

During my visit to the Science Museum, I paid particular attention to the 'Medicine and Public Health' exhibition area. This section primarily showcased representative medications from the history of medicine, such as quinine and penicillin. These items were displayed in glass cases alongside a timeline, illustrating the history of humanity's struggle against infectious diseases.



Figure 1. Medical gallery at the Science Museum, London, photographed by Haoyue Guan in 2025 (author's own image).

In terms of the materiality of the walk-around displays, what impressed me most was that many drugs were preserved in glass bottles with yellowed labels. This inspired me to use a retro pixel interface in my design for Project 3 and to design the drug icons as pixelated glass bottles with a weathered texture, conveying my imagination and reverence for medical history through this design. In terms of the exhibition space layout, visitors are guided through major milestones in medical history in chronological order. This linear narrative inspired me to adopt a plot development branch with an evolutionary mechanism, where different options lead to different outcomes, hoping to allow players to feel that choice is a very important part of historical development.

During my visit to the museum, I noticed many parents bringing their children to explore and experience simple interactions on the interactive screens. This prompted me to consider the need for age-appropriate appeal in my design. As a result, I opted for gamified design, incorporating visualised numerical values and narrative branches to help non-specialist audiences quickly understand the game's objectives and the functions of the drugs.

In summary, this field study not only helped me understand from a display design perspective that exhibits have narrative functions, but also deepened my understanding of project design in terms of content and user experience. Science museums not only preserve important material heritage from the development of medical history but also serve as a source of inspiration for contemporary artistic expression.