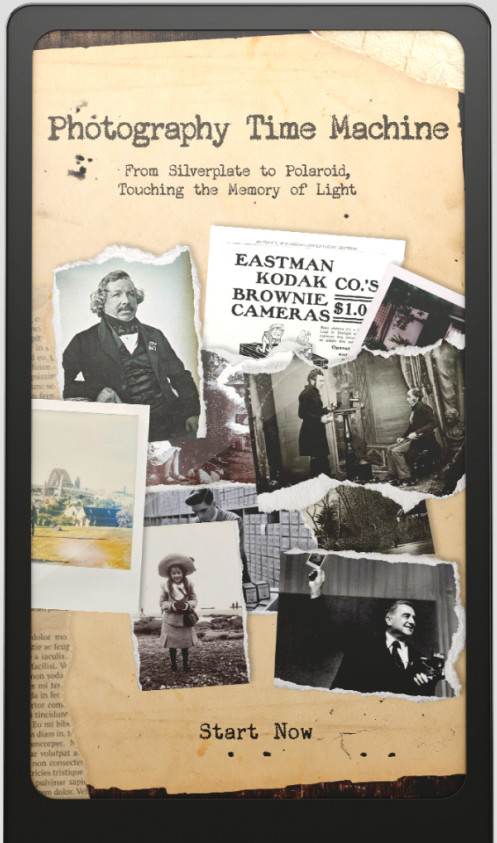


PHOTOGRAPHING TIME MACHINES

Museum Camera Interaction Experience Design

- **PEOPLE**

  Young people aged 18-35, family travelers

- **ACTIVITIES**

  Puzzle Solving Challenges, Filter Shots

- **CONTEXTS**

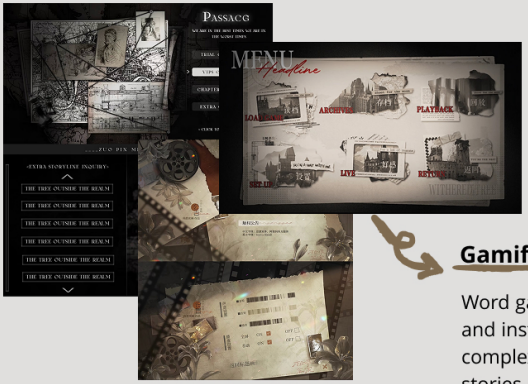
  Museum exhibition wall touch screen + offline photo booths

- **TECHNOLOGIES**

  Figma

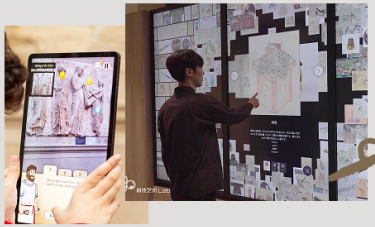
PROCESS

INSPIRATIONS



Gamified Narrative

Word games use choice, challenge and instant feedback to transform complex information into explorable stories.

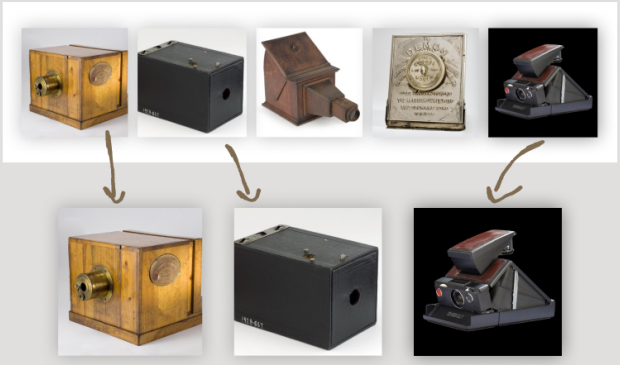


History is touchable

Unlock layers of storytelling with gesture swipes rather than one-way instillation.

OBJECTS

Cameras epitomize the evolution of technology, and each one carries the narrative mission of “making history palpable”.



Daguerre-Giroux camera
1839

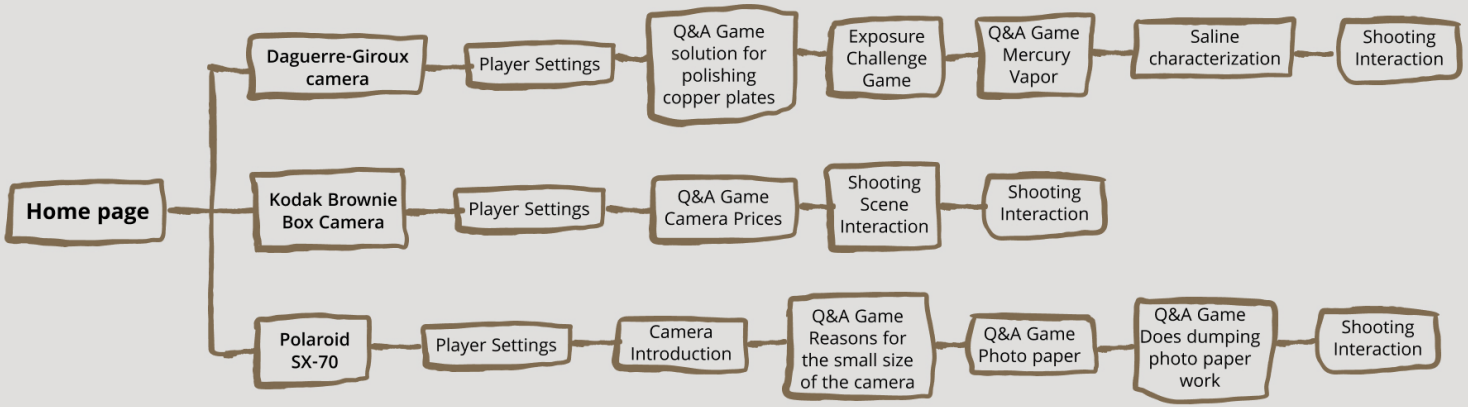
Kodak Brownie Box Camera
1900

Polaroid SX-70
1972

From Silver Plate to Polaroid, using three cameras and spanning three centuries, explore how photography has moved from the laboratory into the palm of everyone's hand.

PROCESS

MINDMAP

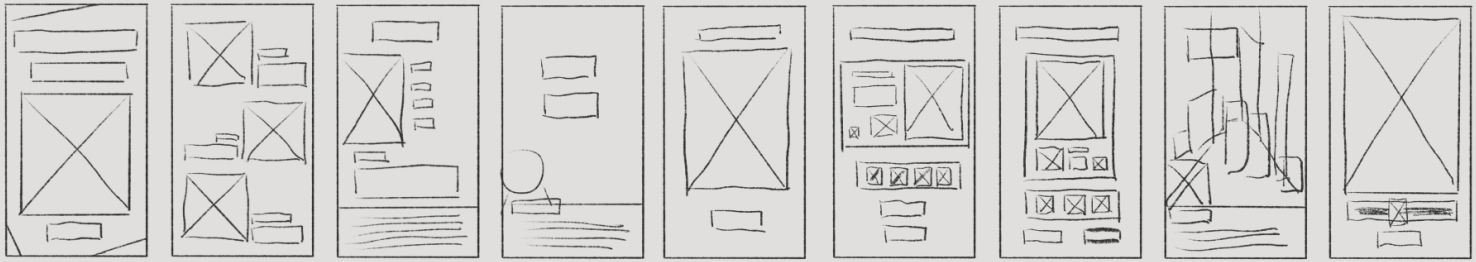


Timeline as vein, gamification as complex.

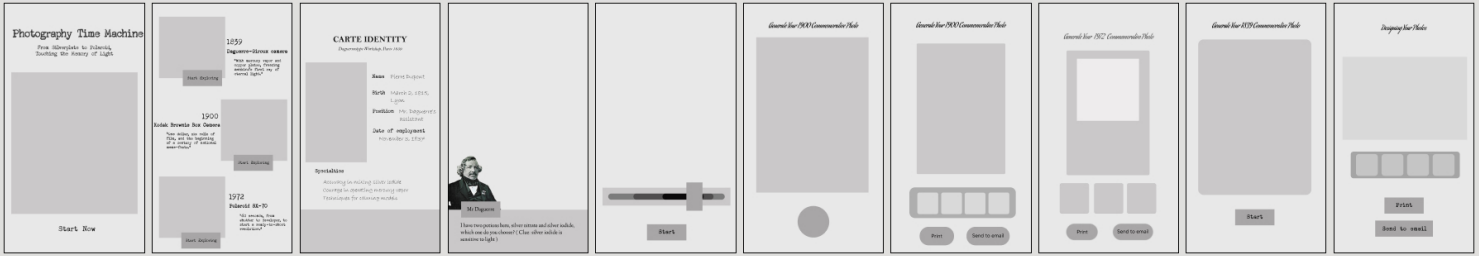
Through a three-step interaction (historical quiz - technical puzzle solving - filter generation), the key leaps in the history of photography are transformed into an immersive narrative that can be played, felt, and communicated.

PROCESS

DRAFTS



LOW FIDELITY



OUTCOME (PARTIALLY, SEE VIDEO FOR DETAILS)

Daguerre-Giroux camera • 1839

Home Page

Three cameras hover over the timeline, click to enter the corresponding era.

Photography session

Generate a “history filter” photo and scan the code to take away the museum's memories.

Interactive Games Page

Quiz + Puzzle + Action Simulation

Player Settings Page

Giving the player an identity, each character is given exclusive quests and historical cold knowledge.

OUTCOM (PARTIALLY, SEE VIDEO FOR DETAILS)

OUTCOME (PARTIALLY, SEE VIDEO FOR DETAILS)

Polaroid SX-70 • 1972

OUTCOME

Watch Video