

# BEYOND MUSEUM WALLS

THE DEVELOPMENT OF A PHYSICAL CONCEPT DESIGN THAT ASSESSES THE IMPACT OF A CHILDREN'S MUSEUM EXHIBITION ON THE VISITOR EXPERIENCE FOR CHILDREN AGED SIX TO TWELVE AT THE FUTURE MAKERS! EXHIBITION IN NIEUWE INSTITUUT.

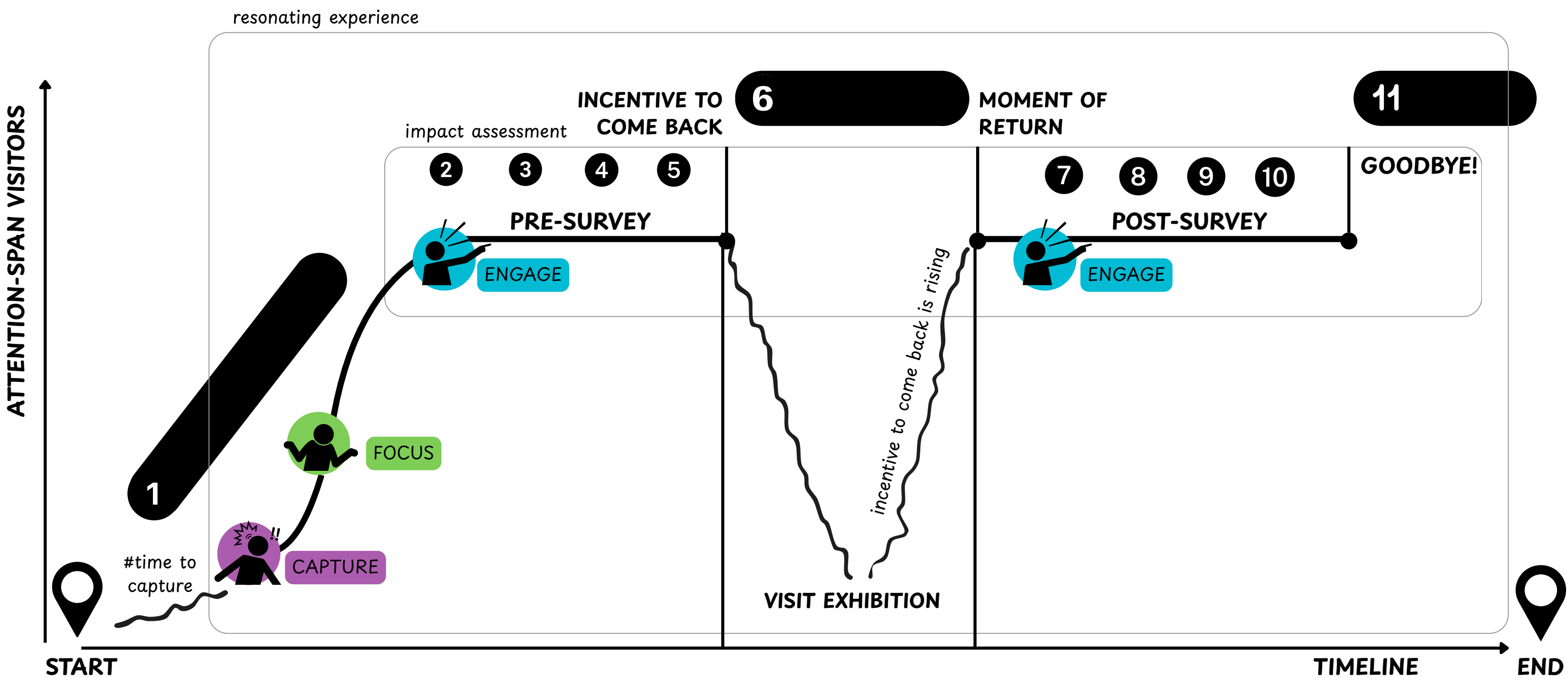
The graduation report explored the complex subject of assessing impact in museum environments and addressed the difficulties of defining and measuring impact on the visitor experience. To navigate the broad scope of museum impact assessment, the project separately explored the subject's *the museum visitor experience* and *impact assessment*. By integrating theoretical frameworks with practical insights drawn from the Future Makers! exhibition, a set of guiding principles was established to act as a solid foundation to continue.

After extensive background and user research, all information needed to ideate for is converged into four different layers of design elements: functional, conceptual, interaction and aesthetic. The ideation phase delved into each design layer, representing different design objectives and using tailored questions to spark curiosity. Multiple low-fidelity user testing and brainstorming sessions were conducted to refine ideas. This iterative process ensured the design aligned with the needs of the target group and best-fitted solutions were found.

The final phase of this project combined all ideated solutions into one coherent physical concept design, consisting of both a physical and digital prototype. The physical prototype aimed to find out if the user experiences a resonating experience, while the digital prototype aimed to assess the impact on the visitor experience through a pre- and post-survey design.



## THE "FORTUNE TELLER EXHIBIT" DESIGN



1 WELCOME!	2-5 PRE-SURVEY	6 INCENTIVE TO COME BACK	VISIT EXHIBITION	
In the introduction hall, a visitor is captured by a fortune-teller device. As they approach and focus on the design, a digital interface poses a question, "What kind of future maker are you?".	When the visitor engages with the interface by pressing it, the pre-survey begins. A headphone, integrated with the device, is available for children needing audio support.	After completing the pre-survey, the visitor receives an incentive to return: a coin-shaped token dispensed by the device. A new question is posed: "Can you return after visiting the exhibition to find out what kind of futuremaker you are?".	The token can be secured in a necklace with a plastic pouch. This design prevents the risk of the token getting lost throughout the visit.	Now it is time for the visitor to explore the exhibition's interactive displays, learning about the future through hands-on activities and creative challenges. While carrying the token with them, serving as a constant reminder to come back to the fortune teller device.
MOMENT OF RETURN		7-10 POST-SURVEY		11 GOODBYE!
When the visit is done, the token reminds the visitor to return to the fortune-teller device, eager to uncover what kind of futuremaker they are.		Inserting the token into the device triggers the collection of earlier saved data from the visitors' pre-survey responses. The post-survey will automatically start after the data is collected.		After the post-survey is completed, the visitor is asked to smile for a photograph, captured to personalise the experience. The post-survey responses and photograph are edited to fit the lay-out of the fortune card design and is then printed instantly by the device dispenser.
				The visitor takes the personalised fortune card home and leaves the exhibition space with a meaningful reward for their journey.