MUSEUMALIVE

ABOUT

TOUR

CONTACT

HALVES PRESENTATION

LEARN

VIEW NOW



MUSEUM *G***LIVE**

Carnegie Mellon Universit Entertainment Technol

OUT TOUR

TEAM





KATHRYN EILAND

Experience Designer Assistant Producer

GRACE KANG

UI/UX Designer Graphic Designer



DEREK CHAN

Producer



ANGELA CHEN

Front-end Developer



NINGSHAN OUYANG

Back-end Developer



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ADVISORS & CLIENT

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BRENDA BAKKER HARGER

CMU ETC



CONTACT

CHRIS KLUG

CMU ETC



ANA RODRIGUEZ CASTILLO

The Frick Pittsburgh Arts Project Coordinator





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We are **developing a website and documentation** for museum staff to design and execute live virtual experiences for their guests.

These virtual experiences are conducted through **Zoom** and are assisted by a **Website-based tool**.



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- **01** The Problem What does the Client need?
- 02 The Build How did we try to meet the need?
- **03** Playtesting

- Is it meeting the need?
- **04** Schedule How will we better meet the need?
- 05 Questions

What is still unknown?



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THE STORY



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MUSEUMS





FALLINGWATER

UNESCO House by Frank-Lloyd Wright

AUGUST WILSON

African-American Cultural Center

THE FRICK

Art Museum Network from Frick family WESTMORELAND

American Art Museum

MATTRESS FACTORY

Contemporary and site-specific Art





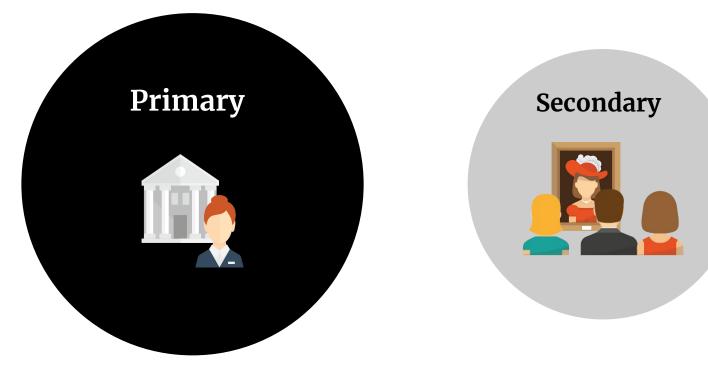
ABOUT



WHO IS THIS PROJECT FOR?

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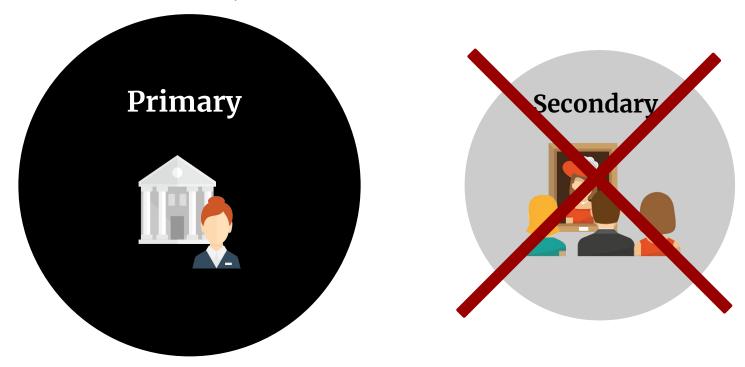
ABOUT



WHO IS THIS PROJECT FOR?

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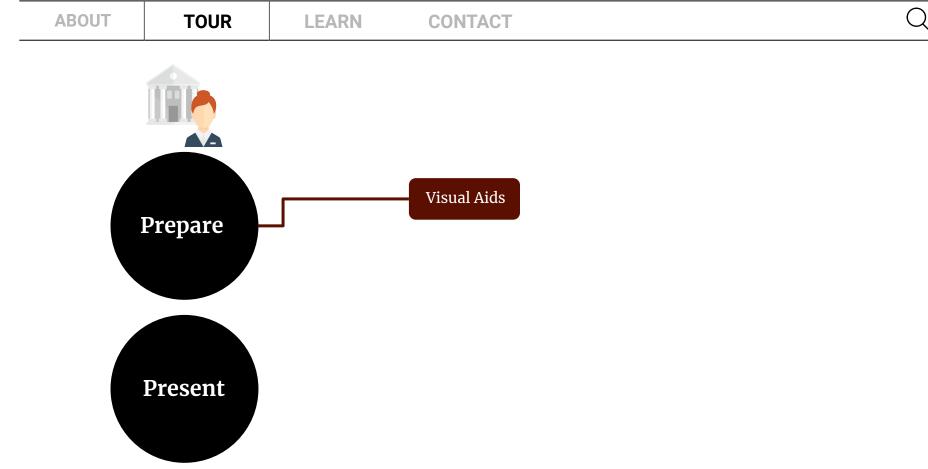


CONTACT

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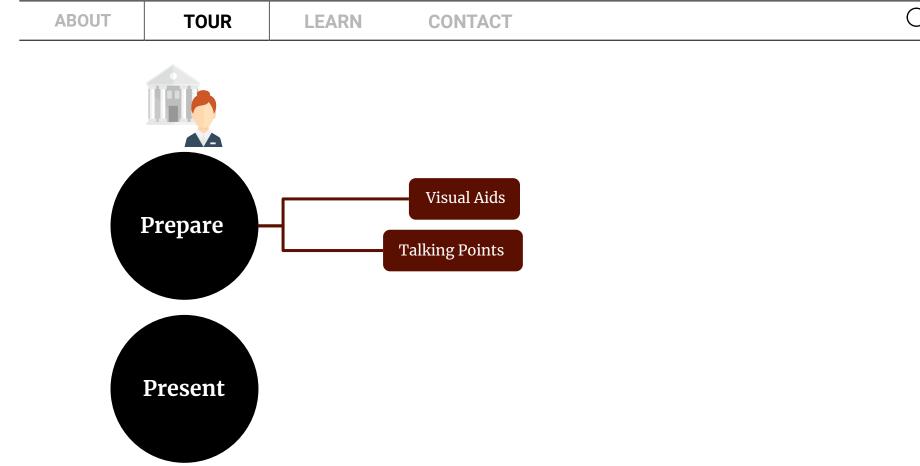




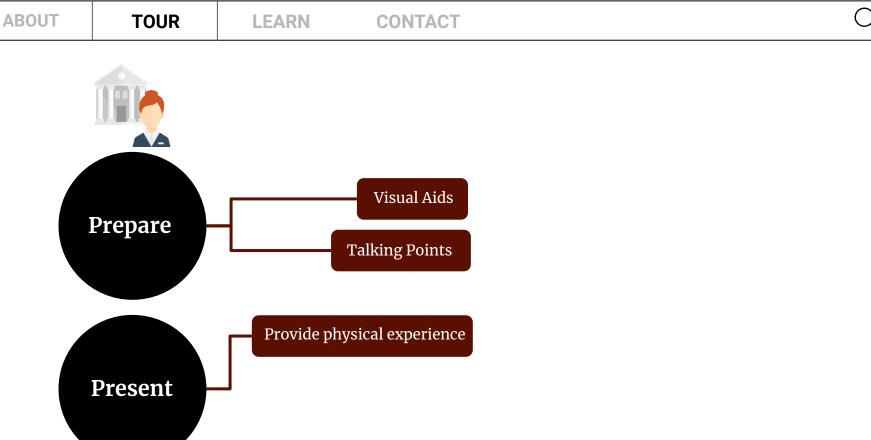


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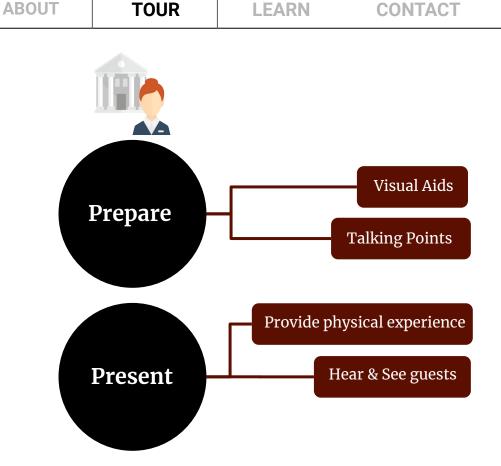








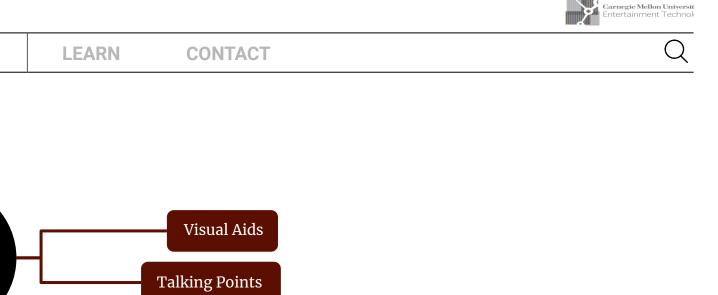


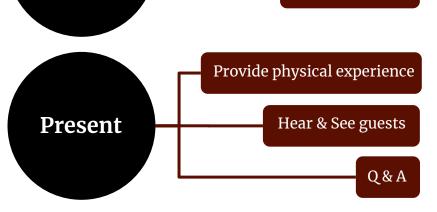


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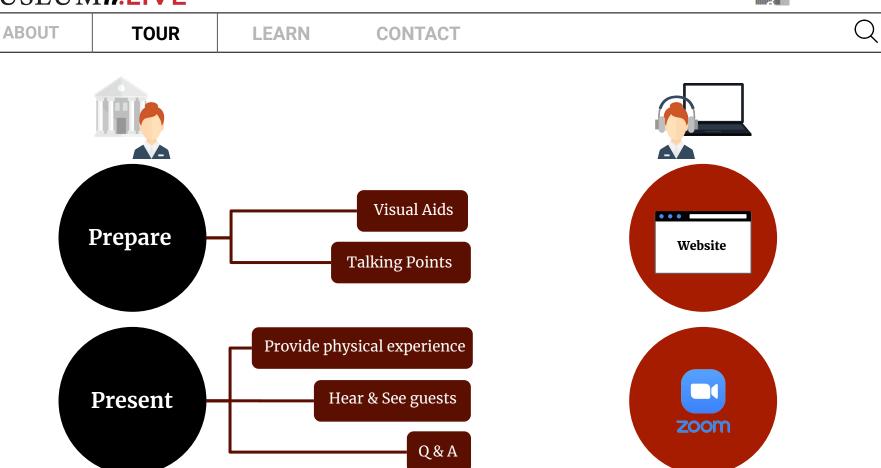
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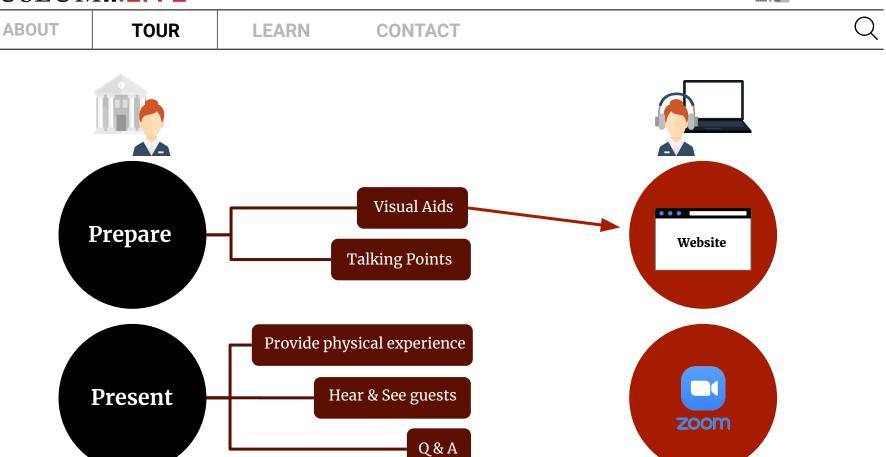
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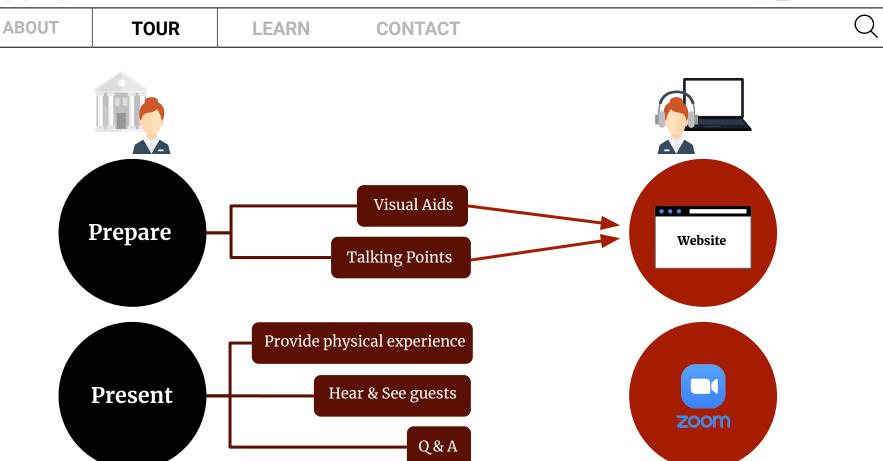


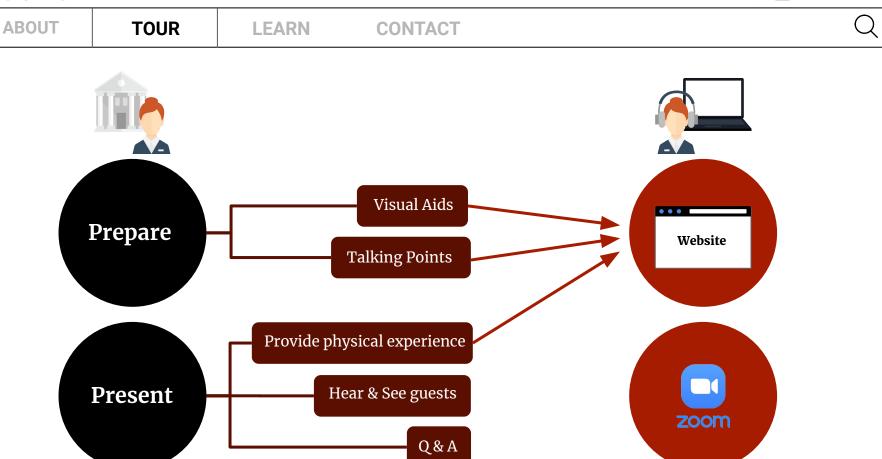
MUSEUM *GLIVE*

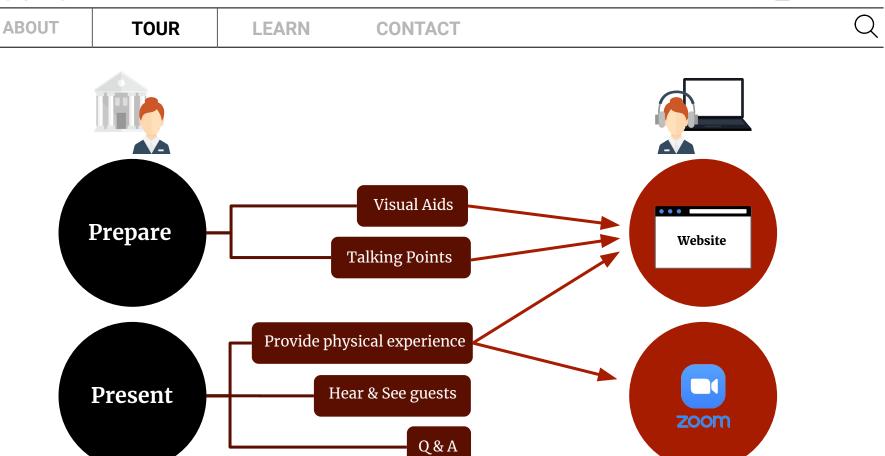


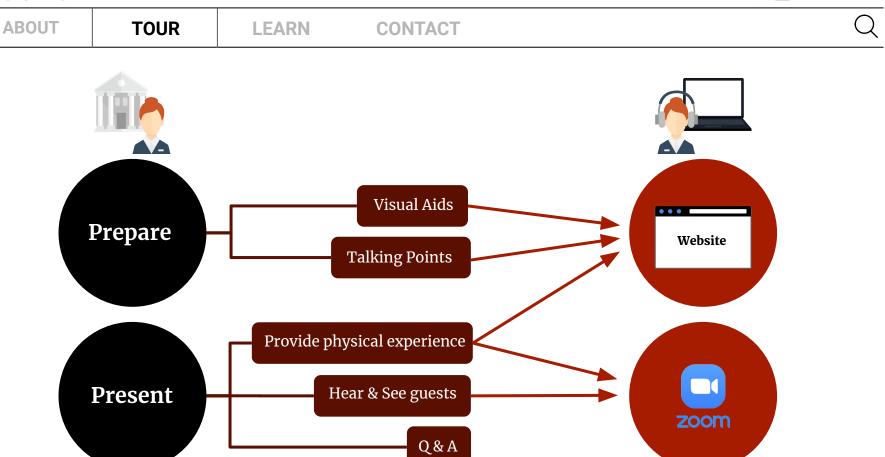


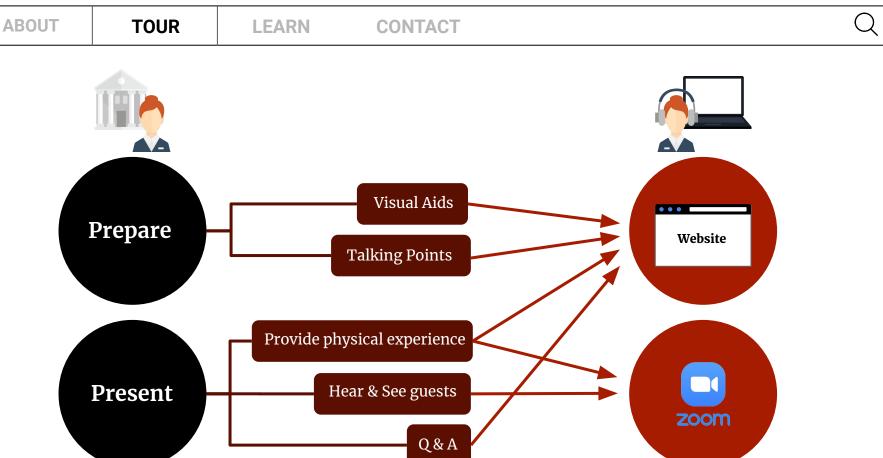
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ABOUT



DELIVERABLES AND METRICS

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Client Requirements

CONTACT

Documentation



Playtesting

Website & Documentation

"How to use" Documentation

Check if we meet our clients' needs



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PROBLEMS

1 How do we translate: in-person tour to virtual tour

2 What will make our tool simple for museum staff to use?



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eed?	v did we try to meet the need?	ild	The Bui	02
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04 Schedule How will we better meet the need?

05 Questions

What is still unknown?

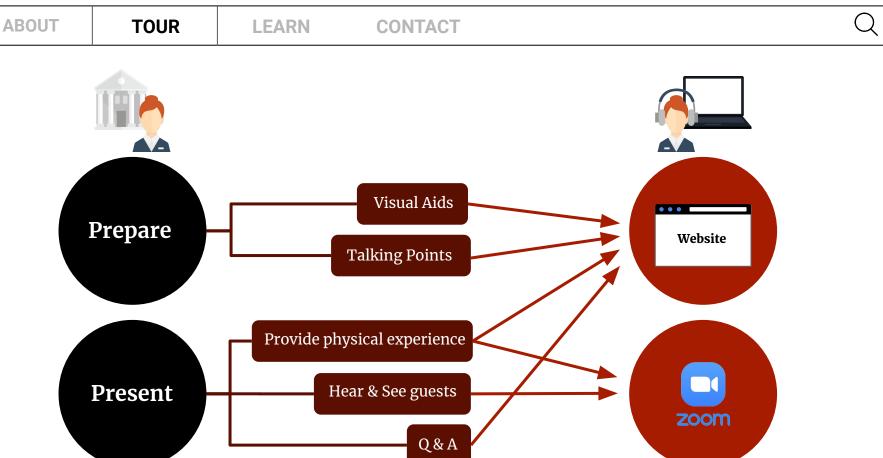


ABOUT TOUR LEARN CONTACT	Q
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PROBLEMS

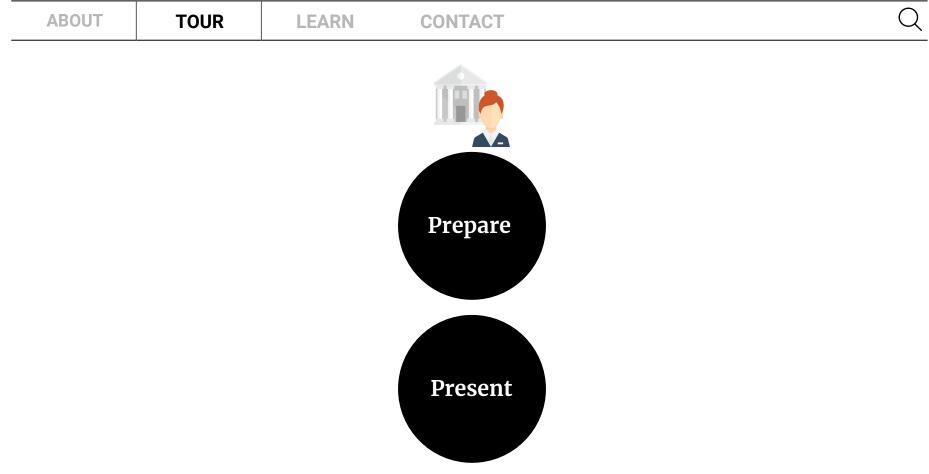
1 How do we translate: in-person tour to virtual tour

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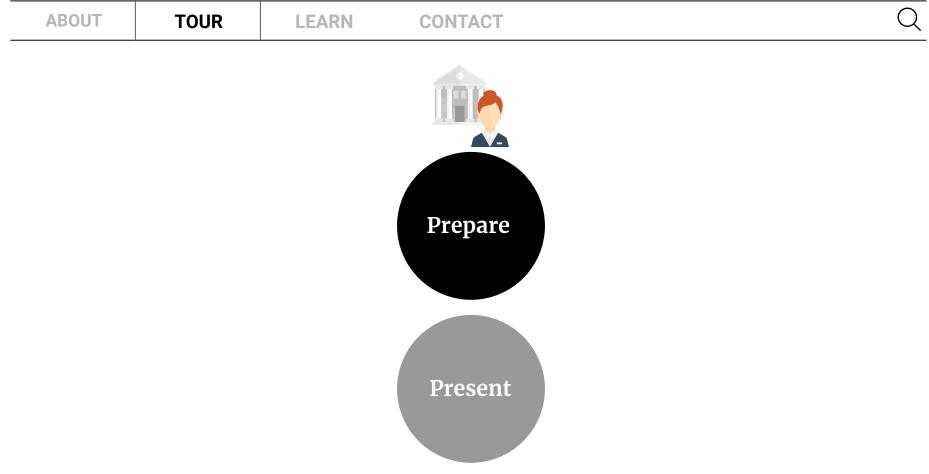
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MUSEUM *GLIVE*

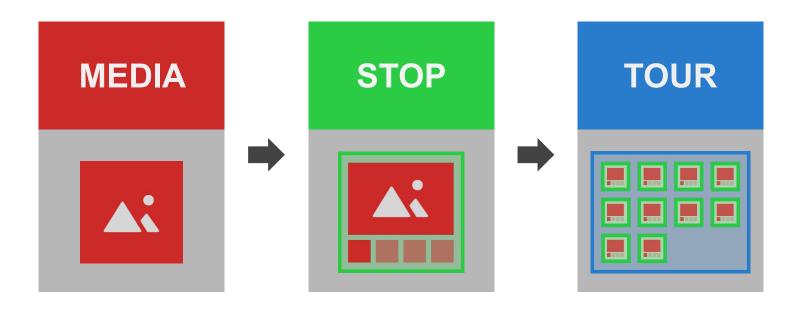




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PREPARE



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ABOUT	TOUR	LEARN	CONTACT	С
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TECH ADVICE





ETC

Mosswood Creative

ABOUT



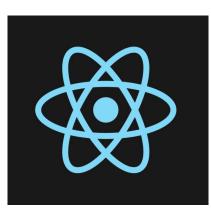
TECH CHOICES



TOUR

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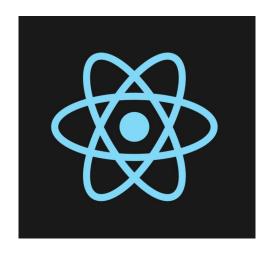
TECH CHOICES





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TECH CHOICES







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TECH CHOICES





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PROBLEMS

1 How do we translate: in-person tour to virtual tour

2 What will make our tool simple for museum staff to use? : We drafted Documentation and used a user-friendly CMS & Host.



ABOUT	LEARN	ABOUT TOUR	CONTACT
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DOCUMENTATION



Step-by-step instructions



Iterate through playtests



ABOUT



LEVEL OF COMPLEXITY

LEARN

TOUR

Administrator	Tour Organizer	Tour Presenter
Dashboard	Dashboard	Dashboard
Account Management Data Management	Upload Media Manage Stops	NONE
	Frontend UI	Frontend UI
	Create public tours	Customize tours Present tours

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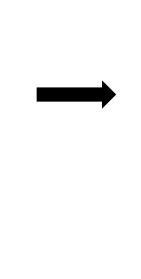
LEVEL OF COMPLEXITY

TOUR

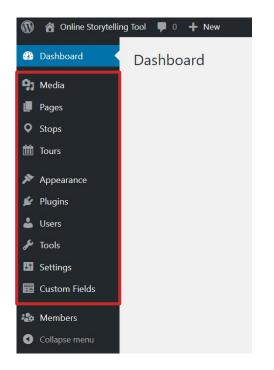
Administrator

Dashboard

Account Management Data Management



Dashboard



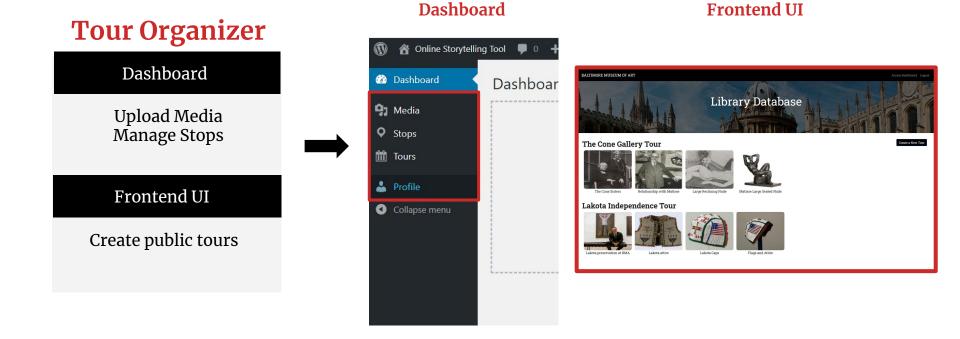
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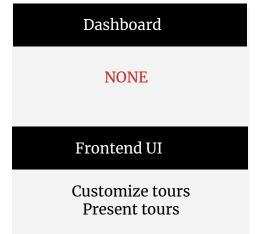
LEARN

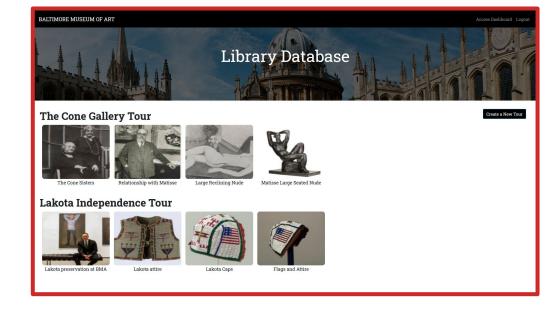
CONTACT

Frontend UI

LEVEL OF COMPLEXITY

Tour Presenter



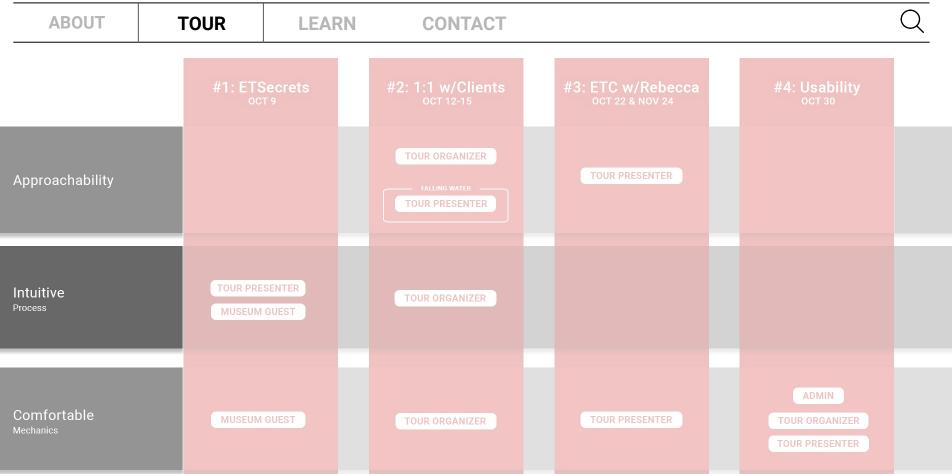


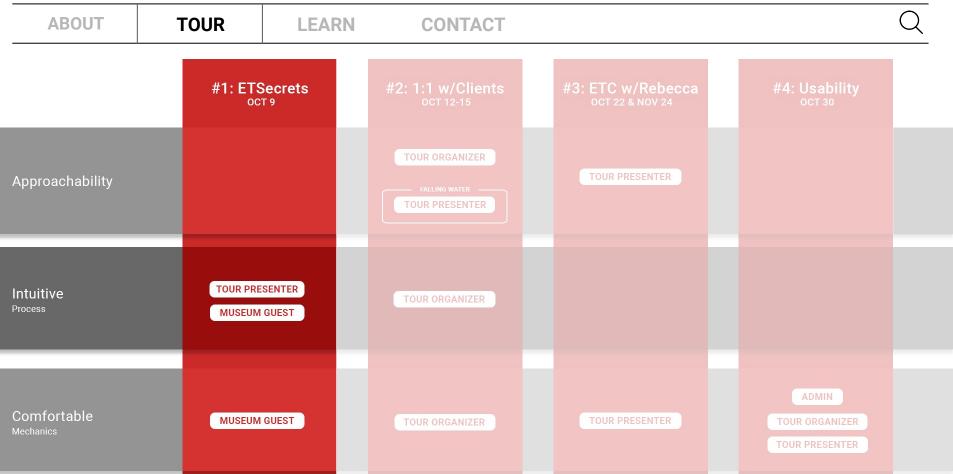
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we try to meet the need?	ild	The Bui	02
Is it meeting the need?	ting	Playtes	03
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What is still unknown?	ns	Questic	05

TOUR	LEARN	CONTACT					Q
		#2: 1:1 w/Clients OCT 12-15	#	3: ETC w/Rebecca		#4: Usability ост зо	
		TOUR ORGANIZER FALLING WATER TOUR PRESENTER		TOUR PRESENTER			
		TOUR ORGANIZER					
MUSEUM	GUEST	TOUR ORGANIZER		TOUR PRESENTER		ADMIN TOUR ORGANIZER TOUR PRESENTER	
	#1: ETS oc	TOUR LEARN #1: ETSecrets ocr 9 Image: Second state	#1: ETSecrets #2: 1:1 w/Clients OCT 9 TOUR ORGANIZER FALLING WATER TOUR PRESENTER TOUR PRESENTER TOUR ORGANIZER MUSEUM GUEST TOUR ORGANIZER	#1: ETSecrets #2: 1:1 w/Clients OCT 12-15 # TOUR ORGANIZER FALLING WATER TOUR PRESENTER TOUR PRESENTER	#1: ETSecrets #2: 1:1 w/Clients #3: ETC w/Rebecca OCT 12-15 CT UUR ORGANIZER TOUR ORGANIZER FALING WATER TOUR PRESENTER TOUR PRESENTER	#1: ETSecrets #2: 1:1 w/Clients #3: ETC w/Rebecca OCT 22 & NOV 24 TOUR ORGANIZER ELLING WATER TOUR PRESENTER TOUR PRESENTER TOUR ORGANIZER MUSEUM GUEST TOUR ORGANIZER	TOUR LEARN CONTACT #1: ETSecrets OCT 30 #2: 1:1 w/Clients OCT 12:15 #3: ETC w/Rebecca OCT 22 & NOV 24 #4: Usability OCT 30 Image: Control of the secret secre

ABOUT	TOUR	LEARN	CONTACT			Q
	#1: ETS	Secrets	#2: 1:1 w/Clients OCT 12-15	#3: ETC w/Rebecca	#4: Usability ост зо	
Approachability			TOUR ORGANIZER FALLING WATER TOUR PRESENTER	TOUR PRESENTER		
	TOUR PRE MUSEUM		TOUR ORGANIZER			
Comfortable Mechanics	MUSEUM	GUEST	TOUR ORGANIZER	TOUR PRESENTER	ADMIN TOUR ORGANIZER TOUR PRESENTER	

ABOUT	TOUR	LEARN	CONTACT			Q
	#1: ETS	Secrets	#2: 1:1 w/Clients OCT 12-15	#3: ETC w/Rebecca	#4: Usability ост зо	
Approachability			TOUR ORGANIZER FALLING WATER TOUR PRESENTER	TOUR PRESENTER		
Intuitive Process	TOUR PRE MUSEUM		TOUR ORGANIZER			
	MUSEUM	IGUEST	TOUR ORGANIZER	TOUR PRESENTER	ADMIN TOUR ORGANIZER TOUR PRESENTER	





ABOUT	TOUR	LEARN	CONTACT			Q
	#1: ETS oc	Secrets	#2: 1:1 w/Clients OCT 12-15	#3: ETC w/Rebecca OCT 22 & NOV 24	#4: Usability ост зо	
Approachability			TOUR ORGANIZER FALLING WATER TOUR PRESENTER	TOUR PRESENTER		
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ABOUT	TOUR	LEARN	CONTACT			Q
		Secrets ⊤ 9	#2: 1:1 w/Clients OCT 12-15	#3: ETC w/Rebecca OCT 22 & NOV 24	#4: Usability ост зо	
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TOUR	LEARN	CONTACT					Q
		#2: 1:1 w/Clients OCT 12-15	#	3: ETC w/Rebecca		#4: Usability ост зо	
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MUSEUM	GUEST	TOUR ORGANIZER		TOUR PRESENTER		ADMIN TOUR ORGANIZER TOUR PRESENTER	
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MUSEUM

Q		CONTACT	LEARN	TOUR	ABOUT		
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	did we try to meet the need?	How	ild	The Build			
	Is it meeting the need?		ting	Playtes	03		
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	What is still unknown?		ons	Questic	05		





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PRIORITIES

- Presentability
- Intuitive/Approachable
- Conversation driven image search system

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	Project Milestones	Important Dates
WEEK 9	Presentability/Intuitive/Bugs	
WEEK 10	Presentability/Intuitive	Amanda Class Playtest
WEEK 11	Front-end Media Library/Documentation	Zoom 1:1's/Playtest Day
WEEK 12	Bug Fixing/Documentation	
WEEK 13	•	Thanksgiving/Playtest prior to Softs
WEEK 14	Polish/Documentation	Soft Opening
WEEK 15	Website Launch	
WEEK 16		Finals

C	LEARN	TOUR	ABOUT
What does the Client need?	The Problem		01
did we try to meet the need?	The Build		02
Is it meeting the need?	Playtesting		03
Schedule How will we better meet the need?		04	
Questions What is still unknown?		05	





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Open for Questions

Longevity/Sustainability

How do you evaluate the long-term stability of a website while developing it?

Playtesters Would you like to use our Website/Tool?

