**Which museums/galleries/family venues you researched to support this idea; were there any which particularly inspired you or helped you to rule out other solutions?**

To find a solution to this brief I had looked at a variety of museums, varying from the United States and some regions in the UK. Only a few had stood out to me and most lacked a solution at all.  
The few that stood out to me was a Ted talk by Sarah Kenderdine (link below) who talked about the ways museums are creating a powerful interactive experience using modern technology. <https://www.youtube.com/watch?v=VXhtwFCA_Kc>

This ted talk was far from something I could make but it inspired me to dig deeper on how to make the museum experience different and more engaging.

Another museum I researched, which I cannot provide a link to as I have not been able to find the link. The museum had made a game for the Ship exhibit. People had to make a ship with the correct bearings and sizes and materials to make sure the ship didn’t sink. They had to use the information of the exhibit to help them make a ship that didn’t sink or one that had lasted through a duration of time. This had asked the player to look through the details of information to be able to make an accurate ship. This inspired me, but I felt like it was too much for this brief.

The inspiration that the museum gave me was to gamify the museum experience. It eventually led me to a game called Gen. A game from the National Museums Scotland and Aardman. This game is a virtual pet that you have to look after and sustain by using the biomedical objects from the museum. This is the link for it: <https://www.youtube.com/watch?v=aILi-pZslk4>  
  
This is what had led me to start creating this concept for the brief where there would be a character that acts as an interlocker who can connect the mansion content with an interactive experience. Allowing people to have a greater engagement with the museum and to let them learn the contents of the mansion in a more immersive way.

Throughout my research, I had ruled out so much, but these are what stood out the most. If you would like more information, feel free to ask as I would be happy to tell you about the process and answer further questions.

I wanted to add this as research as this is what I had told my client about the journey of coming up with the initial game idea to show the thought process put in. There is more information in the other word document named: *Initial Game Ideas - Len*

Bibliography

YouTube. 2019. *How Will Museums of The Future Look? | Sarah Kenderdine | Tedxgateway 2013.* [online] Available at: <https://www.youtube.com/watch?v=VXhtwFCA_Kc> [Accessed 3 November 2019]

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