Project
Title: Developing smartphone applications for the Catalunya Railroad Museum

Introduction: We have a complete study (market, business, interaction models, end-user) related to the Catalunya Railroad Museum. The aim of this project is follow this previous work: “Today apps and smartphones probably come to mind first as the iconic, ground-breaking mobile platforms poised to transform the museum experience for all of us”. (Nancy Proctor at http://mobileappsformuseums.wordpress.com/). In this project collaboration between the University and the Museu del Ferrocarril de Catalunya (Vilanova i la Geltrú) is presented with the aim to develop a set of smartphone applications using IOS system.

Project Brief:
1 Introduction and objectives
2 Storytelling and interface design.
3 Prototyping (iPhone) using Justindmind software
4 A set of iPhone applications
5 Improving a mobile section into the museum web page
6 Evaluating the user experience
7 Conclusions and future steps

Company
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With the collaboration of Ana Grande anagrande@ffe.es
Museu del Ferrocarril de Catalunya
At URL: http://www.museudelferrocarril.org

Project team:
Number of students: 4-5
Students speciality: ☐ Industrial design (IDPS students)
☐ Business engineers
☐ Computer science (EPS, a background in programming, C, Java)