



Target Concept prototype

### ABOUT

elementary information



**PLATFORM**  
all the design based on the iOS9



**TARGET**  
is mainly focus on young people



**CONTENT**  
is about Bauhaus history

Concept Target prototype

### CONCEPT

why we do this apps

when we talk about culture heritage, what are we really talking about?



**“BAUHAUS”** is the best example that how the future to go about the past.

past now future

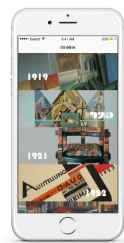
Prototype Target concept

### timeline

1919 - 1933

- Weimar 1919-1925
- Dessau 1925-1932
- Berlin 1930-1933

The most influential school of avant-garde art, design, and architecture of twentieth century, the Bauhaus was a vibrant Laboratory for redefining artistic practice in the modern age.  
Founded in 1919 by the architect Walter Gropius, the school made its home in three German cities:  
Weimar (1919 - 1925)  
Dessau (1925 - 1932)  
and Berlin (1932 - 1933)



1/5

**2/5**

design works of one year

### description of design

name of design  
date  
artist



3/5

more Description

**4/5**

interactive game about design works

Make your own **Bauhaus**

color | material | shape | style

**5/5**

artist introduce

name  
birth  
nation  
the year in Bauhaus famous works  
introduce  
art works

