Mobile Phone: Enhancing the Museum Experience?

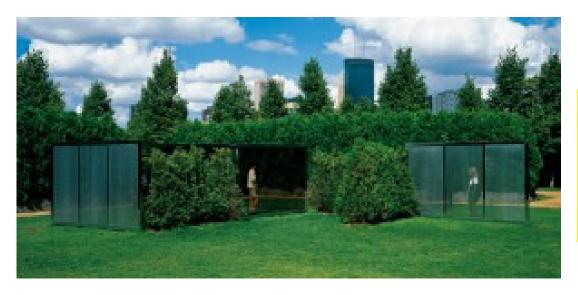


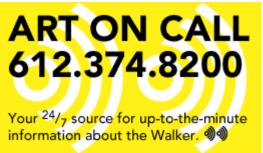
What will you see on the next few slides?

EXAMPLES

The Walker art center

Conceptual artist Dan Graham's installation. The piece conjures up questions about inside and outside, about public and private spaces, and-as the reflective surfaces respond to the motion of clouds and sun-about nature and culture





http://www.baltimoresun.com/entertainment/arts/bal-te.to.celltours15aug15,0,4833923.story

Are cell phones used in Norway in relation to museums?

Vikingskip Museum example

A group of students took this one up last semester and did a great job on describing the use of mobile in relation to a research project one of whose goals was to mediate the doubt in the reconstruction process.

The Gokstadboat Reconstruction Project

This project uses the website, video clips and mobile phones to mediate the message of uncetainty

More examples

- http://www.youtube.com/watch?v=69G-smb1hQ8
- http://www.youtube.com/watch?v=WnbHSog
 LOBc
- http://www.youtube.com/watch?v=M2RtP-hM2oY
- http://www.youtube.com/watch?v=5lD904Ix6
 So

Project Description

- Problem space
- Users
- Conceptual design
- Prototype development?
- Evaluation?

Problem Space

Analyze the marriage of mobile phones and physical space, physical space limited to:

- Museums
- Parks
- Tourist attraction sights

Users

Focus Group: secondary school kids

Motivation:

- 1) Latest studies show that 98% of kids in Oslo age 12-19 own and use mobile phone on a daily basis
- 2) Very large percent of them believes that museums are boring
- 3) Inspite of research activity in the field, there are no museums that have targeted this group and implemented some kind of solution

Conceptual design

This is about idea or concept you may have, or wish to study, related to the user group and problem space as described.

Some ideas:

- 1) What are the challenges or advantages of open spaces (such as Vigeland park) related to mobiles
- 2) If one moves away from mobile phone guides, which might be as boring as the museum itself for teenagers, what possibilities would a museum such as for example technical museum or museum of modern art offer?
- 3) How would interactions among younsters change? Could they share the experience as well as without mobiles?