Enhancing museum visits through the creation of data visualization to support informed choices and the recording and sharing of experiences

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Enhancing museum visits through the creation of data visualization to support informed choices and the recording and sharing of experiences

Levick-Parkin, Melanie, McEntaggart, Patrick, Gwilt, Ian, Wood, Johnny
Material EncounterS with digital Cultural Heritage, has the goal of designing, developing and deploying tools for the creation of tangible interactive experiences that connect the physical dimension of museums and exhibitions with relevant digital cross-media information in novel ways.
Visitor/curators
The brief
Layers of Interaction

Working interactive features that could be applied to an App that assists the user on their visit.
DAY SIXTEEN

After looking at our work from yesterday we found that we had a few things we could do this morning before the meeting.

- Similar Items
- Social Media Aspect
- Menu System
- Change Logo
- Apply to Screen
More of the work
Personalisation work

The museum visitor would have their shoes scanned upon entering the museum.

The user experiences the scan in a virtual environment, viewing the features of their shoes.

**FOOTPRINT IDEAS**

1. **Today's Visit**
   - Large footprints show the overall areas visited, smaller footprints (using size and opacity) represent artifacts visited, how long you spent there and what was missed.

2. **Using the under sole trackmat**
   - The traces on the bottom of the shoe are changing and will stop when the user rolls over it. The trackmats represent a piece in the exhibition.

3. **Using bubbles in the shape of feet**
   - To represent the content viewed and missed by the visitor. The user would be able to hover over the area and see further information on what they missed. The colors represent different areas within the museum.

4. **Making the pattern on the sole of a shoe interactive**
   - The shapes & colors represent data. Click on shapes to find out specific data.

**VISIT**

**DATA SOUVENIR**

**TIMELINE**

(*Variation 1*)

(*Variation 2*)

(*Variation 3*)

(*Variation 4*)
Personalisation work
Personalisation work
Personalisation work
Visualising the logs
Data souvenir
Atlantikwall (Case Study)

meSch In  →  Cases  →  meSch Out (Data Souvenir)

City Locations
Digital Location
meSch Cases
meSch out (Data Souvenir)