

Log reflection-Science Museum London

At the Science Museum in London, I observed how the layout and materials affect the visitor experience. Many older objects are kept in glass cases with metal frames, which makes them feel distant. The labels are clear, but they don't give much emotional information, so it's hard for visitors to connect with the objects. Some interactive displays use screens or buttons, but they focus on facts and science.

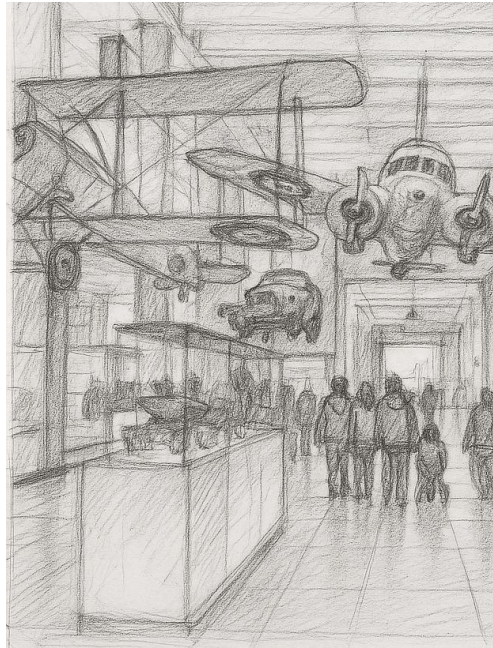


Figure 1 Exhibits covered by glass

Personally, I felt curious but also distant — the stories of the people who used these objects were missing. This inspired my Project 3, where I imagined the lives behind the items.

I thought maybe I could create a story scene for these displays. By learning about the hidden stories, I could help connect the audience to the objects. This way, we can understand their deeper meaning and create emotional links.

While observing visitors, I saw families, tourists, and school groups. Children were most interested in touchable displays, especially in the “Power Up” game zone. Adults spent more time reading or taking pictures. This showed me that different people need different types of interaction.



Figure 2 “Power Up” game zone(nixxx, 2024)



Figure 3 Adults who read the instructions

If the museum placed short story videos or small interactive games next to older or less exciting items, it could increase interest and engagement. My project wants to turn objects into entry points for stories and imagination.



Figure 4 The story of a woman who is learning about exhibits by playing a game

Reference list:

nixxx (2024). Visitors playing in the 16-player gaming zone at the Science Museum [online image]. Xiaohongshu. Available at: <http://xhslink.com/a/rBpVmDeA6SQcb> [Accessed 18 May 2025].