



Archiving a Museum with an Interactive Exhibit

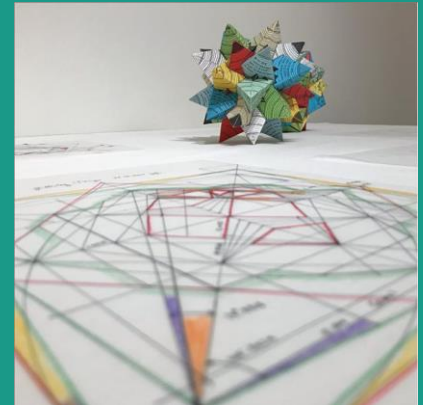
Sponsored by The Hönnunarsafn Íslands
Museum of Design and Applied Art

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Our Goal:

Develop a digital exhibit that would allow for an **immersive** way to **view collections** not physically on display.

What is a Design Museum?



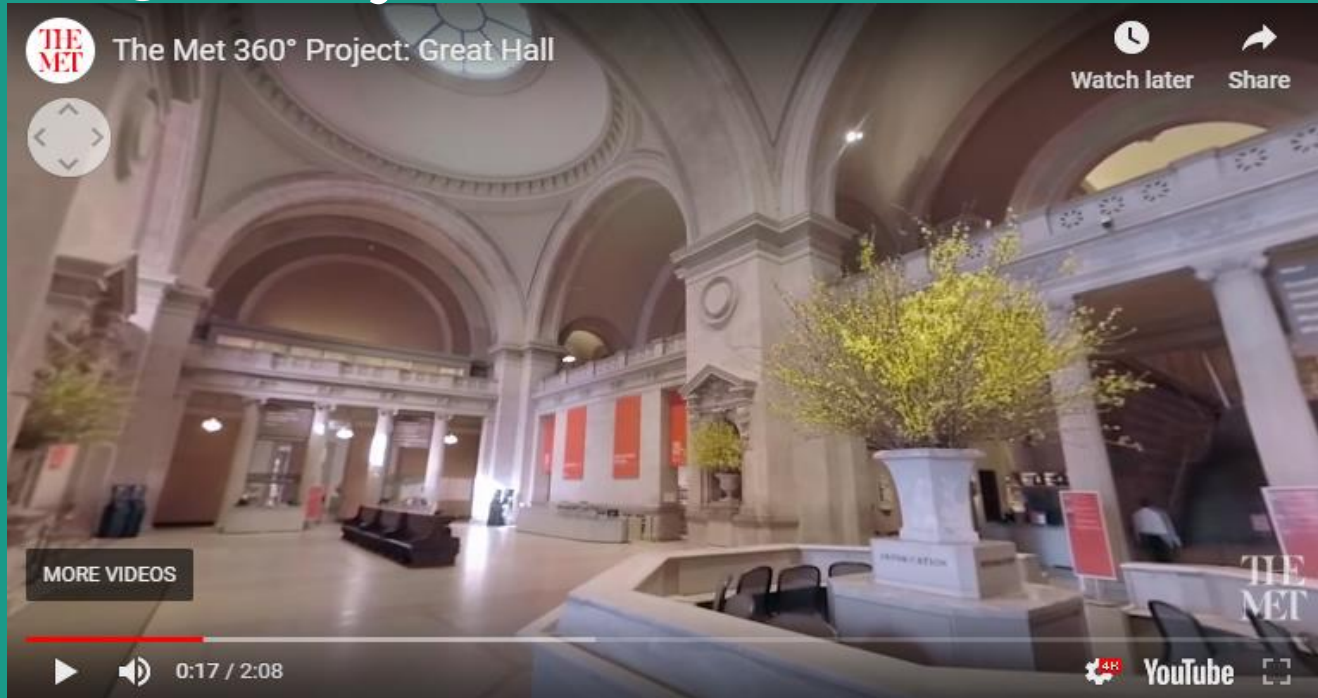
Hönnunarsafn Íslands

Museum of Design and Applied Art



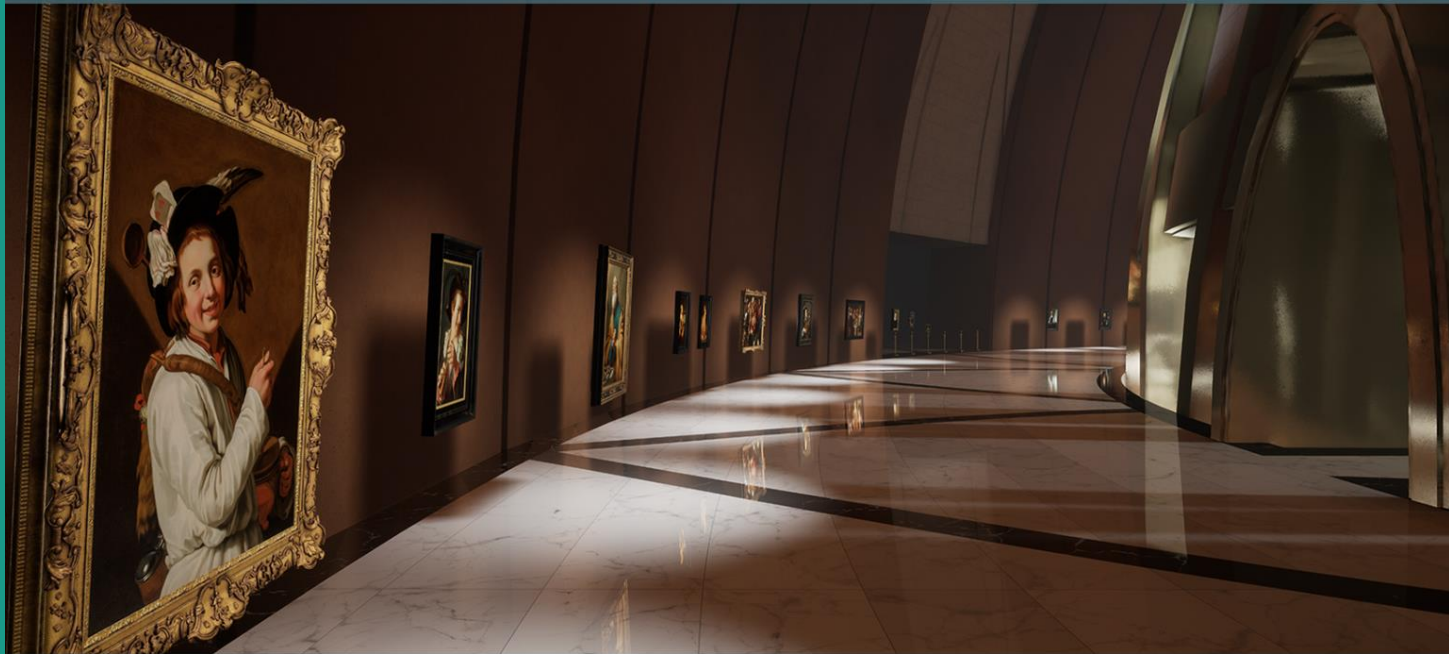
Museums have Implemented 360° Tech

The Met 360° Project



Museums have implemented VR Tech

The Kremer Collection



Determine the best practices for a virtual reality exhibit



Contacting Local Museums

1238 Battle of Iceland



Aurora Reykjavik



Understand visitor interest in VR

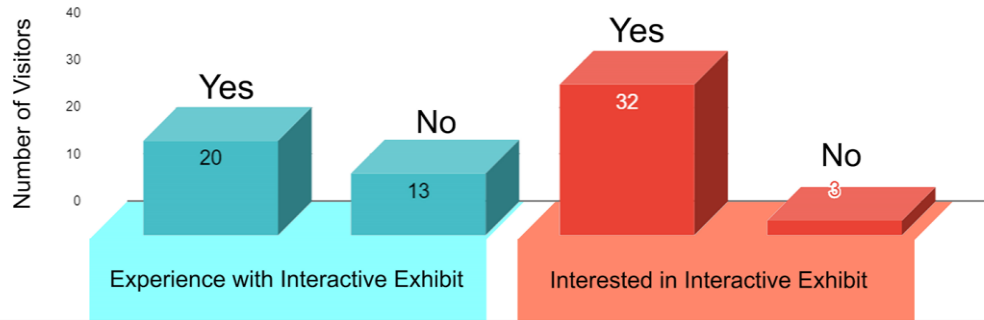
Interviews with Sigríður Sigurjónsdóttir



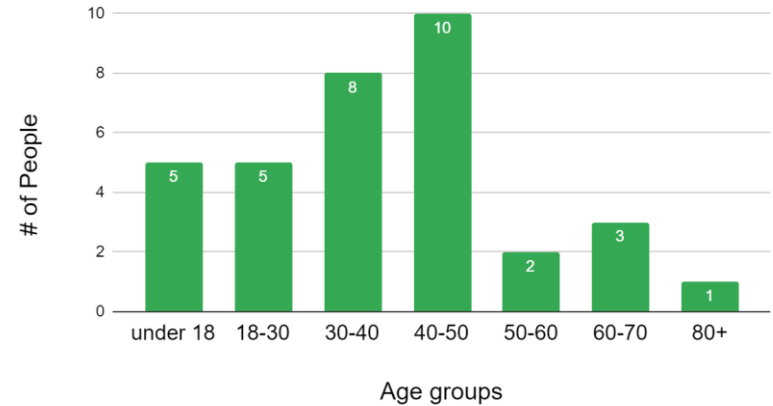
Surveying for the interest in VR

Museum Attendees Responses

Comparing Experience with Interest



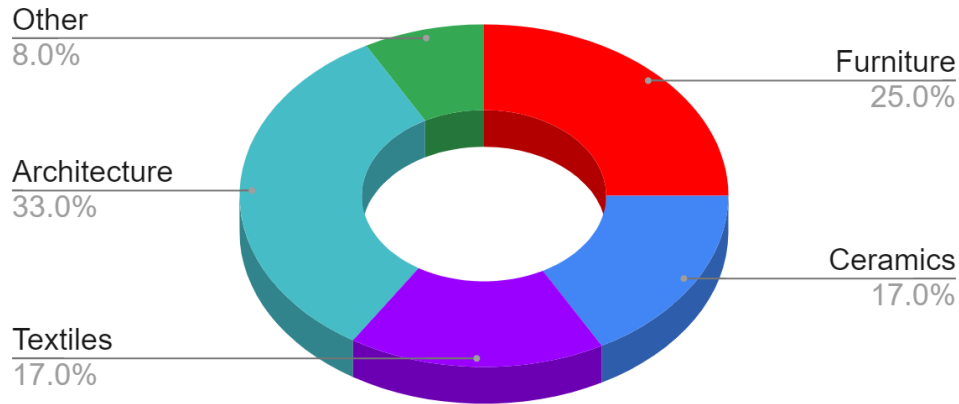
Age Demographics of Interest Survey



Surveying for: VR Exhibit focus

Museum Attendees Responses

Assessing Interest of Museum Visitors



Design, test, and pilot a virtual reality exhibit **prototype** to solicit feedback

Creating the **prototype**



Testing the prototype



Feedback from the **prototype**



Develop recommendations and provide documents to implement a successful VR exhibit



Recommendations

Ricoh Theta V



Additional Oculus Go Headsets



Recommendations

Create Virtual Reality Tours of Icelandic Architecture



Acknowledgements



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