

# 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



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<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 uncertainty

# More examples

- <http://www.youtube.com/watch?v=69G-smb1hQ8>
- <http://www.youtube.com/watch?v=WnbHSogLOBc>
- <http://www.youtube.com/watch?v=M2RtP-hM2oY>
- <http://www.youtube.com/watch?v=5lD904Ix6So>

# 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) In spite 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 youngsters change? Could they share the experience as well as without mobiles?