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Flashback DC iPhone App Prototype

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This Graphic Design capstone is an exploration of the way today's mobile technology has transformed photography and its historical and cultural roles. Since its introduction in 2007, the iPhone has been constantly revolutionizing technology and user experience. Experimenting with these technological advances, this project focuses on the prototype of *Flashback DC*, a conceptual iPhone app with a vintage scrapbook aesthetic. *Flashback DC* draws on the human need or desire to capture memories while visiting new places. It encourages the user to take a photo of a Washington, DC landmark (be it monument or memorial), and then uses image-recognition technology to identify it. The app uses this information to display a timeline of photographs of the landmark throughout time, thus serving as a tour guide or educational history tool. Drawing on the current trend in mobile photography to create retro photos that evoke nostalgia, *Flashback DC* gives users the option of creating a "time travel" souvenir, where they can merge a past photo with their present one, and add a photographic filter to give it a vintage effect. These photos can be immediately shared with friends and family through social media. *Flashback DC*, thus, serves basic photography, educational and novelty purposes. The video prototype is accompanied by a paper that discusses the evolution of photography since its introduction in 1839. It focuses on the role iPhone technology has played in this, and how this technology has been applied to *Flashback DC*.