STUDY OF INTERACTION DESIGN MUSEU DEL FERROCARRIL DE CATALUNYA

The objective of this project is to improve visitors experience through the application of user centered design and interactive technologies, introducing a smartphone application and the redesign of wayfinding in the museum.

RESEARCH METHODOLOGIES

- Questionnaire
- Experts' review
- Focus group
- Observations

Requirements:
- More information
- Signage & wayfinding
- New interaction
- Affordable methods

SMARTPHONE APPLICATION

Train collection

Photo app

Tours

Events & activities

Information

Search by numbers

INTERACTION AND INFORMATION

EXISTING

PROPOSED

EXISTING

PROPOSED

WAYFINDING

SIGNAGE

INFOGRAPHICS

Handicap that generates kinetic energy through piezoelectric materials which would illuminate a screen showing the voltages generated and could be linked to the smartphone application, creating environmental awarness.

PROPOSED PROJECT FOR FURTHER DEVELOPMENT

This application allows the visitor to move through the museum effortlessly. It will replace the outdated audio guide. The app and the wayfinding will merge to give the visitor a more relaxing visit by eliminating frustrating lack of clarity in moving around and viewing exhibits. The app will cater for all levels of interest from the first time casual visitor to the train enthusiasts.