Blending the tangible and digital to craft new co-designed interactions for museums.

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Blending the tangible and digital to craft new co-designed interactions for museums.

Nicholas Dulake
Daniela Petrelli
Sheffield Hallam University
Den Haag en de Atlantikwall
oorlog in de stad van vrede
vanaf 10 apr
co-design process
meSch design process
The Hague and the Atlantikwall
Inspiration
co-design
Overall concept

• Choice between three different perspectives
  • Dutch citizen
  • Civil servant
  • German soldier

• Started by means of a replica

• Sound clips supported by images from archives

• Based on historical resources
  *Archives, newspapers, oral history*

• Choice of language
Exhibition staring point

- 400 m²
- Floor plan reflects The Hague city plan
- Connects past and present
- No fixed route
meSch requirements

- Fully integrated
- Possible to visit the exhibition without meSch technology
- meSch as an additional layer
  *Personal, evocative. Not about facts*
- Connected to real objects
  Take into account noisy environment
- Exhibition design by external company
Activation hardware
Smart replica
Zoetmiddel
Inhoud van dit pak is in zoetnraadige geluk aan 500 gram suiker en bevat 2% kunstmat. Verzetsmiddel.

Limco's Suikerwerken
Amsterdam, Holleland

Eig. Handschrift: Dr. Hars
Handtekening van de houder: P. Meister d. Sch.
Kies je verhaal
Choose your story

nl
Wat betekende de Atlantikwall voor het dagelijks leven in Den Haag? Voor de ambtenaren die de evacuaten, de sloop en - na de bevrijding – de wederopbouw van de stad moesten regelen? En voor de Duitse soldaten, die hier gelogeerd waren?

Verdiep je bezoek aan de tentoonstelling. Kies een replica, leg hem op de oranje cirkels naast de vitrines en luister naar de geluidsnuggets die zijn samengesteld op basis van interviews, historische kranten en archiefstukken.

en
What impact did the Atlantic Wall have on everyday life in The Hague? On the officials who had to organise the evacuations, the demolitions and – after the liberation – the reconstruction of the city? And on the German soldiers who were based here?

Get the most out of your visit by choosing a replica and placing it on the orange circles next to the display cases to listen to sound collages drawn from interviews, period newspapers and archive material.

1. Deze bierpul kregen Duitse soldaten tijdens kerstma 1943 als herinnering aan de logeering langs de Atlantikwall.
2. De Duitse bewoners had een avondblok ingezet. Als je na zette uur ’s avonds buurman hoort op straat moest zijn, droog je deze armband.
3. Thee was niet meer verkrijgbaar, maar met ingrediënten als witblok, knoflook en kaneel viel iets te maken wat op thee leek.
4. This booklet helped German soldiers communicate with the Dutch population.
5. The German occupation authorities had imposed a curfew. If you had professional reasons for being out on the streets after eight o’clock in the evening, you needed a special pass (Sonderausweis).
6. Genuine sugar was in short supply; this was a substitute sweetener.
Checkout station
Click on the map to add a new location

In the course of 1940/41, the Germans requisitioned all the best boats in the Scheveningen fishing fleet. Only a small number of vessels were allowed to continue fishing and then only under German supervision. They had to stay close in-shore and return to harbour before evening. The aim was to prevent boats and their crews escaping to England. From September 1944, the fleet was confined to port and fishing
• 4 different cameras over 9 days
• 37 hours and 50 minutes of video captured
• Conversations at the smart replica station
• Total visitor sessions: 14,853 [out of 20,000]
• Average sessions per day: 75
• Peak sessions per day: 187
• Average contents view per session: 48.5%

10 meSch points with 2 to 3 minutes of contents
<table>
<thead>
<tr>
<th>Perspective</th>
<th>Dutch</th>
<th>English</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Soldier</td>
<td>4768</td>
<td>936</td>
<td>5704</td>
</tr>
<tr>
<td>Civilian</td>
<td>4484</td>
<td>1769</td>
<td>6253</td>
</tr>
<tr>
<td>Civil Servant</td>
<td>2352</td>
<td>544</td>
<td>2896</td>
</tr>
</tbody>
</table>
### Regular visitor study: duration of stay

<table>
<thead>
<tr>
<th></th>
<th>Atlantikwall</th>
<th>Ø</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt; 30 min</td>
<td>15%</td>
<td>10%</td>
</tr>
<tr>
<td>30 – 60 min</td>
<td>53%</td>
<td>41%</td>
</tr>
<tr>
<td>&gt; 60 min</td>
<td>32%</td>
<td>49%</td>
</tr>
</tbody>
</table>
## Appreciation of replicas

<table>
<thead>
<tr>
<th>Replica</th>
<th>Appreciation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Al-Arab</td>
<td>7.0</td>
</tr>
<tr>
<td>Heksen</td>
<td>7.4</td>
</tr>
<tr>
<td>Speed</td>
<td>7.7</td>
</tr>
<tr>
<td>Scheepvaart</td>
<td>7.8</td>
</tr>
<tr>
<td>Wetenschap</td>
<td>7.8</td>
</tr>
<tr>
<td>Imitatie</td>
<td>7.8</td>
</tr>
<tr>
<td><strong>Atlantikwall</strong></td>
<td><strong>7.8</strong></td>
</tr>
<tr>
<td>Plantastic</td>
<td>8.0</td>
</tr>
<tr>
<td>LL</td>
<td>8.1</td>
</tr>
<tr>
<td>Dino Jaws</td>
<td>8.3</td>
</tr>
<tr>
<td>Moordzaken</td>
<td>8.4</td>
</tr>
<tr>
<td>High Tech Rom.</td>
<td>8.4</td>
</tr>
<tr>
<td>Wildlife 2007</td>
<td>8.4</td>
</tr>
</tbody>
</table>

Use of replicas appreciation: 8.0
Inspiration
Concept brainstorming & exploration
In-situ testing
“VOCI DAL FORTE DI POZZACCHIO”

“Sezione Artiglierie della Grande Guerra
Museo Storico Italiano della Guerra”
Uso dell’oggetto attivante: il "pebble"

Using an activating object: the "pebble"
meSch Cloud tool
MCN 2016

Title: French, cognizanceExperience

Price range: low

Difficulty: 1

This recipe helps you to build an interactive game using thereact.js. It is useful to display interactive experiences where the viewer can freely move in the browser space and interact with virtual objects or experiences by using mouse inputs.