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

LEVICK-PARKIN, Melanie <http://orcid.org/0000-0003-3925-9792>, MCENTAGGART, Patrick <http://orcid.org/0000-0002-3793-8532>, GWILT, Ian <http://orcid.org/0000-0002-3759-3423> and WOOD, Jonathan

Available from Sheffield Hallam University Research Archive (SHURA) at:
http://shura.shu.ac.uk/10449/

This document is the author deposited version. You are advised to consult the publisher's version if you wish to cite from it.

Published version


Copyright and re-use policy

See http://shura.shu.ac.uk/information.html
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.

**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 soles' track marks are experimented with the graphic representation of the patterns and began considering how they could show data and information.**
   - (*Variation 1*)
   - The lines on the bottom of the shoe are shaking and will stop when the user rolls over it. The triangles 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 colours represent different areas within the museum.
   - Idea 1 accompanied with opacity (to show areas missed).
   - Idea 2 visualises the 2nd visit (darker opacity).

4. **Using the pattern on the sole of a shoe as a map.**
   - To show a visitor's journey through the exhibition. Dark grey & blue shapes show touchpoints, blue shows what has been visited. Light grey is to 11 pattern.
   - Idea 1 & 2 accompanied with an effect on the different shapes.

5. **Making the pattern on the sole of a shoe interactive.**
   - The shapes & colour represent data, click on squares to find out specific data.
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)