, they weren't involved.

### Extras

Ethan:

So just so I'm 100% understanding, so the 3JS, Babylon, WordPress bit that just is are they stages would you say or not. Sorry, this is probably about the third time I've asked about that. I sust want be absolutely sure.

P4:

Yeah

Ethan:

OK, so it's probably.

P4:

Yeah. Kinda, yeah. Kinda just looking looking at the three different technologies and just seeing kind of where things were at kind of.

Ethan:

Yeah. So they just sort of come, it's more just part of the R&D as opposed to a separate stage itself or.

P4:

Yeah. So they were just a part of it, I think.

## Stage 3 - Development Stage

### Describe the Beginning of this Stage?

Ethan:

Which I think then would lead us on to the development side. So can you tell me what happens at the start of the development stage? Or would this one be easier to just to go through each of the? Individual stages here maybe?

P4:

Yeah. Yeah. We usually kind of well [pause]. By now [pause]. Usually we would have kind of [pause]. We would have an idea of the the content [pause]. Kind of [pause]. We would have idea of the content that's going in and then kind of I would then kind of for for me, I would kind of then start [pause] Just fire up a new web server, set up a database in it, and then. [pause] Then from there. Depending on who's working on it, sometimes we just use like a like a spreadsheet for putting kind of basic content into, have an idea of, [brief pause] What kind of fields we would need for the database and [brief pause] that kind of thing. Uh, usually the client will be involved here for in our case, just confirming the name of the project, Seeing Ireland, and say purchasing the domain all that kind of stuff would happen before I set up. The web server domain. And then usually I kind of. Set up the kind of framework for it. The website pages and in this case the the timeline as well.

Ethan:

Mhm. Um, and are there any other… oh sorry.

P4:

Yeah. No, I think I think that's it, I think.

### Describe What Occurs During this Stage?

Ethan:

[…] So are there any other tasks that occur during this development stage?

P4:

Uh [pause and thinking] Probably kind of, not for me, but for others we can have, gathering content and resources. Yeah, video, images, text, that kind of thing. Just so that kind of [pause] we have an idea of what's involved in this? But for me, you know.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And then how do you know that this development stage is completed?

P4:

Once [pause] Once the kind of the the basics is kind of online and working. [pause] The kind of the that kind of that kind of probably should have put everything in boxes that once that section kind of it's all online and working. On this part of the development then I would usually move on to the design part of it. So that's going up just, you know applying colours, fonts, all that stuff.

Ethan:

I'm just gonna put a little reminder. So, this section over here is like the first step of development, right?

P4:

Yeah, that. Yeah, that would be kind of step step one.

Ethan:

Then Step 2 is this web design.

P4:

Yeah, would be design, step three would probably kind of be the 3D work kind of thing.

Ethan:

Then step four, then once all once these three are done, basically. Then you would move on to the adding content..

P4:

Yeah. We move on to that. OK. OK Yeah, pretty. Makes sense. Yeah. OK. [laughs]

Ethan:

So if I run through the rest of the development ones, then I'd like to try and go into these further steps here, like the backgrounds and back end set up Web server and dig a bit deeper into those because it seems like a lot in the extremely helpful to know. Well, and for my own interest as well. Yeah. So I did have the stage completed…

### From Noho, who is involved in this stage?

Ethan:

…So in the development stage, who from Noho is involved?

P4:

[Uh Mike element?]. So for all three steps we meet. me, [Managing / Creative Director],

P4:

[Digital Creative Manager] and [3D Artist].

### From the Client side, who is involved in this stage?

Ethan:

And then you mentioned that the client was involved in this stage a bit. Do you, can you tell me who was involved in this stage from the client side?

P4:

I can't remember who was involved.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe any tools you use during the stage and then what and why you use them or what you use them for and why?

P4:

Not really that like they think of like like by, by tools, you mean like?

Ethan:

Software, hardware, stuff like that. Like how earlier on you mentioned you'd be using Babylon JS, that's the sort of tool.

P4:

Yeah. Yeah, uh, like outside of our usual my kind of programming stack of software that [reading?] like, WAMP, Vscode, notepad++, PHP my admin, kind of. [pause] And then whatever kind of the the the Babylon to the Babylon Playground, the Babylon editor.

Ethan:

Yeah, sort of. Like, just like what you used to do the tasks basically, yeah.

P4:

Yeah, yeah, Miro and Adobe XD for the design stuff

### Would You Consider this Stage “Unique” to this Project?

Ethan:

And then would you consider this development stage to be unique to this project?

P4:

no, we usually this would be the same for every project. Anything.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Missing

## Stage - 3.1.1 Backend Setup

### Describe the Beginning of this Stage?

Ethan:

Yeah, from the back-end setup stage. Can you describe what happens at the start of this stage, please?

P4:

Usually here we would kind of I would usually start with a just a Google spreadsheet kind of thing and kind of [pause] just to get an idea of what kind of fields we would need for the content. Once that's done usually, then I would kind of export that database, we call it a database then, but export that from google spreadsheets just as a CSV file and import it into the MySQL database. Just to get the initial setup done […] Oh, well. Well, that's the back end kind of set up [really?]

### Describe What Occurs During this Stage?

Ethan:

[…]Are there any other tasks that occurred during this back end setup stage?

P4:

No, that would that would probably be they would probably be kind of. Actually thinking about it now, probably in between the back end and Web server setup, they'll be like the my local environment setup. Yeah, kind of thing. I would kind of set everything everything up locally. And then then we would move it live onto the web server, but no for the for the back end, no, that would be it kind of spreadsheet to database.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

UM. And then how would you know that this back end setup stage is complete?

P4:

Uh, usually just a time frame. Kind of a, uh. Like you, usually I just kind of when we start the development phase, I throw together a spreadsheet and give it kind of a a week or week or so for people to put just throw stuff in that they think might be needed. Once that's done, I would then just. create, create the kind of database and proceed with the next step kind of thing.

### From Noho, who is involved in this stage?

Ethan:

OK. And then from Noho, who's who's involved in this stage?

P4:

For the the the setup of my for the setup itself just me and then for content would be whoever else is involved in the project.

### From the Client side, who is involved in this stage?

Ethan:

Then is the client involved in this stage at all.

P4:

Yes, some sometimes we would us[ually], we would share the spreadsheet with them for them to add stuff in that we might not think of.

Ethan:

Yeah. And do you know who that would be?

P4:

No, I wouldn't wouldn’t be 100% sure on who, who was shared with.

Ethan:

Just client in general they.

P4:

Just yeah. Would it be just a link provided to the client. Kind of just an open link for them to for anyone on the the client side to look at it as well.

### Can You Describe the Tools You Used During this Stage?

Ethan:

OK. And then can you describe the tools you used during this stage, what you used them for and why?

P4:

Uh Google spreadsheets, just for the collecting of, data and fields and then PHP my admin for importing the CSV file and setting up the database.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

OK. And would you consider this stage to be unique to this project at all?

P4:

No, we do this stage for, for for most projects.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And then is there any additional collaboration between yourself and the client that you haven't mentioned yet? That you can remember.

P4:

No, not that I can remember.

## Stage 3.1.2 Webserver and Domain

### Describe the Beginning of this Stage?

Ethan:

So if we move on to the web server and domain one, then could you describe what happened at the beginning of this stage for me?

P4:

Yeah. So once the once the clients decided on the, they confirm the domain we want to use, usually we'll we'll purchase that and then set up a new web server for it and this case for the server we use digital ocean. so we have our own kind of Linux Ubuntu based web server in the cloud that we can have configure and set up for how we want it.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occur during this stage?

P4:

No, I don't. I don't think so. Not that, not That I can think.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

Of OK. And how do you know that this stage is complete?

P4:

Once the server is kind of once the server is live and we've tested the. What you call it? The one like the SSL HTTPS cert. Once all that's working kind of thing that people are if someone types in HTTP they get redirected to the HTTP S secure that that one which at times can it can take a day sometimes for it to go through for DNS records to update and stuff so.

### From Noho, who is involved in this stage?

Ethan:

And then from Noho, who's involved in this stage?

P4:

But just just me.

### From the Client side, who is involved in this stage?

Ethan:

And is the client involved in this stage and well, if they are, then who? If you can remember like names or anything or job titles.

P4:

No, for this project, no.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe any tools you use during the stage? What you use them for and why?

P4:

The domain domain provider and say digital ocean [for the server?]

Ethan:

OK, sorry the domain provider so where you get the domain from, did you say?

P4:

Yeah. Yeah. The kind of company you used to get the domain kind of thing.

Ethan:

Yeah. OK. OK. OK. Just the domain provider and digital ocean.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project? If so, how so?

P4:

Nope.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

I can't remember now. You said you know, you said that the client wasn't involved in this stage, right?

P4:

Yeah, they weren't, yeah.

Ethan:

They weren't, OK.

P4:

Yeah. No, they weren't involved. Once the name was decided on, we they didn't need to be involved at that stage.

Ethan:

They weren't, OK. So just so there, the only real collaboration was deciding on the name.

P4:

Yeah

## Stage 3.1.3 - Website

### Describe the Beginning of this Stage?

Ethan:

Could you describe the beginning of this stage for me?

P4:

Uh usually here, it would have been depending on if we were doing WordPress or the static framework, in this case, it was just a static site, Uh, I just started putting together a basic kind of, basic design using the kind of the provided tools that the framework kind of gives us. So just the that [now not] navigation, kind of container layouts and the pages is required. That would be it for the website part of it. Then I'll just and then just uploading it all to the server.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occurred during the website stage or you covered pretty much the lot?

P4:

No, I think. I think that was it, like there would have been. There would have been some kind of decisions on depending on the content if we were going to use a third party for streaming like video or audio or that kind of thing. But outside of that, no, I think. That would have been that stage of it. Just setting up the basic kind of framework for the website.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And then how do you know that the website stage is complete?

P4:

Just once, the once the pages were kind of that we were doing were built and there was up up online.

Ethan:

OK, so it's just, it’s done basically, it's online for whoever wants it?

Ethan:

P4:

Yeah, once it's up kind of just the basic frameworks done then.

### From Noho, who is involved in this stage?

Ethan:

And from Noho, who's usually involved in this stage?

P4:

The the building of it myself and [pause] And then whoever's providing kind of [pauses] Myself and [Managing / Creative Director] probably may need for for this it would have.

Ethan:

OK. So just you and [Managing / Creative Director] for the website stage.

P4:

Yeah. For this initial kind of development stage of the website would be myself and [Managing / Creative Director]. I would have been doing the kind of the website framework, while he would have been kind of just getting the getting the the the video kind of placeholders set up, I think we used Vimeo for this one so he was just kind of just throwing up a basic video just so that we have the the unique Vimeo link to it that that he can just update that when it's when he needs to that I don't have to touch anything on the website.

### From the Client side, who is involved in this stage?

Ethan:

And then from the client side, who's involved at this stage?

P4:

No one would been involved at this stage

Ethan:

No one involved, ok. so it's just you and [Managing / Creative Director], basically […]

### Can You Describe the Tools You Used During this Stage?

Ethan:

[…] can you describe the tools you used during this stage and what you used them for and why?

P4:

Uh would have been uh VS code and notepad++ for the coding building, vimeo for the videos and then as well, kind of the, the [file] FTP Which files that are just for uploading the content to the live site.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

And then would you consider, this stage, to be unique to this project.

P4:

[Longer pause and thinking] No, this would Be similar to similar to other projects, OK.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And you said the client was involved, wasn't involved, but was there any collaboration between yourself and, well, then no one's involved. I guess there wasn't then any. Any collaborations between you and the client?

P4:

Yeah. No, no client involved here.

## Stage 3.1.4 - Timeline

### Describe the Beginning of this Stage?

Ethan:

So for the timeline stage, could you describe what happens at the beginning of this stage for me?

P4:

So the timeline stuff is kind of our own little kind of program. I don't know what you call it? Program site kind of thing we built so we have kind of we have different options to choose from here, be it is is it? Is it a timeline? What kind of maps we need, if it even needs a timeline, that kind of thing. It's general kind of design layout. We would pick pick one of those, or just use our default one. I'd get that set up. Get the that that, this would tie into the back, that the timeline will tie into the back end kind of set up as well for the database.

### Describe What Occurs During this Stage?

Ethan:

And were there any other tasks that occurred during the timeline stage?

P4:

Once the def[...] I can add to this or So what. Once the initial timeline was set up, we then had a kind of there were then, being a kind of a design design pass on it, you would just kind of use a use a basic one. [Saying?] there will probably then be a kind of content pass on it as well.

Ethan:

So the main so you've got extra task [unsure] the design pass and the content pass OK. Could you quickly describe that to me? So what are the design pass and the content pass are?

P4:

So the kind of the the design pass kind of. It would also kind of fall under the under the web design part of it in stage two so that we would kind of we would we would mirror whatever kind of colour colours and.

Ethan:

Ohh well, literally literally that designing thing. OK, OK.

P4:

We have used on yeah. So it's it's kind of kind of falls under the same thing. It's I'm not too sure where I'm gonna where to place stuff, but yeah. So we could have just copied the same main colour, colours and stuff from what was decided on for Seeing Seeing Ireland over to the timeline stuff, obviously, that that would that would follow that would probably follow under the web design part there we could have the main website design and then there be the time [laugh]s timeline design, so I'm not sure where to where to place stuff.

P4:

Ethan:

OK. And then the content pass is just the same thing, but for content it sounds like?

P4:

Yeah. So that'll be adding adding content to it kind of thing that would have been. In the original setup, we'll just be kind of I make a couple of hot spots or that kind of stuff and just Lorem Ipsum [in] it.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

Makes sense then. So how do you know that this timeline stage is complete?

P4:

Once the [pause] once kind of [pause] once it's up online and the kind of the login systems working, then we would kind of we would park that and move on to something [else] another part of the project.

### From Noho, who is involved in this stage?

Ethan:

And from Noho, who's involved in this timeline stage?

P4:

This timeline stage would be myself and [Managing / Creative Director].

Ethan:

Yourself and [Managing / Creative Director], okay

### From the Client side, who is involved in this stage?

Ethan:

And from the client who's involved at this timeline stage.

P4:

We invited actually just logged in and checked it there. [Trinity College Doctor, Department of the History of Art and Architecture] at that stage. For adding content, he was invited to [pause] he was able to log in and start adding hotspots and editing editing stuff.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe the tools you used during the timeline stage and what you use them for and why?

P4:

Uhh Visual Studio code, notepad++ and Wamp just for [unfinished] Leaflet as well and map box. Yeah. So just the coding stuff, Notepad++, Visual Studio and then. Design stuff would have been. Map Map box where you customise the kind of maps we were using.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project at all?

P4:

No, done done on this stage [on] a few other projects.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And can you just describe that collaboration you had between yourself, [Managing / Creative Director] and [Trinity College Doctor, Department of the History of Art and Architecture]?

P4:

So once we were all kind of set up, we we, I think [Managing / Creative Director] would have added [Trinity College Doctor, Department of the History of Art and Architecture]

as an admin user to the kind of the back… to the database and the In the in the kind of manager side of the timeline he he would have got a confirmation e-mail and simple guide on how to kind of.

Ethan:

OK. So was that all the collaboration? Was there anything else you can remember just to double check before we?

P4:

Yeah, the entire timeline. No, I think that I think that was it.

## Stage 3.2.1 – Web Design

### Describe the Beginning of this Stage?

Ethan:

Could you describe to me what happens at the beginning of the web design stage please?

P4:

So web web design for us would have been [Digital Creative Manager] she would have designed up that [pause] that's kind of the for this one obviously kind of a colour and then a colour chart of what we were going for and then built out kind of the design for each each page of the website, the timeline and whatever GUI elements we were using in the in the 3D part of it.

### Describe What Occurs During this Stage?

Ethan:

And were there any other tasks that occurred, during this stage.?

P4:

For me, no […] Well, well, well, once the web design part was done, that would have been shared with the client. Any tweaks and then that would have been handed off to me, so then I would, I would have applied the design there in that, kind of, stage 2.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And can you describe how you know that the web design stage is complete?

P4:

Uh. Once the client signed off and then, the designs been implemented. Usually usually. Usually we would. Usually we would do it in stages. We would do kind of. In this case we would have done the the website first, then that would have been kind of reviewed then the timeline and then the the 3D part of it kind of thing, usually would have. We probably would have done them in steps, kind of reviewing stuff.

### From Noho, who is involved in this stage?

Ethan:

OK. And then from Noho, who's involved in this stage, you mentioned yourself and [Digital Creative Manager], Was anyone else involved?

P4:

No, we would have been the main people involved in.

Ethan:

Just you two working out, OK.

P4:

yeah.

### From the Client side, who is involved in this stage?

Ethan:

And from the client side, who would have been involved in this stage? If you can remember.

P4:

I wouldn't be too sure who would have been involved. Obviously the the design would have been shared with them for them to kind of sign off on and once they were happy with it then we would have started.

### Can You Describe the Tools You Used During this Stage?

Ethan:

And then can you describe the tools you used during this stage, what you use, them for and why?

P4:

For me, it would have been the same Visual Studio notepad. Uh Adobe XD and Miro.

Ethan:

Yeah. Is that notepad++ or just regular notepad?

P4:

Yeah. No. Yeah, notepad, notepad++.

Ethan:

Plus plus. OK. Remember you mentioned it last time you did notepad++. I want to make sure it was the same thing. So it was just those then, right?

P4:

Yeah, for for me, I I'm not too sure on [Digital Creative Manager] on what if she uses Photoshop or anything like that before bringing it into Miro or Adobe XD and so I'm not too sure.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

So did you have ny collaboration with the client yourself? I think you said…

P4:

No, I don't think.

## Stage 3.3.1 – 3D Work

### Describe the Beginning of this Stage?

Ethan:

[…] So for the 3D work, can you describe to me what happens at the beginning of this stage?

P4:

So for this [pause], I think, Obviously, once the 3D model has been built, it will be given to me I would then import it into whatever scene I have set up from Babylon.

Ethan:

The what, sorry? scene?

P4:

That kind of Uh, whoever in the office was working on the kind of the the 3D model. Once that was done, that will be given to me and then I would kind of add it in to the kind of the Babylon scene,

Ethan:

But I wasn't familiar with the term scene, quite just wanted to double check.

Ethan:

P4:

Yeah, no. Yeah. Scene is usually the I think the word they.

Ethan:

OK, yeah. You said it just went into the Babylon editor, right? Just to double check.

P4:

Yeah, you. Yeah. Kind of, what once the model was built it would do kind of we do the Babylon editor, Babylon sandbox kind of to see how it's looking and then bring it into the actual website kind of thing.

### Describe What Occurs During this Stage?

Ethan:

And could you describe any other tasks that occurred during this stage?

P4:

Once we know the 3D model is working then we kind of I would go around placing hotspots or navigation markers within kind of within the babylon kind of code within the scene, that kind of thing. And then he just setting up kind of camera movements and what happens when you click on one of the elements, that kind of thing.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And how do you know that this 3D work stage is complete?

P4:

Just that the main kind of functionality is working as we kind of expect it to.

Ethan:

Yeah. So it's like, [unintelligible] , the functionality has been implemented and it's working.

P4:

Yeah, it's kind of like. kind of just troubleshooted that it's kind of it's working for us, it's working in different browsers. Kind of, It's just just the general kind of, how we think it should work works, kind of thing [laughs].

Ethan:

Yeah, ok, so functionality exists, but the functionality is existing, basically. Cool.

### From Noho, who is involved in this stage?

Ethan:

Then from Noho, who's usually involved in the 3D work stage?

P4:

That would be [3D Artist] and. For this one mainly [3D Artist] it was.

Ethan:

Just [3D Artist], OK.

P4:

For like he, he built the 3D model and then he gave it to me and I kinda that way.

Ethan:

OK. So just yourself and [3D Artist] for this one from the yeah[...]

P4:

Yeah

### From the Client side, who is involved in this stage?

Ethan:

[…] and who's from the client is involved in this stage if they are?

P4:

Don't [think?] anyone be involved in this stage. Uh. Like obviously the the model would have been shared with them. Kind of, yeah. How it was looking. But for the actual implementation part of it [pause] No, no client was involved, kinda thing.

### Can You Describe the Tools You Used During this Stage?

Ethan:

And then can you describe any tools you used during this stage, what you used them for and why? you mentioned Babylon editor and the playground?

P4:

Yeah, Babylon editor, Babylon sandbox. Yeah. Then Visual Studio, Notepad++ and uh [pause] [3D Artist] would have been using unity and three, three. Three Max 3DS Max [assistance from Ethan identifying the software], He'd have been using that, yeah.

Ethan:

Unity, 3DS Max and then, Notepad++, VS code, and the Babylon stuff you said, right?

P4:

Yeah

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No, no, we no, we usually done it before. Yeah.

Ethan:

done it before

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And you said there wasn't any collaboration between yourself and the client, in this stage?

P4:

no, no.

## Stage 3.3.2 – Optimisation

### Describe the Beginning of this Stage?

P4:

Yeah. So yeah, once it's all working, we then kind of do an optimization pass on it. Usually [3D Artist] would bring it back in and kind of clean up the model as best he can, and we'd run it through. Uh, it's called Draco compression, just to kind of compress down the model as best we can and uh implement the design elements for the GUI, kind of thing.

Ethan:

Yeah. So that was the beginning of the stage, taking into, just doing this optimization path, just the beginning of the optimization stage, right? Just so I'm understanding. So you ran it through Draco...

P4:

Yeah. So once it's kind of once it's all once it was kind of the 3D work was done. We would then kind of take the model back and run it through kind of compression algorithms and see, just see what optimization we can do for it just to compress it down as best we can.

### Describe What Occurs During this Stage?

Ethan:

OK. Are there any other tasks that occur?

Ethan:

During this stage.

P4:

Not that I can remember.

Ethan:

It's just running it through the various algorithms to see what you can get, by the sound of it?

P4:

Yeah, just kind of, just going through kind of running it through the compression, then putting it back into our code to see does it look OK as it being compressed too much that that kind of thing has it completely broken just kind of back and forth that way.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

Then how do you know that this?

Ethan:

Stage is complete.

P4:

Once we have it kind of looking the same as kind of the uncompressed model, then we say, yeah, we're we're happy with that kind of thing.

### From Noho, who is involved in this stage?

Ethan:

Then from Noho, who's involved in this optimization stage?

P4:

Myself and [3D Artist] again.

### Client Stage

Ethan:

[…] who from the client side is involved in this stage, that one?

P4:

No one

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe the tools you used during the stage and then what you use them for and why? I think you mentioned the DRACO compression.

P4:

Draco compression through...

Ethan:

Is that a PC software or...?

P4:

You either do it, you either do it through the command line. Or I think you could or 3DS Max, I think.

Ethan:

So you've used 3DS, sorry

P4:

Not 100% sure. Yes, I'm I'm not 100% sure that was kind of the compression part was gonna on [3D Artist] kind of I I had like I can do some of it in command line. But there's also kind of, I think 3DS Max has kind of a plug in for it or something.

Ethan:

OK, so the command line in, what, sorry?

P4:

Like with like Windows Command line, kind of.

Ethan:

Oh, Windows command line. OK. And that's right. OK. OK. OK. Didnt know you could do that. That's cool. So the Draco compression is just an algorithm, or is that a…

P4:

yeah. Algorithm for it I think.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Uh, would you consider this stage to be unique to this project, like in the way it doesn't happen for other projects?

P4:

No, not this wouldn't have been the first one. We've done it for.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And then you said the client wasn't involved in this stage, right?

P4:

Yep

Ethan:

So you wouldn't have had any collaboration between yourself and the client then?

P4:

No, no, this is just kind of all just internal, getting it.

Ethan:

Internal, OK

P4:

Yup

Ethan:

OK, cool

## Stage 3.3.3 - Design

### Describe the Beginning of this Stage?

Ethan:

So could you just describe to me what happens at the start of this phase?

P4:

So this will be just kind of taking the work that's already that was done and kind of the step step 2. Applying the kind of design elements to the 3D GUI kind of graphical user interface, that kind of thing, just what, whatever icons we're using for navigation markers, hot spots and then kind of whatever pop-ups. Kind of, just that kind of applying that design to it.

Ethan:

OK, apply. So applying the design from Step 2 into...

P4:

Into kind of the.

Ethan

The 3D environment

P4:

GUI kind of stuff, the actual like the model and stuff I I have no part in that, OK.

Ethan:

Can you just?

P4:

[Unintelligible] The GUI elements.

Ethan:

OK. So just. Yeah, you said it makes it OK. That makes sense. I just want to double check I understood this. Step 2 assets into step three, kind of.

P4:

Yeah

Ethan:

Yeah. OK. Just making sure I understand.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occur during this design stage?

P4:

[Pause] No, I don't. I don't. I don't think so.

Ethan:

It's just applying in the design basically.

P4:

Applying the design there might, so sometimes kind of after we apply it, we just [see?] things don't work. And we kind of go back and change stuff, but I can't remember if it happened here.

Ethan:

OK. But you, yes, you applied the design and you said if it Doesn't work then, you'd have several like passes. I guess that's what.

P4:

Yeah, we could have tasks kind of like it will be. It will be sent back, to kind of that's kind of. This this colour doesn't work because it just it blends into the walls too much. So go back and change it to that. That kind of thing or something.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

How do you know that this design stage is complete?

P4:

I guess just once [unintelligible] Every, every just I'm not too sure what's kind of once I think it's done, then kind of people check it. [fumbling a bit] Not too, not too sure.

Ethan:

So it's you're saying it's sort of like your call then people check

P4:

Once, yeah, once, once. I think once I think it's done, it's gonna. I then kind of send it back to the kind of design people to kind of look over the site and see if things are working correctly.

Ethan:

OK, cool. So it's your call.

### From Noho, who is involved in this stage?

Ethan:

And then from Noho who's involved in the design stage.

P4:

It would usually just be me in so if it has to go back, be [Digital Creative Manager] again just to kind of, relook at things.

### From the Client side, who is involved in this stage?

Ethan:

And then is the who from the client side is involved in is involved in this stage.

P4:

Once it's finished, probably not. Probably no one again.

Ethan:

No one again, that's another internal job.

P4:

Yeah, be more kind of internal. They would have they would have seen the kind of in the stage two the web design part. It would have been shared with them so they kind of would have seen and like kind of how things should should look kind of thing.

Ethan:

OK, so don't have to see anything in this stage, for the time being, OK.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe the tools that you used during this stage and then what you used them for and why?

P4:

I just VS code and [pause] [Got some - unsure] VS code notepad++, Miro and Adobe, XD kind of thing.

Ethan:

OK, and why VS code and notepad++ that you said that was just part of your software, your stack of software, right?

P4:

That's just part of art of my stuff that I I kind of use I kind of swap I just swap.

Ethan:

OK, so that's your preference basically.

P4:

Swap between the my preference. Yeah, OK.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

And would you consider this stage to be unique to this project?

P4:

No

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And you said there was no collaboration between yourself and the client during this stage?

P4:

Yeah, I don't don't think there would have been.

## Stage 4 – Adding Content

### Describe the Beginning of this Stage?

Ethan:

OK, so that's that section. The 3D work done. So if we jump into the adding content section next, yeah, and you can probably guess my first question, Yep, what happens at the beginning of this adding content stage?

P4:

So this would have been, I'm not too sure, to be honest. Usually I'm not kind of not too involved in the adding of the content. […] It's usually whatever assets have been gathered from the kind of design and whatever other people have, whatever research they've done, they would all be kind of uploaded to the content management system and then depending on what's been added to the the spreadsheet that was used in step one that I'm used to kind of import that and kind of set that up for the hotspots kind of thing. Just to have the the initial kind of content and then people would start editing and adding images, videos, whatever was required.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occur during this stage?

Ethan:

P4:

Not that I can remember.

Ethan:

It's just adding adding stuff.

P4:

Yeah, just just copy and pasting in, yeah pretty much, just copy and paste it and blocks the text kind of to a content management system that that that would have been it.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And then how do you know that this stage is complete?

P4:

Just once, once they had kind of finished with the existing content from the spreadsheet and that kind of would have been it.

Ethan:

OK. Sorry, taking content from the spreadsheet and just copying it into the CMS, just so I'm understanding.

P4:

Yeah, kind of everything [like just edge?]

Ethan

So once that spreadsheet is empty then the stage is done basically, or once that spreadsheet has been transferred over my understanding.

P4:

Yeah, that that once kind of one. Once all the placeholder stuff has been replaced with actual content. OK, then it would be finished kind of thing.

### From Noho, who is involved in this stage?

Ethan:

And then from Noho, who's usually involved in this stage or who was involved in this stage?

P4:

[Managing / Creative Director] uhh [Digital Creative Manager] and myself and [Writer] maybe.

### From the Client side, who is involved in this stage?

Ethan:

And do you know who from the client side was would have been involved in this stage?

P4:

I couldn't tell you who would have been involved in it. Ohh, but [Trinity College Doctor, Department of the History of Art and Architecture] might have been […] We we had, we had him added to, we had his he was added to the kind of content management system as a as a user, so he might have been involved editing editing stuff for adding posts, but I'm not 100% sure.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe any tools you use during this stage and then what you use them for and why you use them?

P4:

This just just our own kind of custom content management system. Whatever you whatever I've built.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No

Ethan:

No, OK. you had this sort of management systems before, but you you're saying, yeah, yeah.

P4:

Yeah, yeah. Like we we built, we built our own custom one [ages go] kind of thing. So we just reuse that for all, all the projects that need it.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And was there any collaboration between yourself and the client during this stage?

P4:

My myself no, like I said, I'm not too sure.

P4:

Ethan:

You didn't have any, but you think they were still like, dipping in and out.

P4:

They would have been they. They might have been adding stuff to it, but I'm not too sure, OK.

## Stage 5 – Live Testing / Responsive Testing

### Describe the Beginning of this Stage?

Ethan:

Could you tell me what happens at the beginning of this stage, please?

P4:

Here we would then kind of with everything up online, we would then share the link with the client, kind of internally in the office with everyone and that would kind of just for them to go and check it out kind of thing. To get any kind of just to get any feedback, see how it's looking on looking and performing on different devices, to see if we need to go back and look at anything.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occur during this stage that you haven't mentioned yet?

P4:

If thing well, I can't remember if things weren't working, we would have kind of went back and it could have been back to the optimization stage or the design stage kind of thing to make tweaks, but I just can't remember if if anything was done.

Ethan:

So you said, yeah, but that's what if something had to change. That's what would have happened. You sort of loop back around you said.

P4:

Yeah, we would kind of look back to the design 3D work or kind of any kind of the web website or timeline that kind of.

Ethan:

OK. That makes sense. So it's just all jumping like I say, looping back around, if anything needs to change, OK.

P4:

P4:

Yeah, you know. Yeah, cause we're we're we're testing on whatever hardware we have, but someone tries opening it on an Apple Smart Watch and Like that, that kind of thing [laughs].

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

OK, so how do you know that the the stage is complete?

P4:

Once we've kind of troubleshooted any bugs that may have come up then we've kind of we'll like it will be shared with the client as well, so if they're, if they're happy with it, then we would kind of say, OK, it's kind of good, good to go kind of thing.

### From Noho, who is involved in this stage?

Ethan:

And then from Noho who's involved in this stage?

P4:

Pretty much everyone kind of thing.

Ethan:

Everyone, yeah. Yeah, because everyone gets the link you said, right?

P4:

Yeah, pretty much. We send out the link to kind of everyone like like share it with people. We know that kind of thing just to kind of get initial feedback and see how things just to know how things are working and if someone is still using Internet Explorer, what happens?

### From the Client side, who is involved in this stage?

Ethan:

OK, so from the client side, who's involved in this stage, To the best of your knowledge?

P4:

Would be, would be everyone kind of thing, so it would have been shared with like kind of the client and they're free to share it with anyone else. That kind of thing, so.

P4:

Ethan:

OK. So just the client umbrella sorta, I think everyone you said gets it right.

P4:

Yeah. Yeah, pretty much everyone gets the link. Kind of.

### Can You Describe the Tools You Used During this Stage?

Ethan:

So can you describe any tools you use during this stage and what you use them for and why?

P4:

But I mean just different different web browsers, different phones, tablets that, that kind of thing.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

And would you consider this stage to be unique to this project?

P4:

No

Ethan:

OK. So you you, like you said, you've this isnt the first thing that the stress test a website basically, right?

P4:

Yeah

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And can you describe any collaboration between yourself and the client during this stage? You said like a link would be shared around. Is there anything else that you would do with the client or?

P4:

No, not no, not for this one. I don't think.

Ethan:

So just just just here's a link, have fun, sort of situation

P4:

Yeah. See, [he?] see how it looks. I'm trying to remember if this one had. [pause] I just can't. I can't remember this if if we […], sometimes [pause] actually need to check actually check the site itself to see my jog, jog my memory, if we did. [laughs] [looking for something] Do we? Let's see. Interactive map. No, for for this one, no.

Ethan:

You have no collaboration.

P4:

No, no, no. Collaboration. this one no.

## Stage 6 - SEO / Resource / Server Allocation

### Describe the Beginning of this Stage?

Ethan:

Could you describe to me what happens at the beginning of this stage.

P4:

So yeah, that's [adding to Miro] Ohh there I'll just add in SEO as well. Yeah. So once, so if the the live tests and all that passes, we're happy with that we then move on to kind of setting up Google Analytics, kind of keyword site description. All that kind of stuff we need for the site to start showing up then in um like Google search, all that kind of thing we start, we take off all the I start removing all the kind of the robot text files I have so that the the site can start being being indexed. And then, depending on how the testing went, and how, we would then usually see if we need to bump up what kind of server package we're using and kind of, based on feedback from the client, if they like if they're doing a big launch for it, we would usually bump up the kind of [pause] yeah, just increased kind of the the increase the resources that we have on the server, just extra extra RAM just to handle the initial kind of hit of people.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occurred during this stage that you haven't mentiond?

P4:

no, not not that I can not that I can think of.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

How do you know that the SEO resource allocation stage is complete?

P4:

Pretty much what once, once that once Google confirms the sites being indexed for us, that's kind of, that that we get our we're kind of we're ready to go kind of thing and.

Ethan:

So so when you say you're ready go, You're ready to push it live?

P4:

Well, yeah. Well, it's it. It. It's already live. So it's kind of decides ready to kind of it's ready, ready to be shipped. Like it's kind of given to the client then to say when you're ready to share it with the general public, it's it's up to you kinda thing.

Ethan:

OK, so just so I’m understand, I think I misunderstood something. So let's say just complete when Google says sorry what? Sorry.

P4:

So yeah, so come so usually we would use Google Analytics for it. Usually once the site is starting to be indexed, there's like that kind of hits are showing up in Google that it showed that.

Ethan

What do you mean by indexed? I'm not quite, I'm not much of a web person.

P4:

So you kind of a like, yeah, I'm trying to think how to. So usually you so you would kind of go into Google Analytics set, give it your site, take the code that Google gives you, put that in all the pages you want to show up and take a take a couple of days for that to kind of be kind of confirmed. And then once we once I start going to the site, then I see in Google Analytics that, oh Yep, we're getting people from people are clicking on the link, people are finding it's being found in if I type into Google search, See Seeing Ireland, whatever and it's showing up there then. OK, we're yeah, that's kind of.

Ethan:

So Google has put the website up, for lack of a better term?

P4:

Yeah, they, they, they, they've kind of they, they've like they've indexed it within their kind of, What? What? What? what word do you kind of search engines been indexed there? That if people start searching for it, it would show up

Ethan:

It shows up OK. That makes sense. now. sory, I'm not much for Webby person, so.

P4:

OK, Yeah. So I'm I'm horrible with terminology and. [laughs]

Ethan:

That's fine. It makes complete sense. So it's just it's on Google, basically.

P4:

Yeah. Once we kind of get there.

Ethan:

Whoever is it, whoever at Google has done their job?

P4:

Yeah, once the whatever robot they're using, whatever AI thing that that says, yeah, things are...

Ethan

The poor person. Just pressing enter. Yeah, OK.

### From Noho, who is involved in this stage?

Ethan:

[…] So from Noho, who's involved in this stage?

P4:

Just me [I] think.

### From the Client side, who is involved in this stage?

Ethan:

[…] So is anyone from the client side involved in this stage?

P4:

Yes, usually I would ask them for kind of uh purchase the the SEO stuff so like list of…

P4:

Ethan:

So can you repeat that for me a second? Didn't quite catch the start.

P4:

Yeah. So the the uh usually I would ask the client for kind of to help with the the like SEO, so search search engine optimization which will be kind of a so the the, the the title of the site. So Seeing Ireland a description of it which I think is up to 100 [thinking] 150 words, I think. And then key keywords as well So stuff that could have help it show up, same kind of if there's any, I'm not sure if there was any Twitter or Facebook or social media stuff for this site, I can't remember. But like just kind of the get, get stuff kind of prepared for it. So I would ask the client for that.

Ethan:

And do you know who that would have been?

P4:

I'm not not too sure.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe any of the tools you use during this stage and why and how you use them?

P4:

Yeah. Let's see. Yeah. So it would have been Google Analytics. Uh, Digital ocean for our server just to kind of monitor stuff or to the resource allocation that part. Yeah, that that would’ve been it. And then just whatever visual code or notepad++ just to kind of add in whatever kind of keywords, metadata, that kind of stuff.

Ethan:

OK, so your usual stack, Digital Ocean and Google Analytics. OK, cool.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

OK, OK. And I think you've covered your collaboration already, but was there any other like collaboration between yourself and the client?

P4:

Not that I can remember.

## Stage 7 - Live

### Describe the Beginning of this Stage?

Ethan:

Can you describe what happens at the beginning of this stage?

P4:

So well, once kind of [pause] Once all the kind of the SEO, all that we could have confirmed that it's kind of, It it it's live, so it's kind of, it's kind of out of my hands then it's kind of on to the client to kind of if they're doing a proper launch for it or, if they're, I'm not, I wouldn't be 100% sure what kind of, Goes on at this stage of this kind of thing.

Ethan:

We can run through. We'll try and answer what we can cause. Yeah, like you said, is out of your hands. Or if if there's anything you can, think of that you know, that'd be great.

P4:

I'm gonna. Yeah, well, usually, yeah. So.

Ethan:

Sorry, so the beginning of this, the beginning of the stage was so it's out of your hands so [Is more defined?]

P4:

We would confirm that, yeah, it's kind of everything's given to the client. Yeah, this one for this one. We kept everything in our servers so we didn't have to send like we would have. We probably would have given them a backup of all the code, just in case, kind of, our our building blew up and all our computers, died or whatever. That kind of that kind of thing and like they would like we, in case yeah.

Ethan:

So sounds like it's just like a delivery stage. You give them what they want I guess? what they asked for? Does that make sense?

Ethan:

P4:

Kinda thing

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occurred during this stage that you know of?

P4:

Uh for this one. So with that, so got going live would have been kind of a a launch. I think there was a launch for it. I can't remember. But it would have been just me pretty much looking at a screen kind of looking at digital ocean just to see kind of the resource, how the kind of < Ethan: Confirming [unsure]> what's being used kind of thing,

Ethan:

So kind of just managing the back end of the launch is what you're.

P4:

I kind of, yeah. Kind of just. Yeah, the, like, all like the size monitoring main. Like that kind of stuff and[kind of a mess, main point here is “monitoring”]

Ethan:

OK.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And how do you know that this stage is completed?

P4:

Uh, probably. After the first week.

Ethan:

OK, so you give it a timeline?

P4:

Based on, kind of. Yeah, kind of based on kind of if things are dropping off and it's going to, we're seeing kind of a stable kind of, it's getting so many hits a day. It's not kind of peaking or going down once we kind of we see that we then kind of readjust the kind of the kind of memory allocation for the what, what the servers use and kind of we scale it back and and then usually share share whatever kind of if if the client wants the Google Analytics, we kind of share that with them that they can kind of log in and check it Or just give them or give them a report that kind of thing.

### From Noho, who is involved in this stage?

Ethan:

And from Noho, who's involved in this stage?

P4:

Just just me, it would be.

### From the Client side, who is involved in this stage?

Ethan:

[…] who from the client would be involved in this stage?

P4:

I don't don't think anyone would be involved, well, kind of no, no one and everyone [can can – start of kind] kind of thing.

Ethan:

I think I I think I understand what you mean. You mentioned a launch, so the client would obviously be involved, in the launch, yeah, but it's not like you're working with the client at the launch, right? If I’m understanding correctly?

P4:

Yeah, I wouldn't. Yeah, I would. I wouldn't be there kind of in the room with them kind of thing. I'd be. I would have been sitting at home on a computer kind of thing. Just keep an eye.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe any tools you used during this stage and then what and why you use them?

P4:

It would have been just digital ocean, just to kind of they they have kind of a [pause] I'm not sure what, what, what they call like they have, like, a monitoring section on their site that you can keep an eye on your servers to see you kind of if you're coming close to kind of like like 100% load on them or anything and you can just quickly Give give it more resources kind of thing if you need to. So I would Just keep keep an eye on that.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No, not not this one wouldn't. What? It wasn't the first time we had to do it.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

And was there any collaboration between yourself and the client during this stage or was it like, you said sorta like?

P4:

Yeah, I don't. I don't think so. I don't think there was any.

## Stage 8 – Monitoring / Server maintenance / analytics

### Describe the Beginning of this Stage?

Ethan:

So for this monitoring server maintenance analytics stage could you describe to me what happens at the beginning of this stage?

P4:

So yeah, so after after the after the first week or two, we kind of go back and check the kind of I can go and check the report of the site from Digital Ocean to see how it kind of just to see how the resources are being used if do we need to keep it on the current package or can we scale it back down so I think that, yeah, this one, we just scale it back down to just their just their their basic package kind of thing and.

Ethan:

So that what happens once it's settled down, so to speak?

P4:

Yeah, pretty much. Once it's settled down, we kind of judge what kind of what level of resources it needs and we adjust from there kind of thing.

### Describe What Occurs During this Stage?

Ethan:

Are there any other tasks that occur during this stage?

P4:

No. So like say it's just in kind of [pause] Once it was working, it was kind of in just maintenance that I just make sure it it stays working kind of thing. It stays live and.

Ethan:

Yeah. So it's like, uh, an ongoing sort of stage.

P4:

Kind of, yeah. It's kind of, yeah, it's ongoing. It's kind of a I I keep an eye on the server, I I would, Do kind of I would restart the server every end of every month kind of thing. I just do a kind of full shut down and restart it like 2-3 in the morning when hopefully no one would be using the sites or anything. Do a restart do a do an upgrade on the server just like apply any security patches, that kind of thing. At that stage is an an ongoing thing and [In it - unsure] and see if the client asks for any Google Analytics to kind of I just download the report and send it to them or I think they could. They could be on the thing already I can't. I'm not too sure.

### Describe what this stage ends with / how you know this stage is completed?

Ethan:

And then I'm not sure how whatever this question is because you said it's ongoing but how would you say this stage is? Can you describe how the stage would be complete as best you can or does it not really have a complete.

P4:

Wouldn't like, It wouldn't really. Yeah.

Ethan:

My understanding is if it's ongoing, he doesn't really finish.

P4:

It's kind of like, yeah, it's kind of an ongoing like I think we have an ongoing maintenance contract kind of thing to keep the site [pause]

Ethan:

OK. So yeah, it just doesn't have a...

P4:

Working kind of thing is like I I think someone, someone in the office will usually, kind of, every couple of months just kind of run through all our websites, make sure they're still, were were still working kind of thing, that's.

Ethan:

OK,OK, there's no real end is what we've.

P4:

Yeah. No, like, that's no no end here. So like, unless the client asks for they unless they want to take over kind of The SeeingIreland.IE domain. Yeah, I would. I would transfer that to them. And what whatever code and then that will begin at the end of it for us. But at the moment it's kind of just under maintenance kind of thing, just for keeping it going.

### From Noho, who is involved in this stage?

Ethan:

And then from Noho, who's usually involved in this stage.

P4:

Usually be Me and then [Digital Creative Manager] every now and then will kind of just go just check on the website to make sure it's kind of still working, that kind of thing that often kind of whatever update Google's done to Chrome hasn't broken broken. How how, how things look, yeah.

### From the Client side, who is involved in this stage?

Ethan:

And then from the client side, who's usually involved in this stage? If this question is applicable.

P4:

No, no one would be involved if if they're using the site and see something's gone wrong, they let me know and I'd fix it kind of thing or.

Ethan:

Ok. So it's that's only the only real involvement is if something broken they come back to you

P4:

If if something if so, if they notice something's not working, they come back and I like fix it kind of thing.

Ethan:

And would that be a specific person or just client umbrella term?

P4:

It would just be kind of the client. If so, whoever notices it would kind of. I think we like we have an on for any of these maintenance ones that kind of are carrying on, we have an ongoing base camp for it.

Ethan:

Ohh OK so anyone who notices this all [unintelligible]

P4:

If they notice, you can just post a message in there and I'd I'd take a look at it.

### Can You Describe the Tools You Used During this Stage?

Ethan:

Can you describe the tools you use during this stage and what you use them for and why?

P4:

Uh, I think just outside of. Not really. Kind of. It's ongoing. So kind of again, it would just be digital ocean and and kind of command line stuff just to kind of work on the server kind of side of things, just to kind of just to do restarts and updates that that will be it.

Ethan:

So just the Digital Ocean and the command line. Windows Command line you said earlier, yeah.

P4:

Yeah. So it's gonna, uh Windows Command line using uh called Putty which allows you to do kind of secure SSH communication between my desktop and the server itself so I can send kind of command line commands to the server to do stuff.

Ethan:

OK. So you do call that Putty. Sorry.

P4:

Yeah. Put. Yeah. Putty. Yeah. P U T T Y

Ethan:

OK, OK. P U T T Y, OK.

### Would You Consider this Stage “Unique” to this Project?

Ethan:

Would you consider this stage to be unique to this project?

P4:

No.

Ethan:

Nice. You've done this little like, say you had a couple of these before, right? Long term maintenance things OK.

P4:

Yeah. And usually any of our kind of maintenance things would kind of be the following the same same kind of thing.

### Can You Describe the Collaboration Between Yourself and the Client During this Stage, if There was Any?

Ethan:

OK. And in terms of the collaboration, you said it's you'd normally just get like a BaseCamp message. Is there any sort of other collaboration with the client in this stage?

Ethan:

P4:

No, unless unless they wanted the Google Analytics. No, they're wouldnt be any kind of

Ethan:

I guess how would they request that? Would that be through?

P4:

Through base camp or if they actually have like they, they could have been added to it themselves. I'm not too sure.

# Would you describe any of these stages as a bottleneck?

Ethan:

Would you describe any of these stages as being a bottleneck, so to speak?

P4:

yeah [acknowledging question and thinking] Not, obviously like if we're not kind of if if no one tests it and we're getting not getting any kind of feedback on it, it kind of it can hold up stuff there, but yeah usually there's like because we have it kind of split into so many different sections that if I'm waiting. If I'm waiting on stuff from design from like the design side, I can still be working on like the 3D or the timeline or the website because we had it so kind of split up into different sections kind of thing that yeah if if I was waiting on stuff from one section, I could still be working on another section kind of thing. So OK, like the only like I said that probably like that the testing part would be only the kind of the only bottleneck that would hold up us kind of. Proceeding to go live kind of thing if if no one was willing to test it but.

# Do you think any of these stages could be modified with the addition of a different tool or piece of technology?

Ethan:

And do you think any of these stages could be modified with the addition of a different tool or a piece of technology?

P4:

[long pause and thinking] The testing stuff could probably be improved [pausing] but I'm not too sure.

Ethan:

OK, so so you had a piece of technology that could improve the testing. What would you want it to do? What sort of features would you give it?

P4:

[long pause and thinking] Like probably like probably like something that could run through all the different like different browsers, different devices, just kind of programmatically, just go through them all, check it is it. Is it working? Is it working portrait mode? Is it working landscape mode? Is it working on? We have cause we have all these weird kind of uh, like the the the whiteboard projectors in like universities or schools kind of thing. Yeah, but but there's no way for us to test out test on that you you have to wait.

Ethan:

Without knocking on one's door and asking to borrow a room.

P4:

Usually we have to wait until the kind of it goes live and if, if it is for kind of schools or universities kind of thing. We have to wait to get until it goes live that they can kind of test it on the whiteboard kind of stuff. And then we can go back and make adjustments if needed like some kind of tool that kind of that would have a big list of all those kind of different devices and resolutions and just go through it all and give a gives like, obviously. Hopefully some AI will be able to do that in the in in the future.

Ethan:

So just something to speed up your your testing process, yeah.

P4:

Yeah, that kind of.