

Title

Name of the Group

Name of the Participants

1. the Context

Here you specify:

- (a) The museum and its content / collections
- (b) The location and its map/plan
- (c) Institutional Goal
- (d) Cognitive Goals
- (e) Star Assets (must-see of the museum, add images)
- (f) Target Audience

2. The audience

Here you details your audience (use as reference the Visitor Box Cards)

You have to choose one of the following target audience: 1- schools, 2- retired, 3- visitors with disabilities, 4-citizens, 5-foreigner visitors/tourists

- (a) Motivations
- (b) Barriers
- (c) Capabilities
- (d) Devices

3. Concept

Here you specify:

- (a) Problem/s you are facing with your project, try to be specific (i.e. attracting an audience that usually is not interested to museums)
- (b) how your project will face the problem/s
- (c) musicological approach
- (d) specific themes and topics you have selected as case study for your PW

4. Requirements

Here you specify the requirements needed to reach the goals

- (a) Must
- (b) Should
- (c) Could
- (d) Won't

5. Ideation

Here you specify:

- (a) Experience (from the users perspective)
- (b) Conceptual map
- (d) The story (you can include an interactive narrative using Twine)

- (f) Description of the interaction between the application and the users (include Interaction Diagram)
- (g) Foreseen workflow
- (h) Set-up: Foreseen hardware, software and Media (digital asset needed)
- (i) Further development and maintenance issues

6. Disruption

Here you can explain threats and potential issues with your project and how you would face it

7. Teams roles and work

Add the names and what each of the team has done (remember that you are going to be evaluated in accordance with your role and work within the team)

8. UX Scenario

Link to the Twine scenario

Bibliography