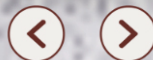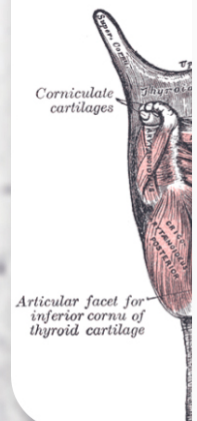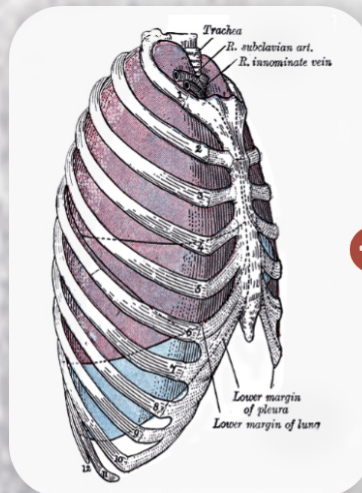# The anatomy of breathing: from Gray's to modern practice

Overview

A card-based interactive resource presenting respiratory anatomy through structured sequences and controlled interaction.

Structure

Early anatomical illustrations can appear dense and visually complex. This activity uses a card-based format to present one anatomical region at a time, allowing attention to stay on form, function and relationships without losing orientation.

The visual approach draws on 19th-century anatomical illustration, combined with white space, limited colour and consistent spacing to support reading on screen.

Content curation

Cards are ordered to move from structural context to function and whole-system relationships, ending with the diaphragm as the driver of breathing.

Pattern and consistency

The activity relies on a small number of repeated patterns. Structure, layout and interaction remain consistent so attention stays on the anatomy rather than the interface.

Layout and visual structure

Each card places the illustration first, with text alongside and tabs acting as secondary navigation. States and transitions are restrained and clearly indicated.

All illustrations were lightly retouched to ensure sharpness at digital sizes while respecting the tone of the original drawings.
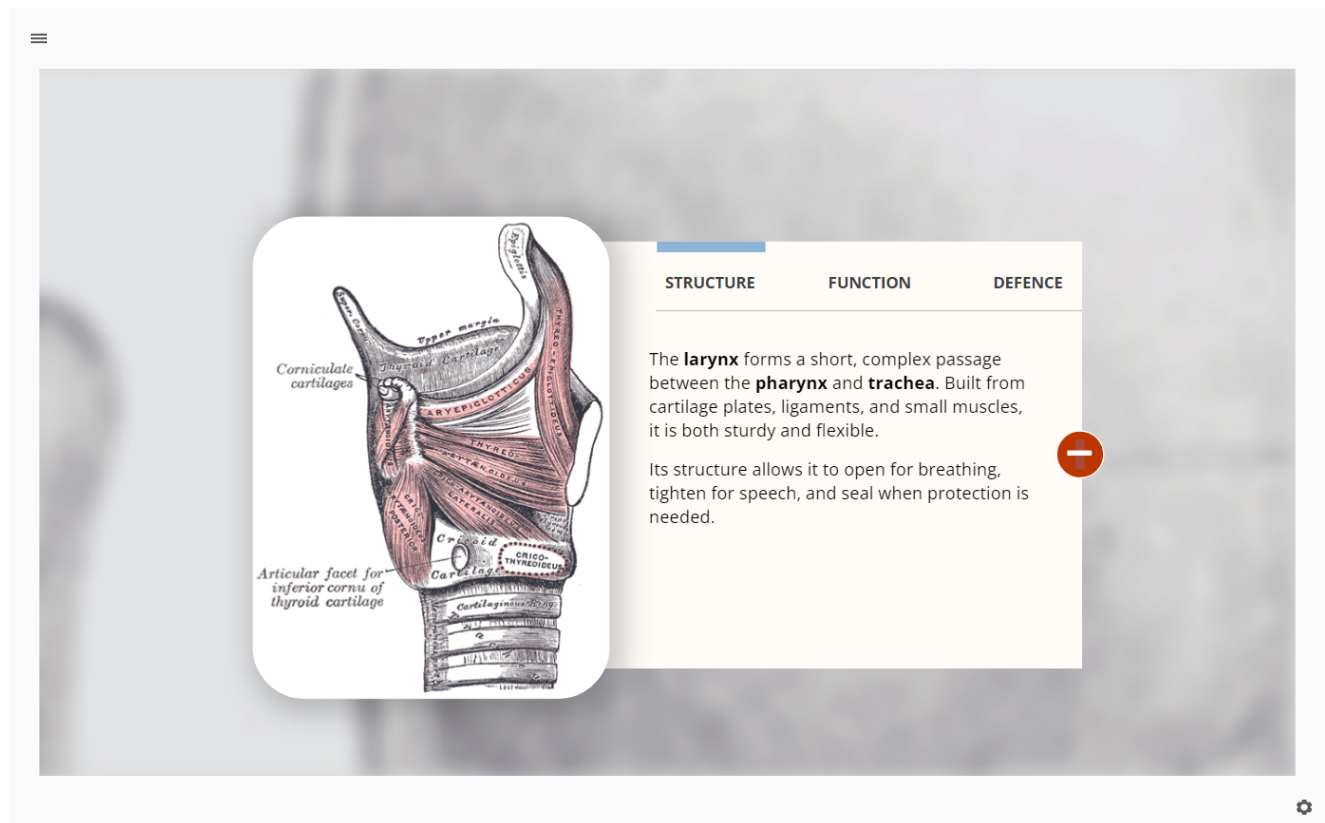
Cards are navigated using arrows positioned at the lower centre of the interface. Navigation follows a consistent order across the respiratory system, allowing predictable movement between regions.

Accessibility

Accessibility is handled through structure and focus order. Because Storyline allows only one focus sequence per slide, separate navigation paths are used for sighted users and screen reader users while keeping both in sync.

To support keyboard and screen-reader use, off-screen navigation arrows mirror the visible controls. These provide a consistent focus order and allow movement between cards without relying on spatial position or pointer-based interaction.

Summary

This activity uses card-based structure and restrained interaction to present anatomical detail without overwhelming the interface. The approach balances visual judgement, sequencing and accessibility within the constraints of Storyline.