**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.

The reason why I have laid out my research to coming up with the idea in this way, is because as I was jumping from one idea to the next, I would talk with Willoughby about this, all verbal. I was going through such a rapid iteration that I did lose count of what I looked into. These were the most important to getting to where the idea is now.

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 16 November 2019]

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