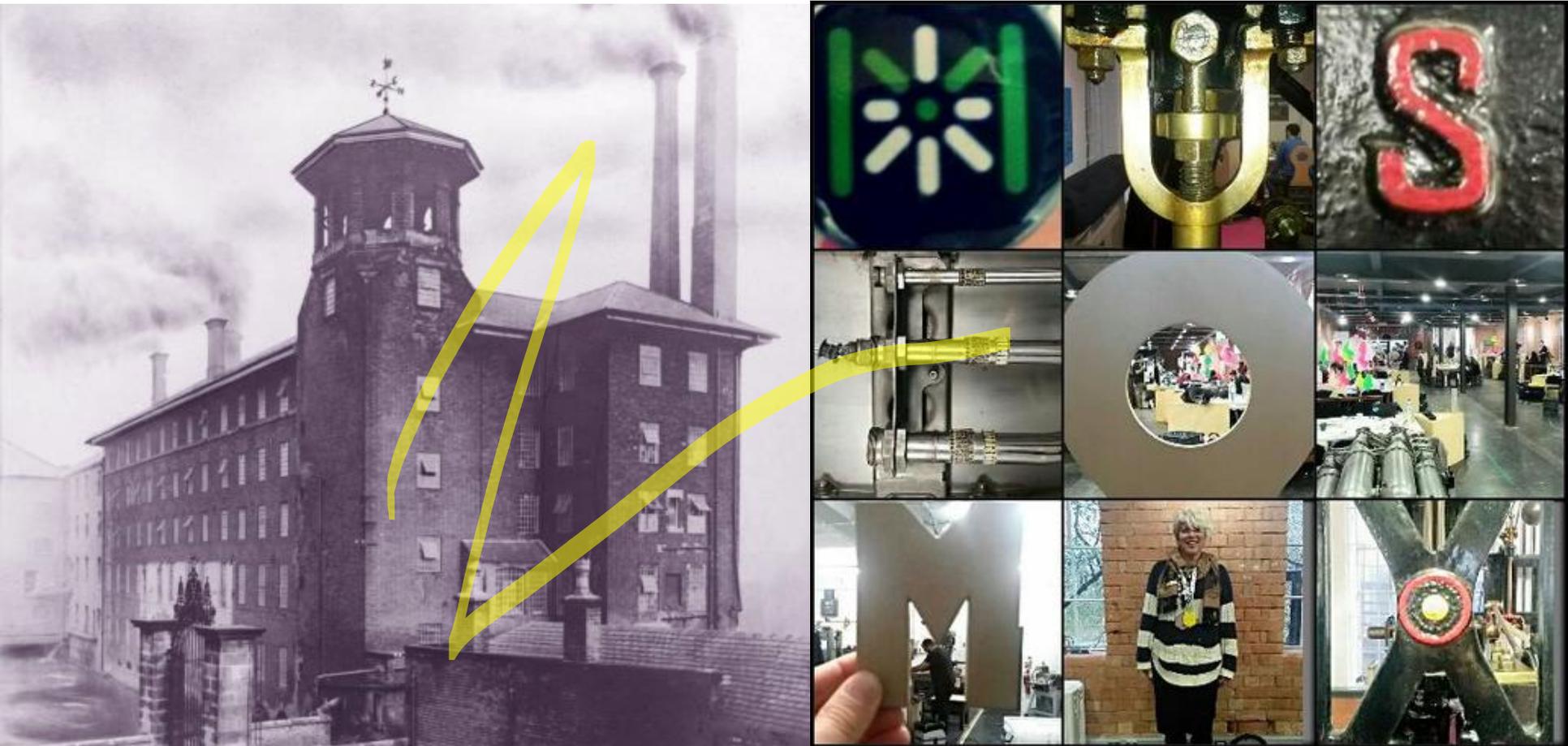


Putting people at the centre of collaboration: Remixing Museums

Mar Dixon mar@mardixon.com

[@MarDixon](#) [@OCL_Community](#) [@museomixUK](#)



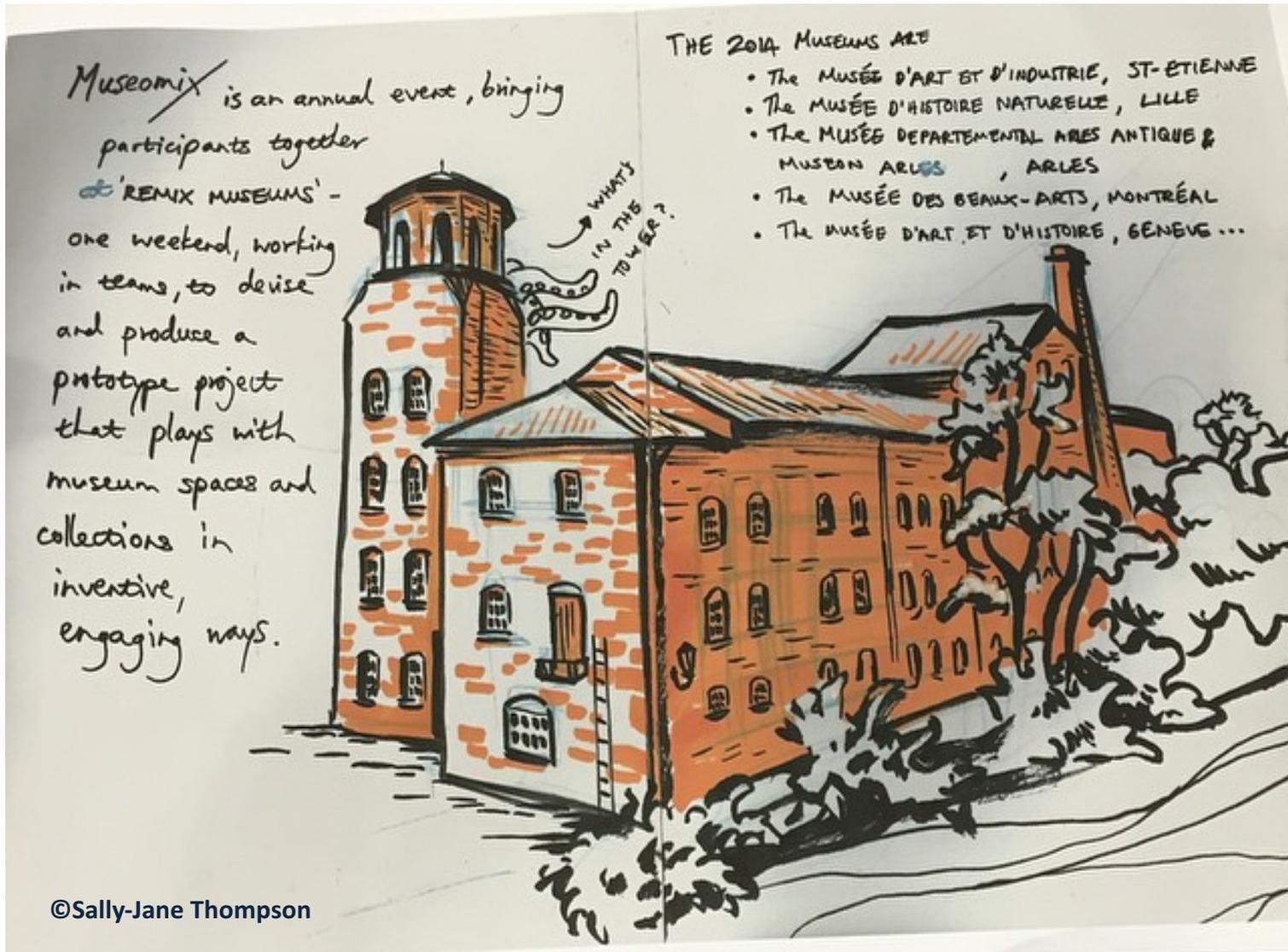
Everything
is a Remix



@OCL_Community @MuseomixUK



MuseomixUK – What is it?



Museomix UK Community



Find a brave museum



Community Orga

Project Coordinator: Mar

Right-hand Coordinators: Raphael, Frederique

Museum Coordinator: John

Coaches: Anna

Webteam: Helene, Hannah & Claire

Social Media/Reporters: Will, Eric & Louie

Mix Room: Celine

Logistics/Welcome: Mireia

Tech Shop: Dominic & Crew

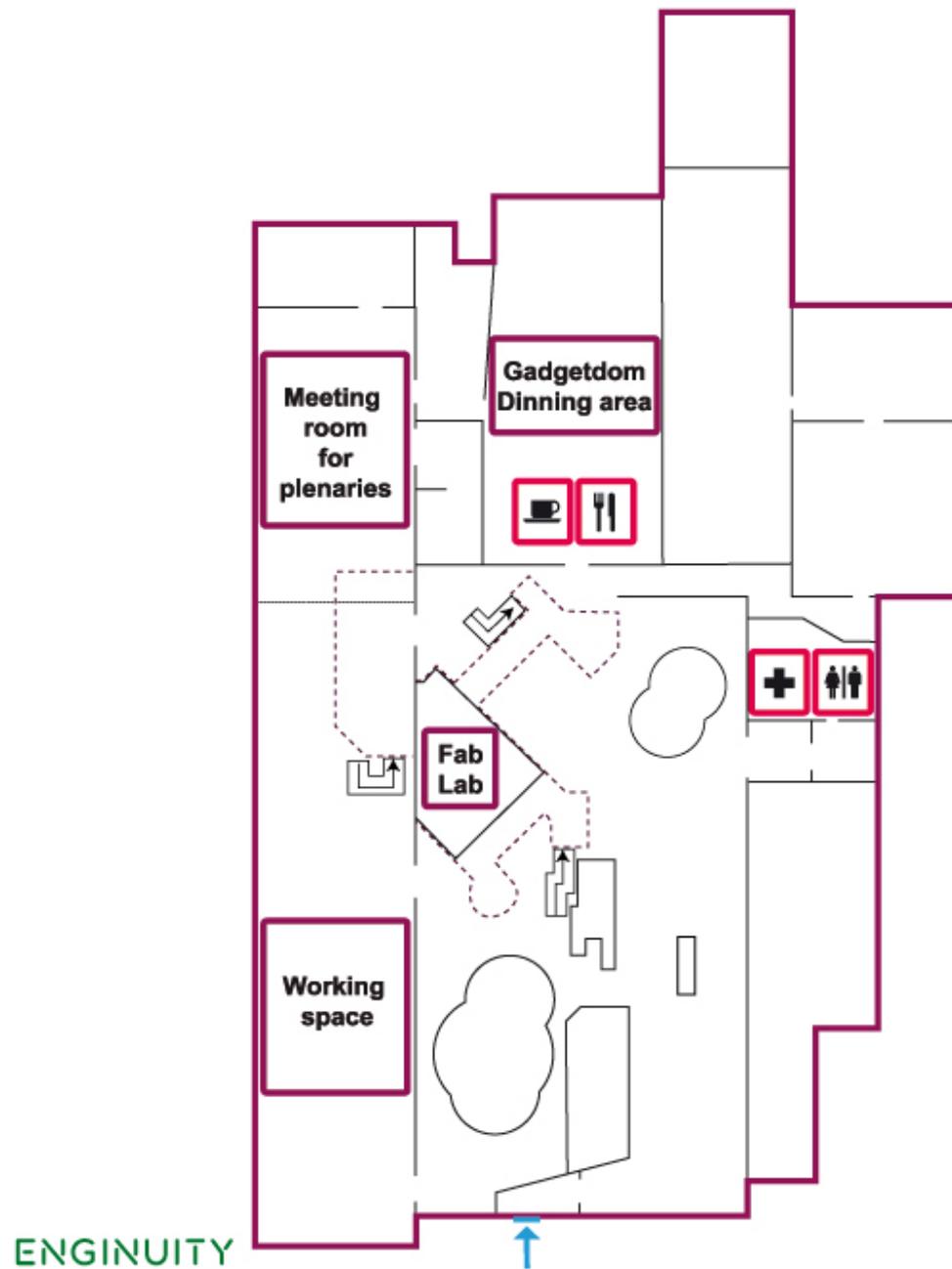
Fab Lab: Manchester Fab Lab & Al Dean

Video: Paul Hutchinson

Photos: Derek Houghton

@MuseomixUK #MuseomixUK #MM_UK





YOUR SKILL BADGES



CONTENT EXPERTISE

ART HISTORY - RESEARCH - CONSERVATION - SCIENCES - DOCUMENTATION



GRAPHIC DESIGN

INFOGRAPHY - ILLUSTRATION - WEBDESIGN - VIDEO



UX DESIGN / NARRATIVE ENVIRONMENT

MUSEOGRAPHY - GAME DESIGN - CULTURAL INTERPRETATION



COMMUNICATION / BROADCAST

EDITORIAL CONTENT - REPORT - COMMUNITY MANAGEMENT - BLOGGING



DEVELOPMENT / CODE

ELECTRONICS / EMBEDDED SYSTEM DEVELOPMENT: C++, JAVASCRIPT, PYTHON, RUBY, PHP...



FABRICATION

CAD (2D/3D) - DIY - WOODWORK - SEAM

Museum, Team and Individual Rights

Your participation in MuseomixUK Authorization for Release

Museomix is a device serving museum communities, mediation and dissemination of culture. In this spirit, the team wishes to promote Museomix participants, projects and ambience widely disseminating the event.

In this context, I authorize the team to disseminate the projects on which I worked for Museomix, especially as a basis for future Museomix.

Photo and Video Consent

I authorize the use of my image and my name. I recognize that over the weekend my image may be posted on the web. Museomix photos and videos will be released by the team, media partners, bloggers and other participants.

Rights

Communication exchanges will be simple and open. Any concepts and ideas exchanged for Museomix will be public. Productions that come out of a working group will be awarded to all members of this group. All productions (content, objects, software) for 3 days Museomixing are by default under a Creative Commons free license (Creative Commons is a non-profit organization that enables the sharing and use of creativity and knowledge through free legal tools).

It is possible to use personal contributions that are not free as long as you inform the other team members and local Museomix organisers (to avoid problems later with rights).

Network

The museum is equipped with a wi-fi network. It is a shared responsibility in the MuseoMix UK community. We ask you not to make illegal use of the network, and to use common sense to avoid uses that could impair the quality for others.

In the interest of bandwidth usage, please turn off your automatic downloads, tools for sharing files, and services automatic backup unless needed for prototype.

Alcohol

Museomix is a festive time and alcohol may be available during mealtimes. If you are a driver, please drink responsibly in accordance with UK Law.

Insurance

I act under the cover of my own liability and take full responsibility for any personal equipment that I bring to Museomix. I release team MuseomixUK and the Derby Museums from any liability on my hardware.

Your Rights Declaration *

Your participation in Museomix : Authorization for Release

What happened at the MMUK?



1 Fab Lab

2 museums
'remixed'

6 different skills

7 teams and
prototypes

70 people

Huge amount of
coffee and CAKE

Pitching Areas



@MuseomixUK #MuseomixUK #MM_UK

BINGO TIME



[@MuseomixUK](#) [#MuseomixUK](#) [#MM_UK](#)



Day 1



Day 2



Day 3

YOUR DELIVERABLES

- 1 Create a prototype linked to one of the museum spaces
- 2 Make sure your prototype is an autonomous exhibit and can be displayed for a whole week
- 3 Create a web page explaining your project
- 4 Create a short movie presenting your prototype in the museum space
- 5 Create a description sheet and a set up/maintenance manual for your prototype
- 6 List your sources
- 7 Present your project in the final checkpoint on Sunday

@MuseomixUK #MuseomixUK #MM_UK

Museomix UK 2014 – Day 1



YOUR 3 DAY SCHEDULE

D1

FRIDAY 8TH NOVEMBER

8.00 a.m.

Visit of the spaces to be Museomixed and tech spaces

Pitch ideas of projects

Selection of projects and creation of the teams

12.30 p.m. LUNCH

2.00 p.m.

Teams split to meet and discuss with coaches
Discussion and brainstorming in order to define projects and constraints in terms of realisation

3 4

Synthesis and definition of the project

6.30 p.m. DINNER

8.00 p.m.

Collective presentation of each project and discussion

Development of multiple iterations of prototypes
Tasks for Saturday assigned to group members

D2

SATURDAY 9TH NOVEMBER

8.00 a.m.

Development and work on assigned tasks

Catch up with coaches on latest development of your project

1

Development of first prototype

12.30 p.m. LUNCH

Install of beta version in the museum space

3 4

Development of the first draft proposal for user experience and shooting of first version of film

5.00 p.m.

Film delivered, reviewed, and improved if needed

6.30 p.m. DINNER

8.00 p.m.

Collective presentation of each film and checkpoint meeting

Final install of your prototype

D3

SUNDAY 10TH NOVEMBER

8.00 a.m.

Preparation for the install

2

Final install of your prototype in the museum space
Organisation of the visit

12.30 p.m. LUNCH

2.00 p.m.

3 4 5 6

Delivery of the final elements on prototype (description sheet, information for visitors, storyboard, pictures)
Filming of the prototype

3.00 p.m.

Guided visit for visitors

5.00 p.m.

Final visit

7

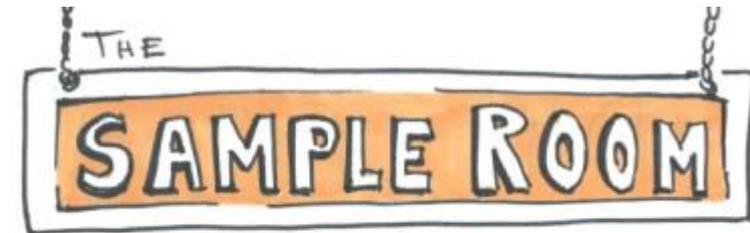
Closing ceremony

Cocktail

Museomix UK 2014 – Day 2



The Prototypes



{As of 9pm Saturday}

Personification

If you were a brick, what would make you happy?

Hi! I was made in 1500 BC... boy I'm tired.

Measuring biometrics of visitors' responses to the object

5th PLINTH - Rotating; one of the objects is voted for, this brings out a 'friend' object

Eg. A friend object of a Derby brick might be a teacup also made at Derby

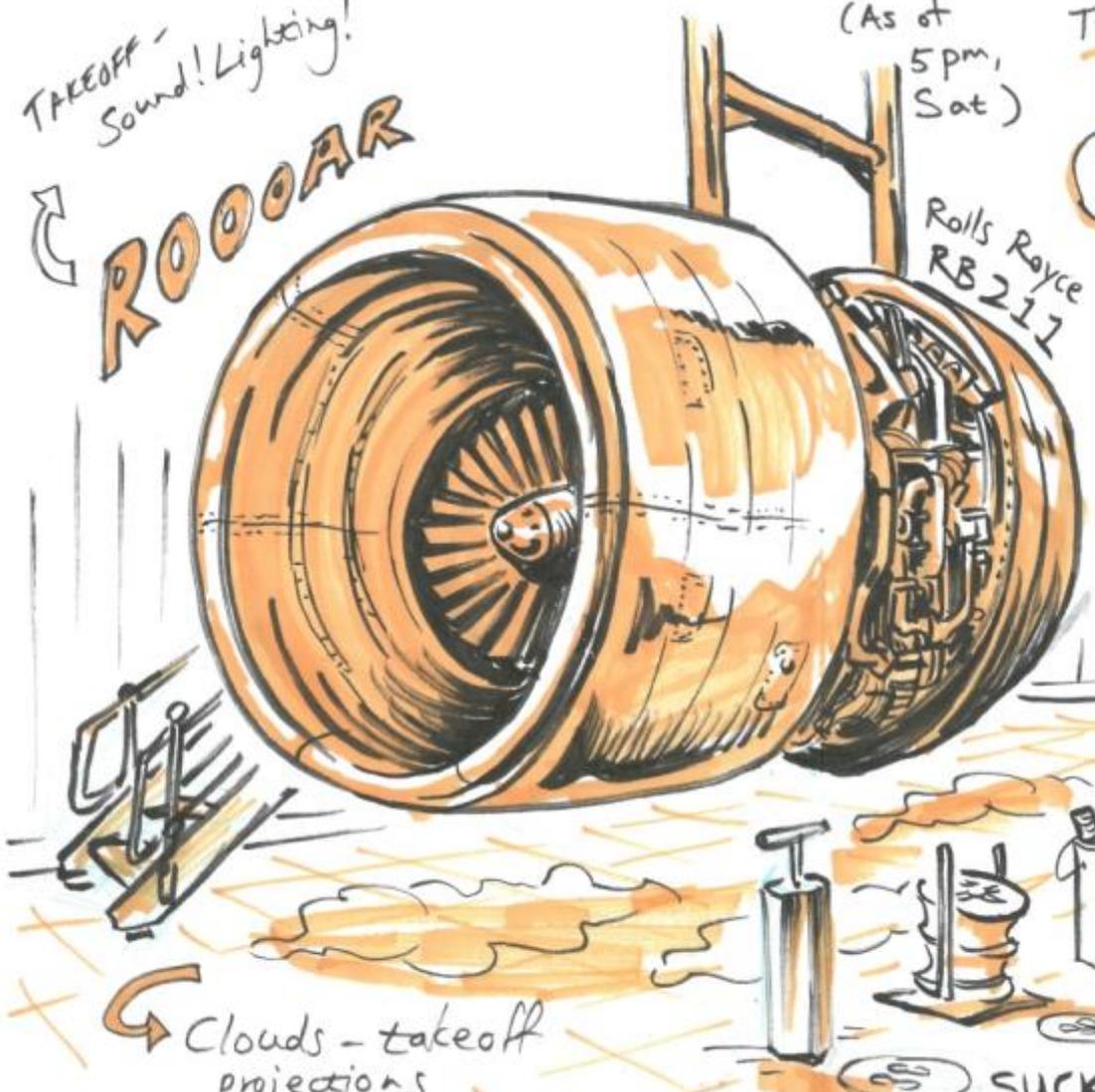
Motion and other responses from 'happy' objects when people walk up to them



TAKEOFF -
Sound! Lighting!
ROOOOAR

(As of
5pm,
Sat)

Rolls Royce
RB211



THE SUCK, SQUEEZE BANG, BLOW (S)

VISITOR JOURNEY:
The 4 steps of a jet
engine's operation.

Physical involvement;
|| all 4 in correct
order trigger a
'take off
experience'.

Clouds - takeoff
projections



©Sally-Jane Thompson

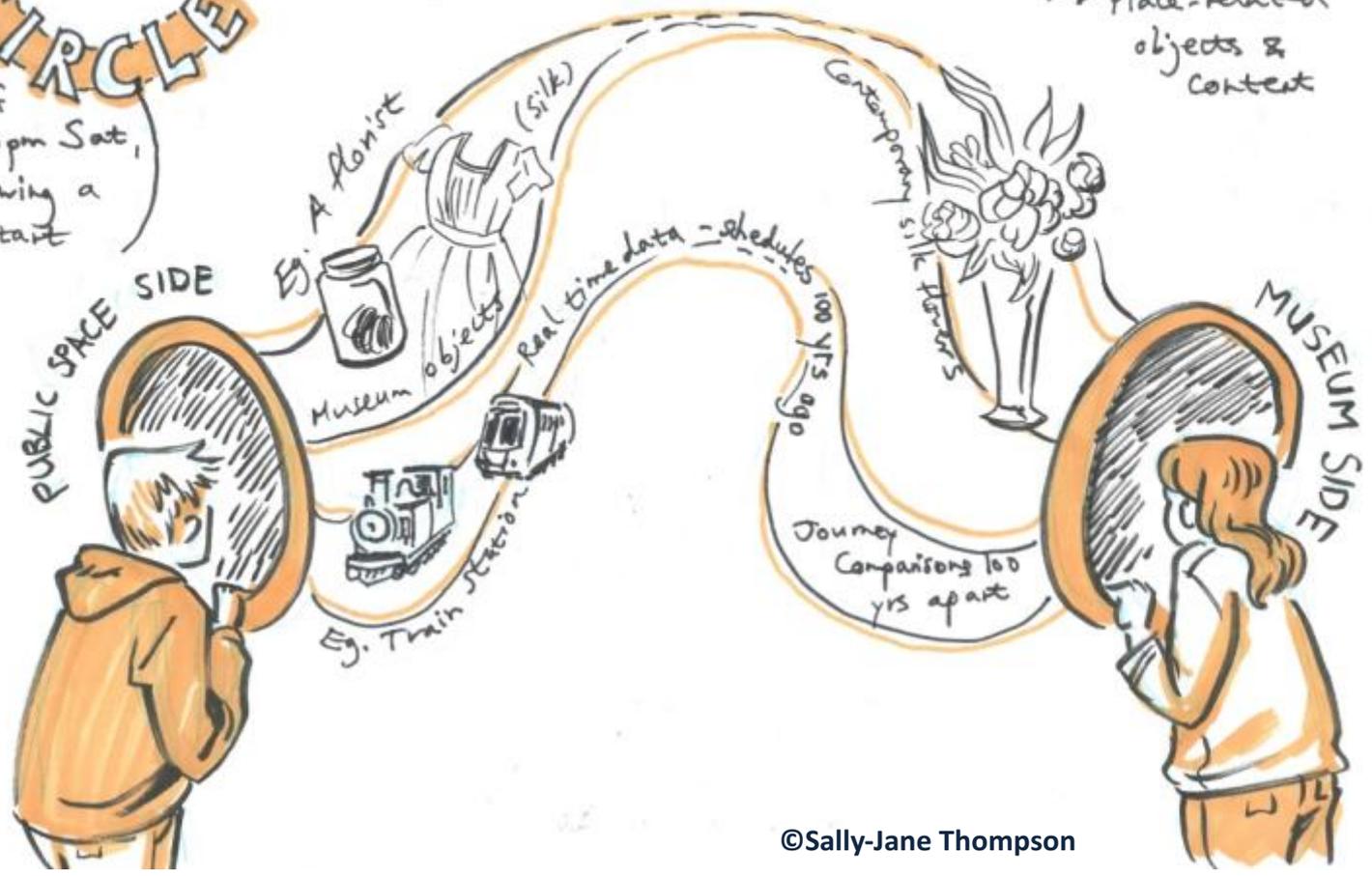
TEAM CIRCLE

As of 8:30pm Sat, following a re-start

TUNNELS from PAST to PRESENT

Linking the stories & objects in museum to people passing through Derby's public spaces

↳ Place-related objects & context



©Sally-Jane Thompson

{As of 11:15AM, Saturday}

SENSE of PLATES



Derby's PORCELAIN Industry

Feature images that were contemporary to the time -
So let visitors design versions of current Derby.

Many of these images are about

STATUS

→ So, lets explore modern anxieties, ask public to add images on

ASPIRATIONS

on historical pieces



VISITORS CAN ADD THEIR OWN IMAGES

SCREEN

TABLETOP, DIGITAL ACTIVITY

IN THE MAG CAFE/PORCELAIN

GALLERY!

KEEPING IT FUN - LIGHT TOUCH

©Sally-Jane Thompson

An audio-led game that begins when a visitor pulls one of the levers in the signal box.

TEAM ENGAUGE
{ As of 1:00 PM }
{ Saturday }

Good job, lad. Train coming - pull four and six, quickly now.

INSIDE SIGNAL BOX

Train Driver Dressup clothes

Plus:
An augmented reality app to bring people + life to the model railway

Would you want to be a signal operator in 1890s?



Visitors exit the signal box via a response booth, a chance to reflect on the experience (which, if they 'crash', could be a quite emotive experience of the responsibility involved. CAN SHARE THEIR EXPERIENCES EITHER BY VIDEO OR PEN & PAPER.

TEAM
ENGINE

[As of 8pm Saturday]

UNDERSTANDING MOVEMENT;
ENJOYMENT OF TACTILE
MACHINERY

Moving model
of part of
Grasshopper

hand
crank

Shaft as
analogous to
code API - any machinery
can be connected to it



Visitors can
design their own
piece of machinery
from digital resources

(TOUCHSCREEN)



Can book in
laser cutting
appointment
to make it
real!



Attach to shaft of
model - movement!
Leave machinery pieces
for others to remix,
experiment with!

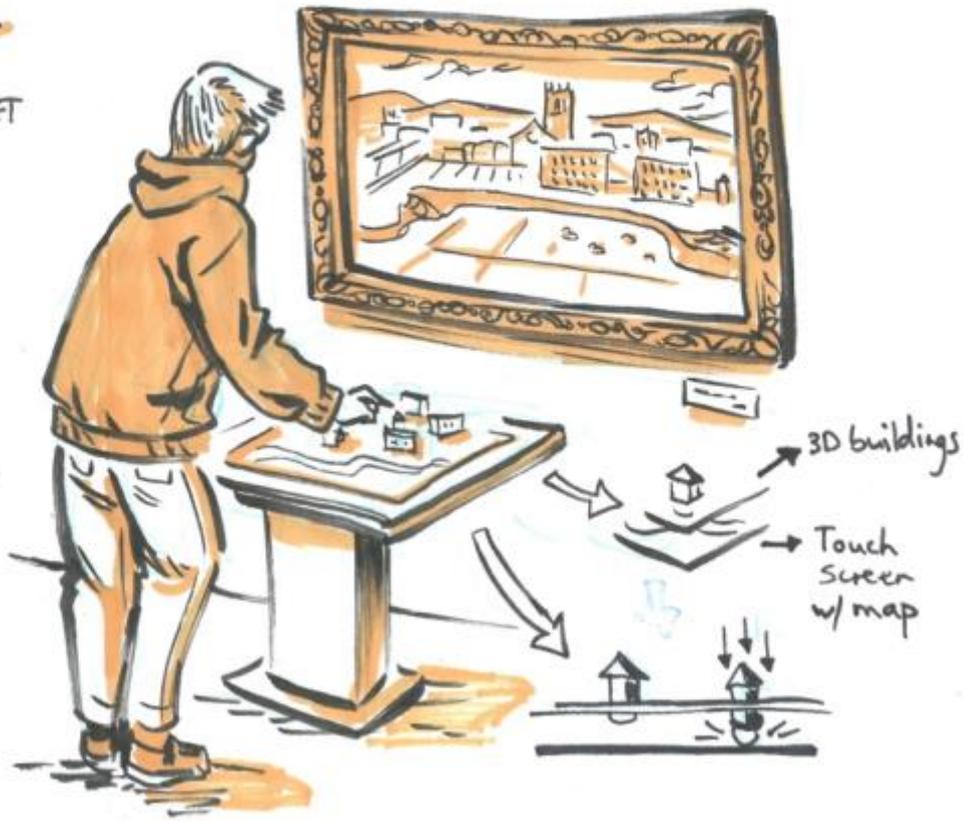
Museums as

CONVERSATIONS

*As of 4PM Saturday

VISITORS SHARING THEIR STORIES, & ACCESSING OTHERS' MEMORIES OF DERBY

- INTERPRETATION AS A 2-WAY STREET
- VISITORS INTERPRETING
- CONNECTIONS, RECOLLECTIONS



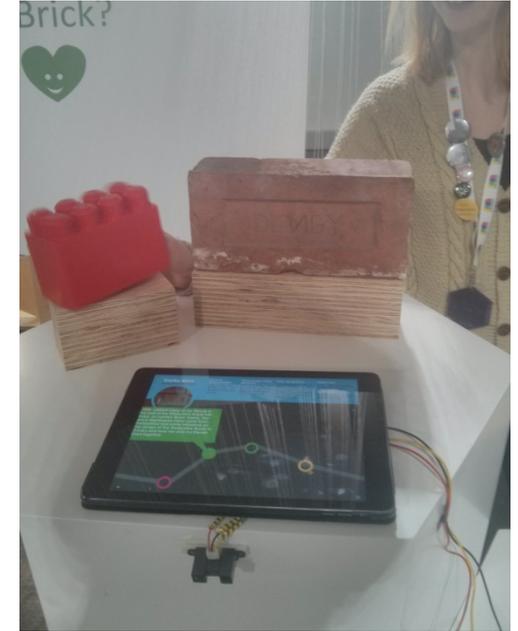
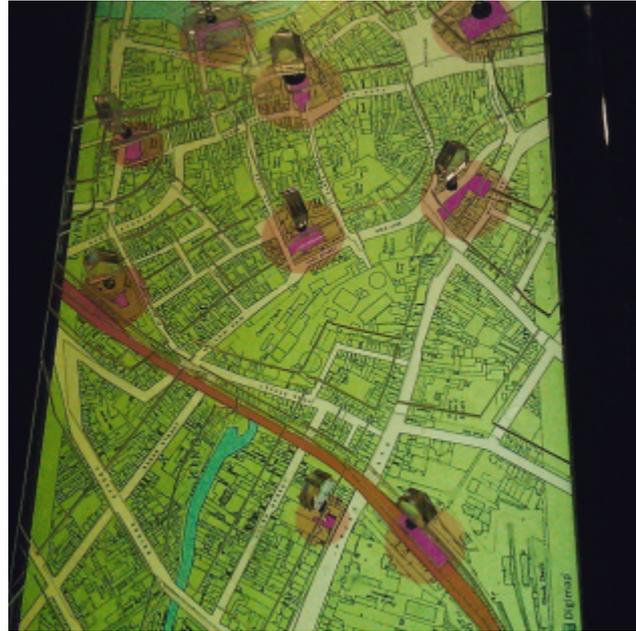
Stories and recollections information that visitors hold



Tag locations (like FB)

'A Prospect of the City of Derby
Unknown artist, 1725

Prototype legacy



Museomix UK 2014 – Day 3



MuseomixUK participants





A learning curve

80% - felt that they have learnt something new at the end of the three days

Challenge of working as a team can limit sometimes achievements and innovation



Expanded their social/professional circle

80% - have developed new relationships through the experience

90% - worked with someone they would not work normally with

Reinforced perception of museums as a place for innovation

80 % - changed their vision of what museums can be and do

Stronger appreciation of Derby Museums



Legacy of MMUK 2014

- How to keep the momentum created so far?
- Experimenting with new formats through OpenCommunityLabs and Kid remix
- ~~Museomix UK~~ OCL event in London 2017



THANK YOU



Supported using public funding by
**ARTS COUNCIL
ENGLAND**



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Mar Dixon - @MarDixon

Sally-Jane Thompson for her drawings

@sallythompson

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