

Niuseum

Creative Collections

- 1. The New Museum Concept
- 2. Creative Collections
- 3. Outlook



1. The New Museum Concept



The Expothek

Research Lab



The Digital "Magnifying Glass"

Exploring objects at the Expothek







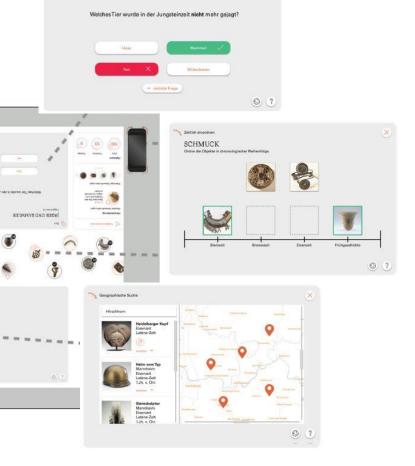






Digital Media Tables

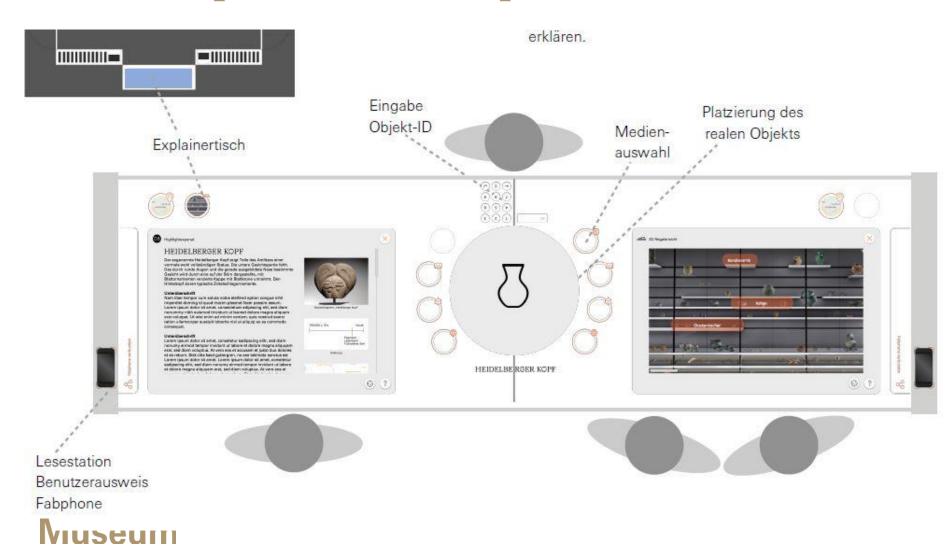
- Object Selection
- Research Tools
- Games/Challenges



IÄGER UND SAMMLER

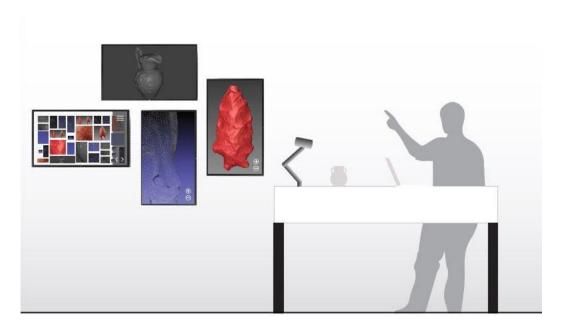


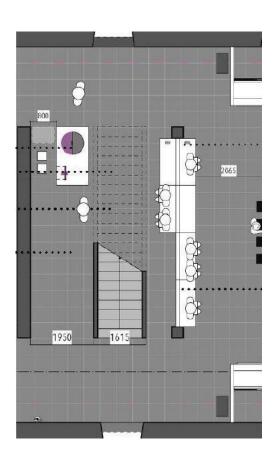
The ExpoPoint – Explainer



Expo3D with Lounge

- Scanning objects (database)
- Area to linger

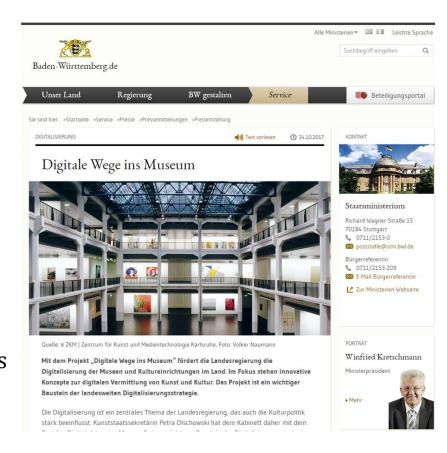






2. Creative Collections

- MWK funding scheme "Digital Ways into Museums"
- Starting points:
 - An advanced digitization strategy
 - Availability of digital data does not yet lead to interaction
 - Not top down, but participatory
- Objective:
 - "How can the expectations and ideas of citizens be captured and translated into concrete digital concepts with the help of participatory methods?"





Advisory Council of Citizens







Cooperation with Citizens' Council

Starting point: approx. 60 members

But: Which method?

Criteria:

- user-oriented
- promoting ideas and innovation
- activating and entertaining



"Design thinking is a user-centric, iterative approach to developing ideas and solving complex problems."



Implementation

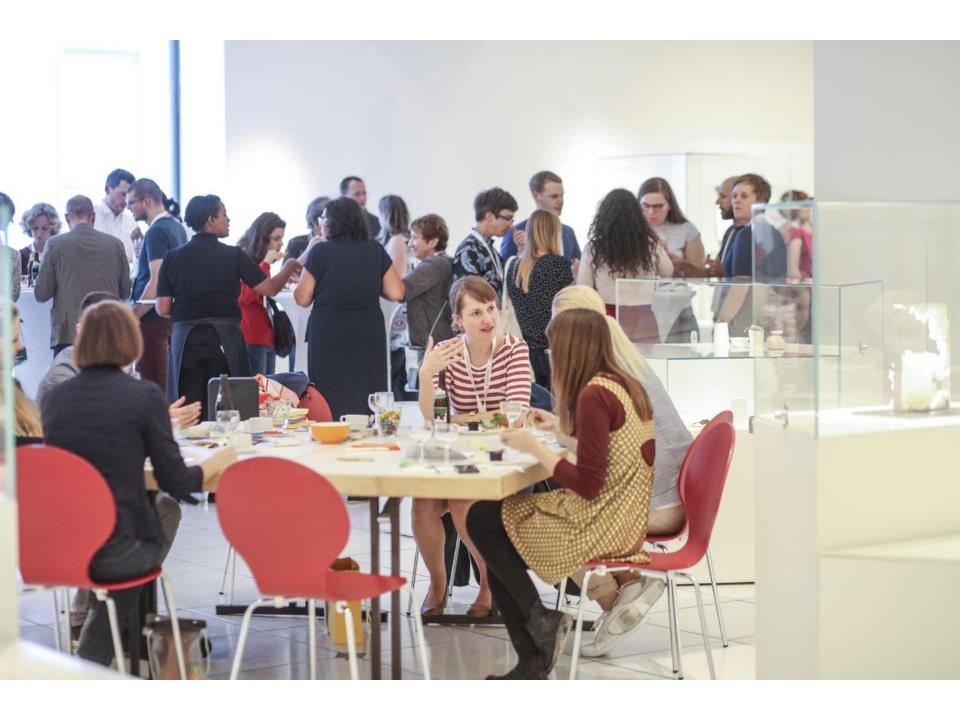
Prerequisites

- A selection of applicants as mixed as possible
- Training of 10 museum employees to become Design Thinking moderators

Organization

- Distribution of participants among teams of 5-6 with 1 or 2 moderators
 - 22.09. Digital applications in the museum
 - 29.09. Digital applications on the Internet
 - 13.10. Digital citizen science projects





Evaluation and Cluster

- Social media (object votings, whatsapp bots, live chats, user networking)
- Networking (with cultural space, urban space, other institutions and within the museum)
- Personalization (questionnaire, opinion tracker, user data analysis for the creation of object selections and individualized tours)
- Gamification (MuseumGo, especially family challenges, treasure hunts, escape rooms)
- Tools (Interactive wall, VR glasses, GoPros, 3D scans and prints)
- Audio, Guides and Storytelling (more audio than text, interactive and virtual guides, alternatives to information through fairy tales or stand up)
- **Atmosphere** (music, fragrance)



MuseumCamp







Implementation

MuseumCamp 10./11. November

- Barcamp as a Non-Conference
- Larger field of participants (approx. 80-90)
- Focus on current ideas, questions, and topics

Guiding questions

- What will museums look like in the future?
- How would you like to interact with objects?
- Which digital approaches are exciting for museums?





3. Outlook

Ongoing

- Evaluation and assessment
- Overlaps and syntheses
- New concepts

Next year "Digital Ways into Museums II"

- Continuation of work with experts and citizens' councils
- Two digital curators, explainer
- Open Space for participation and interaction
- Implementation of selected ideas
- Evaluation and publication



Thank you for your attention!

