**Project**

**Title:** A study of interaction design in the Catalunya Railroad Museum of Vilanova i la Geltrú

http://www.flickr.com/photos/62688521@N02/sets/

**Introduction:** "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 Museo del Ferrocarril de Catalunya (Vilanova I la Geltrú) is presented with the aim to develop a complete study (market, business, interaction models, end-users). Within this background, the aim is apply design thinking with the goal to improve the activities inside the museum and capture the interest of museum visitors. And propose an analysis of use of Tablet PC and smartphones in this context.

**Project Brief:**
1 Introduction
2 Analysis requirements of the staff of the Museo del Ferrocarril de Catalunya
3 Measuring the current user experience
4 Model process engineering approach: design, prototyping, evaluation, launch
5 Designing and programming applications (using prototyping tools)
6 New ways to interact
7 Conclusions and future steps

**Company**

**Name:** EPSEVG, Technical School. Barcelona Tech University
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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)