# Can you describe the project Beyond 2022 for me?

Ethan:  
So to begin with, could you describe beyond 2022 for me, well your understanding of beyond 2022 is?

P2:  
ahhh so the understanding, so the project that so it started as a beyond- so we sometimes use the name beyond 2022 because that was the original name of the project, but in the process of it all, it's has changed and at the end it was launched as Virtual Record Treasury of Ireland. And so it's the same thing, but obviously the beyond 2022 is not no longer used by by anyone except for us ,maybe when we refer to it, but that's fine. So there was ah ah ah erm So Irish, it's it's it's linked to irish history and the big fire of 1922 when there was a Treasury, a record treasury of Ireland where obviously you know most of our I suppose documents and records were stored. It was set on fire and so a lot went into flames. I don't remember the exact percentage, but a huge amount of documents and records were burnt. Basically, and in the whole event, as far as I remember, there was a big err like a rescue, you know very hectic obviously at the time it was 1922 hectic operation to errrm to errr save whatever was possible. So people were, you know, finding bits on the streets like, you know, piece of paper or whatever. So whatever was whatever survived was kind of put together. And is there, you know, in the National Archives and across different collections, it's it's somewhere there still. But over the years, you know, it was a lot of research work being done and there was this idea to mark the centenary of the of the fire in 2022, but also years before that because it was a big decade of centenaries in Ireland. So there was a lot of different Uh celebrations of Irish state, and you know very different things. So that aligned with with with it all and the project was to errr recreate the record treasury in a digital format, but not only when you think about it, you know every most of the big libraries these days in archives they have digital or you know online side to it where you can go and search the records and things like that and more things are being digitized , you know, over time, which is pretty standard. This project will have different approach. It was that not only to recreate, first of all to recreate the building as it was before the fire. And recreate the actual building and the setup of the the treasury of the records. So to keep it within the original layout original structure and and that was that was a big thing obviously. And then to help people to not only to search what's has left and what's what's there, especially for researchers, but to kind of make it the same at the same time, make a point, what has been lost, to visualize the, the, the dramatic effect of of that event on Irish history and records. So there's few few sides to this project. Obviously there's a huge so we look, as Noho, how we looked after the virtual reconstruction of the building and kind of a facet of it, you know, where people go in and search and, you know, nice look and feel of the virtual err virtual err tour or the virtual, I don't know, environment. But at the same time the the project is much much bigger than that. It's actually there's a website we didn't work on the website. We didn't have any involvement on that side and there was obviously the whole database and search engine, so that's that's a huge part of it and we didn't, we didn't do anything on that.

Ethan:  
So what type of technology was used during, for simplicities sake, Beyond 2022, the virtual record Treasury?

P2:  
Ahhh so errr I don't know, I had the end. How was that [thinking]? You know, I wasn't involved in the three, You know, I'm not the 3D person. I'm not ah I don't. I'm not involved in a 3D work. As far as I know, it's it's a big deal because it's, you know, the virtual environment is in the web format, which means can be accessed in in any web browser which you know it was a big deal and made it very accessible and easy. And it looks looks really well as well in terms of, you know, the graphics. And how it's behaving and that it's fast and you know quite, quite [thinking]. Yeah. Yeah. No, it's it's a It's a good example of you know what what can be achieved, you know in the web browser. So as far as I know, that was a big deal and the back end of the the whole technology behind it. So we use CCTs so the cross culture timeline ahh in its ecosystem, let's say, that allows and allows that is linked to the hot spots in the virtual model. So when you click on any of the hot spots in the virtual and the actually 3D model, the what you see there it's entered using CCT which was very easy and also allowed the the client for example to add the to change the information if if they needed to.

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

Ethan:  
So talking about the client, can you tell me more about the client for this project?

P2:  
Ohh my God, there's again. It's like seeing Ireland, but even worse [laughing], there's an army of clients. If you go to the website I shared the link with you here. [pausing] So I can just see it at the bottom. So we dealt, again, this was mostly from our end who we dealt with was mostly Trinty and Adapt center mostly. I would say maybe adapt, adapt center is like uh [thinking], I would It's a I don't know what it is really is like a organization ,you know it's it's across different universities. So it's it's about research, it's about, you know, new technologies, but it's it's linked very heavily to trinity college, but it's also linked to other universities in Ireland. So that was Trinity and Adapt and the other logos that you see there obviously in the project Ireland 2040, National arc err Project Ireland 2040 was probably the funding side of things for the decade of centenaries and so on National Archives, Proni and National Archives in the UK and then there is the, there's one like I think Capuchin library. So these were obviously the the collaborators who and have the the actual content, you know to the actual documents that helped. So from our side, the client was Trinity College and Adapt and so and again ,more in this project than actually in Seeing Ireland, I again, I wasn't involved much with the interactions with clients. I, you know, obviously my work was presented to the client, but I can't really tell who and what. So that would be questions for for [Managing / Creative Director].

Ethan:  
OK, So what would the the clients like requirements so to speak?

0:7:55.720 --> 0:8:0.100  
P2:  
So ah pretty much what I what I described to you and we we delivered. So you know, there was the virtual environment, the virtual representation of the archive. So pretty much what you see with it was what required in the very beginning of the project when it was called beyond 2022. There was also website where it just a you know regular website microsite and logo which Noho did that was before my time. But over time, when they change it to virtual record treasury of Ireland, you know there was new look of it developed and all that. So the logo that we that Noho created and the website they were basically made redundant. So that was the one requirement that it's you no longer there because that website is not you know they have a new website, but every everything what you see was pretty much the requirement err I as far as I know we went beyond the requirement we we delivered more than what they wanted or expected because.

# 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:  
And then you said you didn't really interact with anyone from the clients. No.

P2:  
No

Ethan:  
OK.

Ethan:  
So we can we'll skip that one question 3 because you didn't have anyone their side and you didn't really interact with anyone.

Ethan:  
just just, so I'm sure.

P2:  
Yeah, in this in this project, I was my involvement was very, very minimal, I would say.

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

Ethan:  
Umm so similar to the Seeing Ireland interview, could you sketch a a flyer diagram [supposed to say flowchart?] of the steps taken for this project, in the way you understand it?

P2:  
OK, if if that's OK, I will just stick to because this project is quite complex and there was a lot of things involved. I have very like fraction of knowledge so I just do what I was involved in it.

Ethan:  
From your understandings, yeah, that's fine.

P2:  
Yeah, it's nothing to do with my understanding because I understand more of the project, but I have a lot of gaps. So I don't want to give you like a a very fragmented understanding of the whole project, If It makes sense. And so it's more of my [thinking]. So when I uh [thinking]. Somehow to call [thinking]? How to say it [thinking]? So my [pause] involvement was simply just the UI Uh UI design. Uh, so I can arrived quite late to the project. My involvement, and I was just asked to redesign the what you see there in the virtual. In the virtual model you see the the the hotspots and then you see the manual. It's on the top right and then you have the CCT front end and the sidebar. So I will just ask to make it look nicer. I don't have, I don't remember how it looked before, but I was just asked to create some icons and just use the colors and the colors and the can the green and the turquoise that we use, they are are colors of, let's say, of the original beyond 2022 design. Umm so.

[…]

Uh, so it's mostly UI design. So I was asked to uh [typing] redesign this. So that was, That was my work, so I again, I work mostly with [Managing / Creative Director] on it. And so [Web Developer], but so [Managing / Creative Director] asked me to redesign it and I redesigned it and I maybe there was a few [pause] errr [thinking] few versions of it. Again, I don't remember, but it was, it was very straightforward. So [Managing / Creative Director] asked me to design it and I designed it. They maybe make few changes I don't know how much discussion was there in the back with the clients themselves, but I basically delivered in the files to to [Web Developer], so and so the yeah. So that was pretty much it.

Ethan:  
okay so, breaking down your UI design step further are there any like, more steps within the UI design that you would have taken or?

P2:  
And so as the maybe [thinking]. So once again, I'm going to this. Umm. How to call it? So I I got a brief let's say [underbreath] client via [Managing / Creative Director], So I got the brief Uh, and existing UI that was that was there. That's I don't know where it came from really. Was that just maybe added by [Web Developer] or something like that? And so then based on the brief, Maybe do like two or three versions. [typing] options, different approaches, discussions ahhh [thinking] internal. Sorry again, there was no from my side. I I wasn't involved in any client discussions about the UI, so those simply just between myself and [Managing / Creative Director] and errr emmm then [Web Developer] Obviously him at some point, so you know, he had to make sure we had to make sure that, you know, work for him and and from his end and then was. [typing] Delivery for development and that’s that was pretty much it. So as I said it's was very forward, yeah.

# P2 Beyond 2022 Pipeline

## Stage 1 - brief (from client via [Managing / Creative Director]) and exisitng UI

### Describe the beginning of this stage?

Ethan:  
Uh, so for stage one, so the, umm, the brief and existing UI, can you describe what happens at the beginning of this stage for me?

P2:  
[thinking] I don't remember [apologetic / laugh].

Ethan:  
[laugh]To the best of your memories, OK?

P2:  
No, it's it was simply, you know, it was as simple as just, you know, we we had a meeting about it and [Managing / Creative Director] would say this is, you know, he explained the project or the virtual environment to me and he would say, you know, this is what it's needed, and this is the current UI, so you have those buttons here, the menu here we just make up to make it a bit nicer and make sure it's kind of aligned with different colors and styles, so that was pretty much it.

Ethan:  
OK, It's just basically going over the brief I guess.

### Describe what occurs during this stage?

Ethan:  
Then can you describe what occurs during the brief stage as well?.

P2:  
Sorry?

Ethan:  
I think you've covered it, I think you covered a bit of a what occurs during this stage.

Ethan:

P2:  
Yes, So I yeah, it's the you see, I don't I think that maybe the questions that you have for all of the stages are not as relevant in this case because my involvement here was very, as I said very minimal, I was literally even though it was on the front, you know, on the face of the project, but it was very straightforward, so it's not like each of those steps was quite, you know, complex or had stages or. So the brief was literally a chat, then the versions was, you know, in the back and I, you know, maybe just on miro board I suppose. That's something [unintelligible] added there. So again, I would do this I I use the same tools as I used in Seeing Ireland, Adobe, Adobe XD to design it and then and then Miro to present and discus and same for delivery, the delivery would be just PNGs, [typing] PNG files.

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

Ethan:  
How would you know that this stage is completed for the brief and existing UI stage? How do you know you've finished that?

P2:  
I just, you know, you you kinda know [laughs]. Yeah, that question is not really relevant because it's, you know, you have a brief.

[…]  
No, it's just you know we have a we have a brief and we have you know we're both happy with the brief and not happy, But you know, we both understand, OK, we know what we need, what I need to do and then I move go and design the the UI.

### From Noho, who (job roles) is involved in this stage?

Ethan:  
Yeah.

Ethan:  
Then I think you've mentioned who from Noho is involved.

Ethan:  
It was just you and [Managing / Creative Director] .

P2:  
Yeah.

### From the Client side, who (job roles) is involved in this stage?

Ethan:  
And then you said there was you had no ummm collaboration outside of Noho, for your part. Didn't you?

P2:  
No, no. The for the in this project I wasnt involved in any.

### Can you describe the tools you used during this stage?

Ethan:  
So it's probably a bit of a silly question as well, but can you describe the tools you used during the first stage like?

P2:  
No, the brief, there's no tools really.

Ethan:  
Yeah, it's just a just a chat.

P2:  
It's just chat looking at things, yeah.

Ethan:  
So your mouth, your mouth and your eyes [laugh]

P2:

[laugh]

### Would you consider this stage “unique” to this project

Ethan:  
Would you consider this stage unique to this project. No.

P2:  
No.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

Ethan:  
And then no collaboration again, OK, so that's fine.

## Stage 2 – 2-3 versions of different approaches

### Describe the beginning of this stage?

Ethan:  
So for your second stage, So how do you start this stage? […unsure] two to three versions one?

P2:  
So yeah, I would just start the first version. I would look at the existing design, existing UI designs and just, you know, go and play with different colors, shapes and create first version shared with [Managing / Creative Director] and he would probably if I think they were like two or three versions, we didn't dwell on it for too long and maybe there were some changes to one or two icons and maybe different layouts and things like that. And then [Web Developer], at some point was involved because, you know, he would have his own input from the development side of things and and even though the vir.. whole virtual thing was built, I think was [Senior Unity Developer] mostly, but I didn't have to interact with [Senior Unity Developer] at all in this case because it was more on the front end. So that was just [Web Developer] building it and the actual [thinking] frame then I don't know that yeah, the front front end of the of the whole thing. So I would just go back and forward with [Managing / Creative Director] and [Web Developer] a few occasions and then, you know, once ,plug-in answer [laugh] your next question, [So all you know what? – unsure about this] Once we were obviously, you know, they were happy, I I I can imagine that the [Managing / Creative Director] probably show it to clients and you've got signed off and everyone was happy and then we moved to delivery. So I would give it to [Web Developer] to to apply.

### Describe what occurs during this stage?

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

### From Noho, who (job roles) is involved in this stage?

Ethan:  
You've mentioned who from Noho was involved. You just said it was you, [Managing / Creative Director] , [Web Developer], and maybe [Senior Unity Developer].

P2:  
And [Web Developer]. Yeah, I didn't deal with [Senior Unity Developer] in this in this project, but he was involved in the project.

### From the Client side, who (job roles) is involved in this stage?

Ethan:  
And then there were no clients in your side […]

### Can you describe the tools you used during this stage?

Ethan:  
[…] and you've described your tools with XD and Miro and guessing for similar reasons as to why you used them in Seeing Ireland.

P2:

[Nodding] yes [unintelligible]

### Would you consider this stage “unique” to this project

Ethan:  
Umm, would you consider this stage unique? [laugh]

P2:  
[I think she says: No, it’s a standard Stage?, either way, the answer is no]

Ethan:  
Standard stage, yeah.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

## Stage 3 - Delivery for dev

### Describe the beginning of this stage?

Ethan:  
And then for the final task, the delivery for dev, could you describe to what happens at the start of this stage?

P2:  
[thinking and unsure] I just, you know, once I have, you know, yeah.

Ethan:  
As best you can.

Ethan:  
Yeah, I know it's a very small stage.

P2:  
[As as like] green light, we just you know I just export I I make sure that [Web Developer] has everything he needs from me and I just export the assets. So the icons, if there any, you know icons or graphical elements, you know, export them in P as PNG files for for for [Web Developer]. And I also share Adobe XD file link with him so he can check all the colors fonts you know sizes and pixels and so on. So that's pretty much it.

### Describe what occurs during this stage?

Ethan:  
OK, see we’ve covered the tasks that occur.

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

Ethan:  
So how do you know this stage is complete? Or describe how this stage ends.

P2:  
Yes, I didn't hear [unintelligible] I dont hear anything from anyone [laughing]. Yeah, pretty much pretty much it. You know it's. I give it I give it to [Web Developer] and I don't remember, there were any issues in this project, but sometimes you would have. For example, I don't know something didn't quite work or something has to be resized and things like that. Maybe maybe that occurred. I don't remember really, but it was if if it occurred, it was minor. So once I everyone's happy, then I just stopped working on it because my my job is done and then it's in [Web Developer]'s hand.

Ethan:  
So once everyone's happy

### From Noho, who (job roles) is involved in this stage?

Ethan:  
Then from Noho, who's involved? You said it was you and [Web Developer] again in the…

P2:  
Yeah, it's just me and [Web Developer].

Ethan:  
Yeah, you and [Web Developer].

### From the Client side, who (job roles) is involved in this stage?

Ethan:  
No one from the client […]

### Can you describe the tools you used during this stage?

Ethan:  
[…] you were using just XD and Miro again.

P2: Yep

### Would you consider this stage “unique” to this project

Ethan:  
Would you consider this stage unique? I think kind of know the answer, but just just to formality and no collaboration.

P2:  
No. No, no, no.

### Can you describe the collaboration between yourself and the client during this stage, if there was any?

No Collaboration

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

Ethan:  
Umm, would you describe any of these stages as a bottleneck at all?

P2:  
If [pondering] In this in this project, no, not really. That was quite straightforward and there was a uh, yeah, that that was quite quite smooth and quick job […] The client here I have to say the clients were, you know, very good. It's not that Seeing Ireland was [thinking] difficult client. It was pretty much, you know, so I think one of the ahhh there's some people that were like maybe same, but yeah, it was just this project went, you know, it's still actually ongoing. We have the we have some work aligned with them because that's the whole project Is kind of evolving and so we will have more work though.

Ethan:  
That's exciting.

P2:  
Yeah, it's nice. It's very nice. Nice project.

Ethan:  
Nice constant workflow is good.

P2:  
hmm, yeah, that's you know, if if everyone wants to coll… collab or keep collaborating together for a long time, that's a good sign.

Ethan:  
That's a very good sign, yes.

P2:  
Obviously yes.

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

Ethan:  
And OK, if we just do this last question, then so do you think any of these stages could be modified with addition of a different tool or piece of technology?

P2:  
In this case, no. OK, so it's uh, what's the way to describe it?

P2:  
Yeah, this was pretty. Sorry. [confusion]

Ethan:  
Yeah. Sorry. Much time I lost my train of thought. Yeah, so?

P2:  
No, in the in this in this case pretty much you know that I that any point I didn't feel that I you know anything else was needed it was quite straightforward yeah.

Ethan:  
you had everything you wanted.

P2:

Yep

Ethan:  
OK, that's cool.