Open exhibits

www.openexhibits.org   info@openexhibits.org   @openexhibits

Exploring Collections – Multitouch and Multiuser Exhibits Group Activity

Introduction (11:15– 12:00)

Open Exhibits will continue to develop multitouch and multiuser modules over the next two and a half years. A major area of exploration is that of collections. How can we best present collections to the visiting public using multitouch and multiuser devices such as touch tables and wall displays? How can we encourage visitors to interact with each, along with the collection items they are engaged with?

Our hope is that this activity will help inform future development. Where do we go next? What are the most interesting areas for us to explore?

In this activity, six small groups will explore various types of collections from a diverse set of museums. The groups will investigate the collections, learn about the museum and devise an interactive multitouch and multiuser exhibit.

To help set the stage for this activity we will look at some prior examples and discuss the types of exhibits that have been developed thus far. In

addition, we will share some of the initial research and evaluation that has been conducted and challenge the groups to take things further.

Introductory Presentations:
Jim Spadaccini – Multitouch Exhibits and Collections – Starting From Scratch
Jeff Heywood – The Collections Viewer Evaluation
Nina Simon - The Social Side of Multitouch

Warm Up (12:00 – 12:30)

Each participant can choose one of three groups. We will use index cards and give everyone an opportunity to answer the following questions.

Group A. User Interaction and Interface: What is the most compelling way that visitors interact with collection objects using multitouch?

Group B. Collections and Objects: What are the qualities, attributes, and contextual information that are most important to display to visitors?

Group C. Social Interaction: What types of interaction do we hope to encourage among visitors?

The Activity (1:45 – 3:00)

Each group will design a multitouch, multiuser exhibit based on the art, history, or science topics provided. Groups can design an application for a table (or tables) of any size, or design for a multitouch wall.

Part of the exercise is to learn about the topics and institution and try to find those elements essential to understanding the subject and to weave them into the exhibit.

Design Considerations:

Consider the following: How do we expect visitors to engage with the exhibit? Does the exhibit encourage social interaction? What about technical feasibility? What are the expected educational outcomes? What about cost? (Are there other design criteria that we should incorporate? Please share your thinking during reporting.)

Group #1 - SFMOMA ArtScope:
Collection: http://www.sfmoma.org/projects/artscope/#r=64
Institution: SF MOMA http://www.sfmoma.org
(art)

Group #2 - The Testimony of Hands
Collection: http://hands.unm.edu
Institution: The Maxwell Museum of Anthropology
http://www.unm.edu/~maxwell
(anthropology)

Group #3 - Lincoln at 200
Collection: http://lincolnat200.org
Institution: Chicago History Museum, http://chicagohistory.org
(history)

Group #4 Riverbluff Cave
Collection:
https://ideum.basecamphq.com/projects/1661919/files/cat/66251394
Institution: Discovery Center, Springfield http://www.discoverycenter.org
Notes: Collection includes microfossils, and new discoveries.
(natural history)

Group #5 Evolving Grasslands: Age of Mammals
Collection: http://www.nmnaturalhistory.org/grasslands.html
Institution: New Mexico Museum of Natural History and Science
http://www.nmnaturalhistory.org
Note: Collection includes fossils

(natural history)

Group #6 Hunters of the Sky
Collection: http://dhdc.org/index.php?page=exhibits
http://www.smm.org/exhibitservices/history/hunters/gallery/
Institution: Don Harrington Discovery Center http://dhdc.org/
 http://www.exhibitfiles.org/hunters_of_the_sky
Notes: Collection consists of around 60 raptor specimens
(science)

Reporting (3:00 – 4:15)

Please be prepared to share what your group comes up with. Be specific about the types of interactions that you expect to see. Explain how visitors will interact with the exhibit in as much detail as possible given the time allowed. Use: sketches, screen grids, flow charts; any visuals that might help describe your approach. Use the large paper and other materials to help share your design concept(s) with the larger group.

You'll have 5 to 10 minutes to present and a few minutes for questions.

Notes: