

MUSEUMFUTURES

What is MuseumFutures about?

MuseumFutures is a Delft Design School Lab at the Faculty of Industrial Design Engineering (TU Delft) which focuses on exploring the future of museum experience design. In recent years museum experiences have evolved from stand-alone experiences within the confined space of a physical museum to experiences that are embedded in journeys that start before and last until after the museum experience; experiences that are embedded in community engagement activities, or in people's daily lives; experiences that may follow a trajectory through institutional ecosystems (including schools, care centres, etc.).

MuseumFutures focuses on the impact that such embedded museum experiences may have on people, museums and their relationships; we explore the role that current technology-related developments, including Internet of Things, DIY technology and Maker Movement can play in facilitating and stimulating this development.

A new way of doing research

MuseumFutures is associated to the **Connected Everyday Lab** and collaborates with other Faculty labs and external parties. It provides room for students to graduate on an ongoing research topic within the Faculty.

In MuseumFutures, several **Master graduate students** of the Faculty collaborate in design research projects. Each student works on his or her own project, but all projects feed into a growing body of knowledge about opportunities for **future museum experience design** as it relates to connecting museums to the outside world and applying novel technologies in doing so.

All students collaborate with museums, heritage houses, design agencies or other stakeholders in relevant fields. They have their home base at the Faculty where they synergistically work with their fellow students in the lab; sharing their experiences, inspiring each other, sharing knowledge and building a growing body of knowledge and tools on the topic.

New modes of synergistic collaboration

The way of working within MuseumFutures is relatively new. Thus, for us, one of the exciting challenges is to explore truly new ways of doing design research with Faculty internal and external collaborators; in ways that are beneficial and exciting to all parties.

Participating design agencies



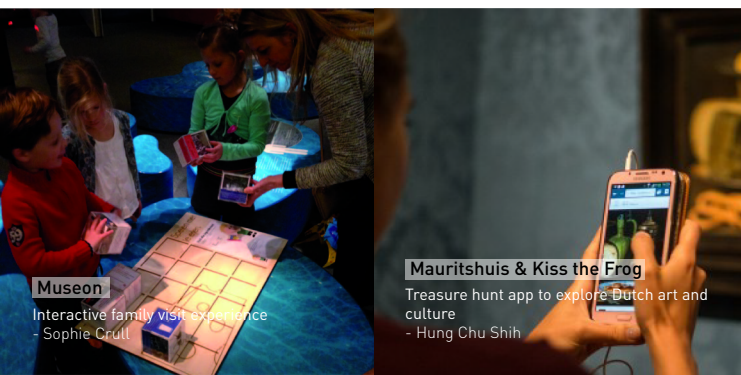
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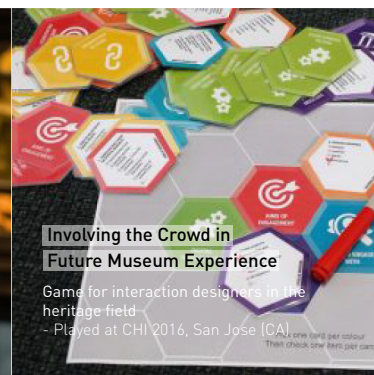


Museon

Interactive family visit experience
- Sophie Crull

Mauritshuis & Kiss the Frog

Treasure hunt app to explore Dutch art and culture
- Hung Chu Shih



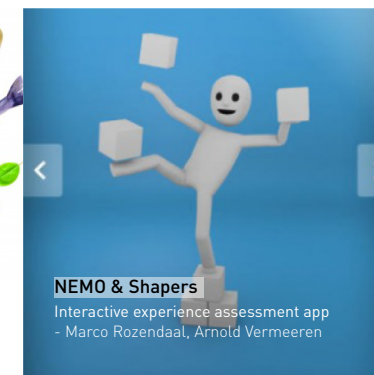
Involving the Crowd in Future Museum Experience

Game for interaction designers in the heritage field
- Played at CHI 2016, San Jose (CA)
- www.berkeley.edu (link to paper)
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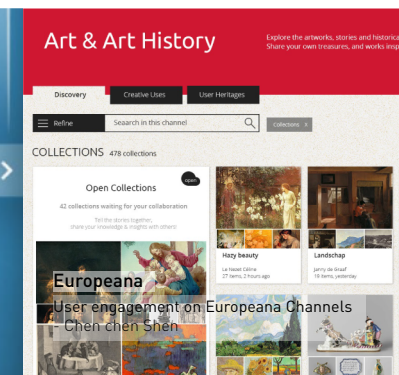
Museum & JN10/Door

Interactive installation for museum class rooms
- Niels van Hamersveld



NEMO & Shapers

Interactive experience assessment app
- Marco Rozendaal, Arnold Vermeeren



Art & Art History

Explore the artworks, stories and historical context. Share your own treasures, and work together.

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42 collections waiting for your collaboration
To be able to register, share your knowledge in English and online.

Lazy beauty

Landscap

Europeana

User engagement on Europeana Channels

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