

Decision matrices

Resources

Storyboard 1



John and Amy are on a date. They want to do something different; they decide to visit the Museum.



While they are browsing through the Egyptian Exhibition an artefact speaks to them, taking them by surprise.



Amy spots the "hold to talk" button next to an artefacts. She presses the button and asks a question.



To Amy's delight the artefact responds. John's interest is now piqued and he moves in closer.



John is intrigued and wonders how interactive the exhibit is, so he asks a random but related question.



The artefact answers, and also provides additional information about the other talking pieces in the collection.



Now interested in the talking artefacts they follow the directions to the next part of the collection to learn more.



They arrive at the artefact and are excited to find another part of Egyptian history to talk too and learn more.

Storyboard 2



Jane likes History and decides to visit the Museum for a fun day out by herself.



She buys a ticket and on entry to the museum itself has her ticket exchanged for what seems to be a hologram.



Jane is intrigued and pleasantly surprised that the hologram is a historical assistant and guide.



She tells the assistant about her interests and it replies directing her to the exhibits which suit her best.



As she wanders through the different collections Jane asks Alex about pieces around her and what might interest her.



Jane is hungry and asks "Alex" where to eat. Alex begins navigation to a restroom with the cafe as the next stop.



Jane is now leaving, but before she gives Alex back she connects her phone to Alex to save the exhibits for later.

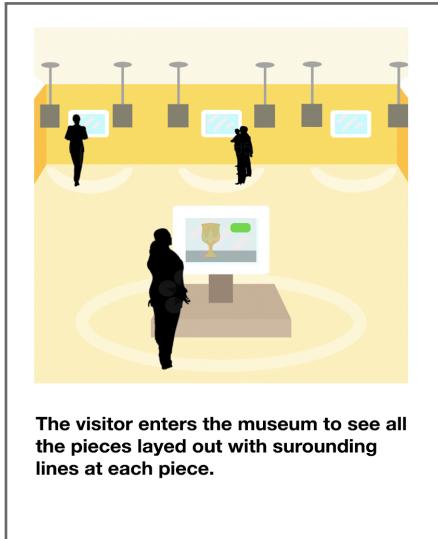


Jane leaves and shares her experience with friends, encouraging them to get their own historical assistant too.

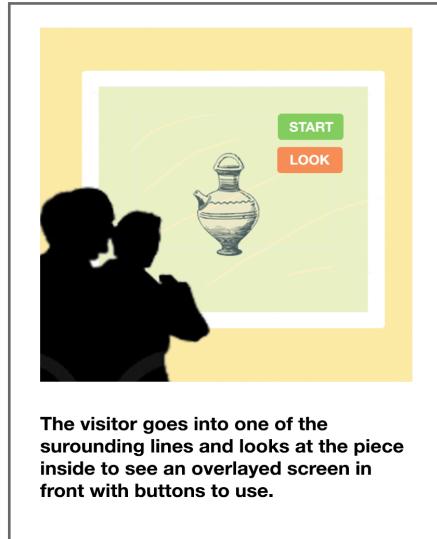
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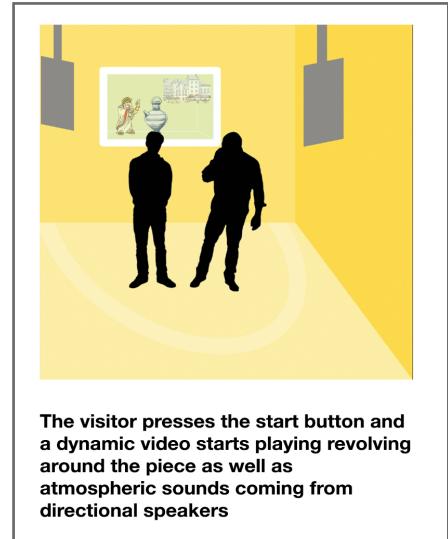
Storyboard 3



The visitor enters the museum to see all the pieces layed out with surrounding lines at each piece.



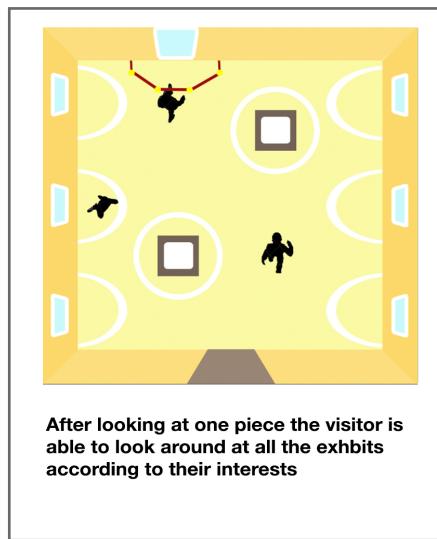
The visitor goes into one of the surrounding lines and looks at the piece inside to see an overlayed screen in front with buttons to use.



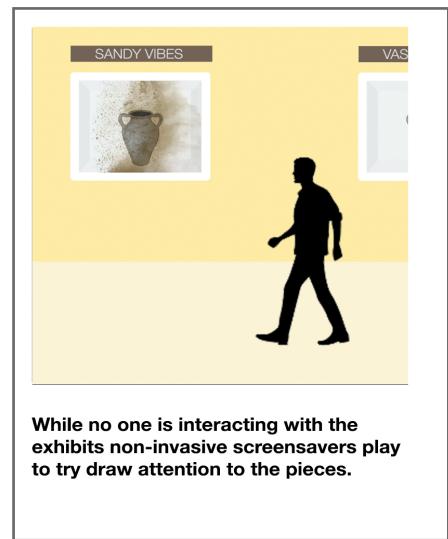
The visitor presses the start button and a dynamic video starts playing revolving around the piece as well as atmospheric sounds coming from directional speakers



The visitor decides to skip the rest of the video being played and just wants to look at the piece itself. An i icon pops up if the visitor wishes to view more info



After looking at one piece the visitor is able to look around at all the exhibits according to their interests



While no one is interacting with the exhibits non-invasive screensavers play to try draw attention to the pieces.