King's Digital Lab

Creating digital tools to explore academic research in new ways.

kdl.kcl.ac.uk

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"The Rural Heritage Museum, nestled in the heart of Anytown, is dedicated to preserving and showcasing the rich history and cultural heritage of our region. Despite our limited resources and funding, we strive to make our collection accessible to a wider audience and enhance the visitor experience through digital innovation. We are seeking proposals from experienced firms to help us achieve these goals through the implementation of 3D models, virtual reality (VR), augmented reality (AR), and an improved online presence."

"Our museum boasts a unique collection of artifacts and exhibits that highlight the local history, from ancient relics to modern-day memorabilia. However, due to spatial constraints, many items remain in storage and are rarely seen by the public. We aim to digitize these hidden treasures using 3D modelling technology, enabling virtual tours that provide a comprehensive view of our collection.

"To further immerse our visitors in the museum experience, we are interested in integrating XR applications to enhance the physical tour, offering interactive elements and contextual information through visitors' smartphones or museum-provided devices..

"*An* *optional* *aspect of this project is the development of an engaging and user-friendly online platform. This platform should not only host the virtual tours and AR content but also serve as an educational resource with detailed information about the exhibits, high-resolution images, and interactive features. It should be accessible on various devices, ensuring that people from all backgrounds can explore our museum from anywhere in the world.*

We are particularly interested in solutions that prioritize the following:

1.Cost-effectiveness: Innovative approaches that maximize our budget without compromising quality.

2.Scalability: Systems and platforms that can grow with our collection and audience.

3.User engagement: Features that encourage repeated visits and deeper interaction with our content.

4.Educational value: Tools that enhance learning and provide valuable insights into our heritage.

5.Accessibility: Ensuring that all digital content is inclusive and easy to use for people with disabilities.

Proposals should include a detailed project plan, timeline, budget, and examples of concepts that demonstrate use of 3D modeling, VR, AR, and web development. We look forward to collaborating with a creative and forward-thinking team to bring our museum into the digital age.

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- **What is our stakeholder trying to achieve?**

- **What sort of requirements (MoSCoW?) can we draw from this?**

- **What technical considerations can we infer?**

- **What initial creative ideas does this prompt?**

- **What else would it be helpful to know?**