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
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
Activation hardware
Smart replica
Kies je verhaal
Choose your story

Wat betekende de Atlantikwall voor het dagelijks leven in Den Haag? Voor de ambtenaren die de evacuaties, 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 geluidsfragmenten die zijn samengesteld op basis van interviews, historische kranten en archiefstukken.

1. Deze blumpf kregen Duitse soldaten tijdens kerstmissen (24) als herinnering aan de logeering langs de Atlantikwall.

2. De Duitse bewoners had een avondblad ingezet. Als je na zachte uur 's avonds beroepshulp op straat moest zien, droeg je deze armband.

3. Thee was niet meer verkrijgbaar, maar met ingrediënten als eikels, noten, appel en kruis, viel iets te maken voor thee lekk.

4. Dit boekje 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. Gruenstuff was in short supply; this was a substitute sweetener."
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

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• 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>Total</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>
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</table>
## Regular visitor study: duration of stay

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

Use of replicas appreciation: 8.0
No. 236  
Used 58 / 347

No. 296  
Used 303 / 1737

No. 332  
Used 28 / 161

No. 255  
Used 8 / 27
Fort Pozzacchio
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