

Design oracles

April - August 2015

The exhibition:

Curated from a national design collection, this exhibition connects objects that convey a certain idea of their owners' lifestyle.

Can objects express personality?

The collection was organised into 9 groups:

Simple	Nomadic	Abstract
Organic		Naïve
	Humble	
Mutant	Curious	Inflated

QUESTIONS:

- What off-site experience do we offer our visitors as a digital culture space ?
- How can we transcribe this event into a digital experience, before or after a visit?
- What is the project's DNA and how can we extend that online?



Analysis of the exhibition

The exhibition showcases objects that are iconic for their expression of a [lifestyle](#).

Our possessions, the things we choose to use and to wear are ways we express our belonging to certain tribes or values.

The exhibition also has a slightly [playful](#) side to it.

How does that translate into an online experience?

A funny way to engage with our visitors would be to ask them:

Which tribe do you belong to?

The test

- a **responsive, bilingual personality test** (available in French and English)
- a **series of ten questions**
- a **result page** with:
 - a tribe name,
 - quotes from the exhibition,
 - data visualisation of your test results,
 - global test statistics,
 - shareable results (post to Facebook and Twitter)



Design Oracles
from the 3rd April to the 16th August

Movie Night. Your pick ?

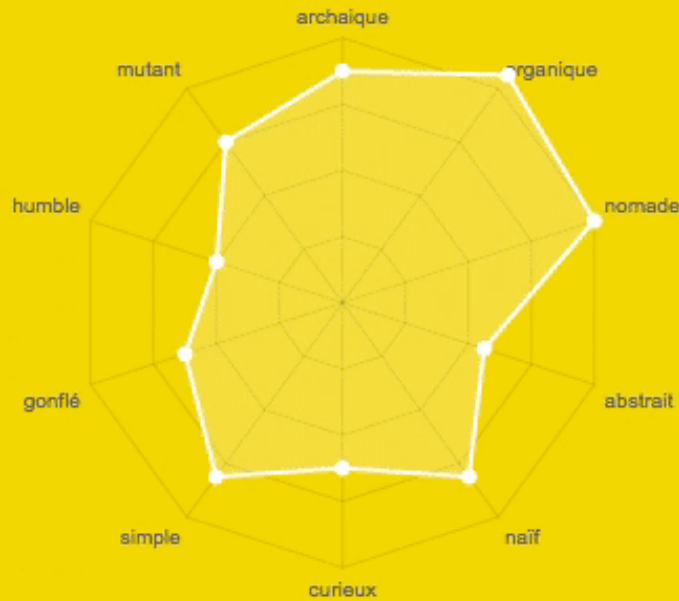
- ☐ 2001 Space Odyssey
- ☐ Into the Wild
- ☐ Breakfast at Tiffany's
- ☐ Princess Mononoke

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According to you, the future of design is in :

- ☐ intelligent textile
- ☐ robotics
- ☐ raw material
- ☐ fablabs

Vous êtes



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If I were to do it again, what would I change?

My role

- Game design
- Bilingual script for questions and results
- Content collection and creation
- Project management with web agency and curators

- Better internal information about the project
- Allow more time for user testing and subsequent adaptation.
- Better signalling inside the exhibition space.

The team

- Development with a remote web agency (Bunker Palace)
- Internal advice on game design from the video game space team.