

Edited by Annika Waern and Anders Sundnes
Løvlie

Hybrid Museum Experiences

Theory and Design

"So you're the one getting this gift? Lucky you!
Someone who knows you has visited the museum.
They searched out things they thought you would care
about, and they took photos and left messages for you."

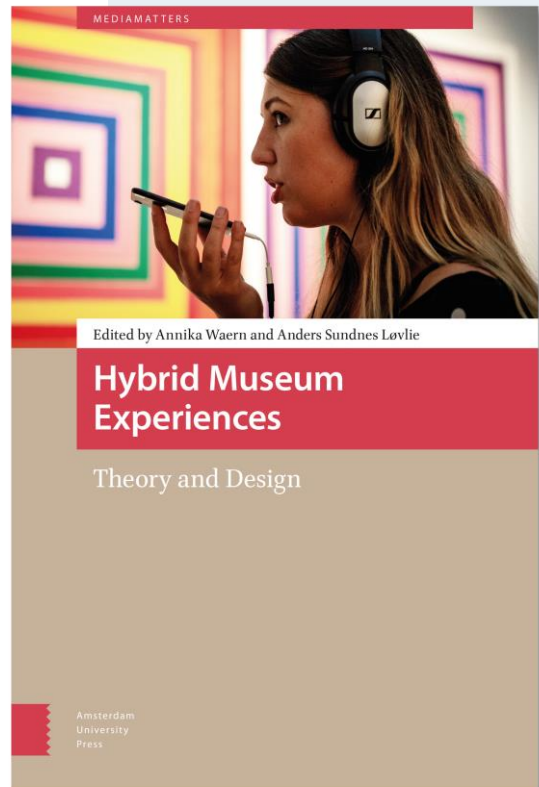
This is the welcoming message for the *Gift* app, designed to create a very personal museum visit. Hybrid Museum Experiences use new technologies to augment, expand or alter the physical experience of visiting the museum. They are designed to be experienced in close relation to the physical space and exhibit. In this book we discuss three forms of hybridity in museum experiences: Incorporating the digital and the physical, creating social, yet personal and intimate experiences, and exploring ways to balance visitor participation and museum curation.

This book reports on a 3-year cross-disciplinary research project in which artists, design researchers and museum professionals have collaborated to create technology-mediated experiences that merge with the museum environment.

BIOGRAPHY

Anders Sundnes Løvlie does research on the intersection of design research and media studies, focusing in particular on experience design, locative media and play. Anders was the coordinator for the GIFT project, and has been involved in a number of design projects.

Annika Waern is a 'research through design' academic who has been researching technology-supported physical play and games for about fifteen years. Currently, she is conducting research in the areas of hybrid play in museums, children's play in outdoor settings, and circus training to foster proprioceptive skills.



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TABLE OF CONTENTS

Preface (*Kevin Bacon and Nikita Mathias*)

Concepts

1. Introduction (*Anders Sundnes Lovlie and Annika Waern*)

Why hybrid museum experiences?

GIFT

The structure of this book

2. Hybrid Museum Experiences (*Anders Sundnes Lovlie, Annika Waern, Lina Eklund, Jocelyn Spence, Paulina Rajkowska and Steve Benford*)

The Physical and the Digital

The Personal and the Social

The Museum and the Visitor

Conclusions

Cases

3. The Gift App – Gifting Museum Experiences (*Jocelyn Spence*)

The Experience

The Designer Perspective

The Museum Perspective

The Visitor Perspective

Analysis of the *Gift* App

Conclusions

4. *Never let me go* – Social and Introspective Play (*Karin Ryding*)

Becoming Mouse: The Experience

Designing for Playfulness

Designing *Never let me go*

The Visitor Perspective

Analysis of *Never Let Me Go*

Conclusions

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5. *Your Stories* – A Life Cycle Analysis (Paulina Rajkowska)

The National Museum of Serbia

The Design

The Design Process

Visitor Perspective

Museum Perspective

Designer Perspective

Analysis of *Your Stories*

Craft

6. Action Research as a Method for Reflective Practice in Museums (Christian Hviid Mortensen, Anne Rorbak Olesen, Sejul Malde and Anders Sundnes Lovlie)

Reflective Practice in Museums

What is Action Research?

Action Research in GIFT

The Cross-Departmental COP: Three Examples

The Cross-Organizational COP: Learning Beyond the Organization

The GIFT Project: A Cross-Sectorial COP

Discussion

Conclusions

7. Sensitizing Design Teams to Theory (Annika Waern and Paulina Rajkowska)

Sensitizing Concepts and Boundary Objects

Sensitizing Scenarios

Resident Theorist

Other Ways to Sensitize Designers

8. Ideation Tools for Experience Design (Anne Rorbak Olesen, Christian Hviid Mortensen, Anders Sundnes Lovlie)

The Importance of Ideation

Three Tools for Ideation

Combination and Usefulness of the Tools



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9. Data-Driven Visiting Experiences (*Steve Benford, Dimitri Darzentas, Edgar Bodiaj, Paul Tennent, Sarah Martindale, Harriet Cameron and Velvet Spors*)

Visualizing Visitor Behaviour in Thresholds

Visiting Gifting Behaviours 162

Visualizing the Use of Visitor Box Cards

Opportunities and Challenges

10. Evaluation (*Jon Back and Jocelyn Spence*)

First, Ask Why!

What Is Important to Know?

Who Should Your Study Subjects Be?

Where Will You Be?

When and for How Long Can You Study Them?

How to Get Your Answer

Early On: Formative Studies

Analyse Your Evaluation

Ethical Considerations

Conclusions

Coda

11. Remediating, Reframing and Restaging the Museum (*Annika Waern and Anders Sundnes Lovlie*)

The Ideal Museum Experience

Reimagining the Museum Experience

Final Words

Bibliography

Index

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