

FUTURE MUSEUM

Launch: 20th March Crits 14th and 15th May 2025

DESIGN LAB ARTD6116 SENYAO WANG



BJECTS RESEARCH











NEURO-SOFTER W-4, ELECTRICAL

NERVE STIMULATOR

1981-1990 IN JAPAN

HYPODERMIC SYRINGE 1901-1930

LOW FREQUENCY TRANSCUTANEOUS ELECTRICAL NERVE ACUPUNCTURE NEEDLES, MANUFACTURED IN JAPAN.

STIMULATOR (TENS) FOR DIRECT APPLICATION OF CURRENT VIA

HYPODERMIC SYRINGE, NICKEL PLATED BRASS, CASED, WITH TWO NEEDLES, ENGLISH, 1901-1930

MURPHY 'ASTRASTAR' TELEVISION **RECEIVER, UNDATED**

'ASTRASTAR' TELEVISION RECEIVER, UNDATED. BADGED 'MURPHY'.

SMALL TURTLE SHELL "USED AS MEDICINE BY MEDICINE MAN" 1890-1930

LAENNEC'S STETHOSCOPE 1815-1825 IN FRANCE

SMALL TURTLE SHELL "USED AS MEDICINE BY MEDICINE MAN", UNDERBELLY CUT DOWN TO MAKE A FINELY SERRATED EDGE.

LAENNEC STETHOSCOPE MADE BY LAENNEC, C.1820

EOPLE

The research population was mainly students and art lovers, as they were the target users.

The focus study population was asked about the problems they encountered when visiting museums or antique markets.

Participant composition

8 Students and Art Lovers Conducted on 7 May 20

Online Interview Format Interviews will last 40 minutes

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Summary

Some typical problems are summarized about the current situation of visiting museum, they are lack of context, problem of simplification, inefficiency problem due to the passive learning, lack of interaction



Age distribution

Questionnaires

Which way do you prefer to explpre the museum?

ESEARCH

Case study

Design brief

Users can scan artwork and view historical context, view 3D models.



1. Disney AR Museum

Feature Highlights : Allows users to color famous paintings \rightarrow The AR system recognizes the artwork and displays an animated, colortransformed version. User Value : I nteractive engagement + Creativity

+ Art education



AR Display

Information structure

Users will have to dig up buried bones in real life, simulating 'memory archaeology'.

2. Smithsonian AR Museum



Feature Highlights : Offers 3D models of bones and artifacts that users can rotate, zoom, and explore to understand biological structures. User Value : High freedom of exploration + Indepth knowledge access + Strong sense of realism



3D Model



Information





switchboard simulates healthy The bioelectric signals, helping resistors spoof LifeCloud's health credit surveillance.

Century-old vaccine in the syringe becomes a Memory Reviver, disrupting LifCloud and restoring deleted memories briefly.

Turtle shell powder and nano-particles coat the skin, creating a bio-firewall against LifCloud's bioelectric surveillance.

Sadness Fear Loathe







The knob reveals encrypted broadcasts: silent patients' heartbeats encoded in Morse code, transmitting resistance instructions.

The stethoscope's wooden chamber was copied by LifeCloud to secretly eavesdrop on citizens' internal organ activity.



EVELOPMENT

Click on the image to insert the mood card

场景详细描述

场景物理行为

6 8

新项目:

TESTING VIDEO



1. The audio of the presentation is not synchronised with the screen, leading to confusion of information

2. Item models are not floating above the card

Click on the plus sign to insert the previously built item model





Insert behaviour, add item campaign

Add behaviours to insert lecture audio

https://youtu.be/J1R-h35JH8c

TESTING ISSUES

UTCOME



VIDEO OUTCOME HTTPS://YOUTU.BE/V68LMGSGLAW

- This project culminates in an interactive AR installation, "The Heartbeat in the Stethoscope."
- Users discover hidden objects by scanning mood cards embedded in a real-world excavation experience.
- Each object reveals a forgotten story, bridging personal memory, lost history, and future resistance.
- The outcome combines physical interaction, digital storytelling, and speculative narratives to provoke reflection on surveillance, emotion, and autonomy in an imagined future society.

