

MUSEUMFUTURES

What is MuseumFutures about?

MuseumFutures is a graduation lab (Delft Design 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 can 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 graduating on design 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 work on related 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.

MuseumFutures participants

Faculty participants:

Arnold Vermeeren (director), Elisa Giaccardi, Jo Geraedts, Sylvia Pont, ...

Design agency participants:

Martijn van der Heijden Matt Cottam, Paul Skinner



Are you interested in **graduating within the lab**?
Get in touch with the Director or one of the participants.



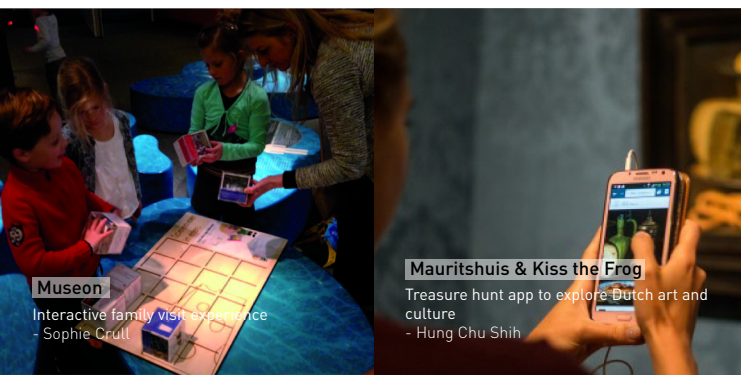
Director

Arnold Vermeeren

a.p.o.s.vermeeren@tudelft.nl

015-2784218

<http://studiolab.ide.tudelft.nl/vermeeren>

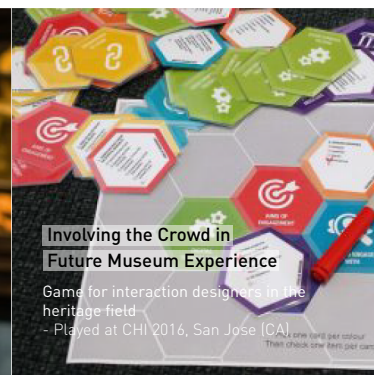


Museum

Interactive family visit experience
- Sophie Crull

Mauritshuis & Kiss the Frog

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



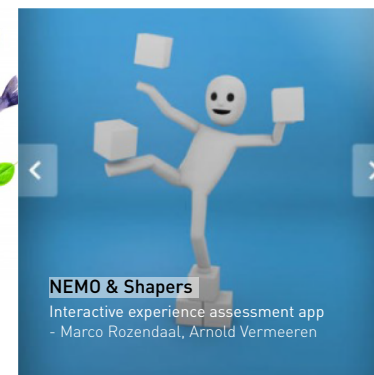
Involving the Crowd in Future Museum Experience

Game for interaction designers in the heritage field
- Played at CHI 2016, San Jose (CA)
- www.berkeley.edu (link to the game)
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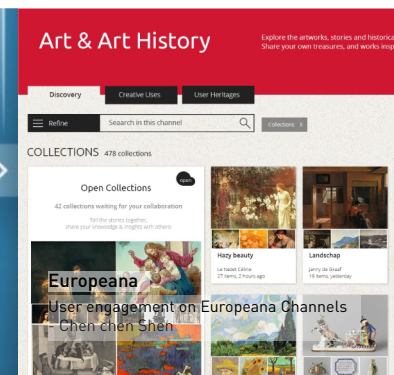
Museum & IN10/Door

Interactive installation for museum class rooms
- Niels van Hamersveld



NEMO & Shapers

Interactive experience assessment app
- Marco Rozendaal, Arnold Vermeeren



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