

OBJECTS And Narratives

Time In Music

Presentation By

35774282 Ziyang Zhang



His Master's Voice Record Player

Production year: 1935

Collection Number: Science
Museum Group ID: co8419446

The HMV phonograph was the core equipment for home entertainment in the early 20th century, marking the shift of music from public performances to private enjoyment.

[LINK](#)



O2 bluetooth headset

Production year: 2004

Collection Number: Science
Museum Group ID: co8559153

In the early 2000s, Bluetooth shifted from a "business tool" to a consumer electronics device. O2 took this opportunity to launch custom headphones to attract the mass market, marking the expansion of Bluetooth from a "calling tool" to music transmission.

[LINK](#)

Gramophone by HMV

Production year: 1897

Collection Number: Science
Museum Group ID: co8087600

This model is a representative work of the transition from early wax cylinder phonographs to record phonographs, marking the beginning of standardization in the record industry.

[LINK](#)



Diamond Rio 500 MP3

Production year: 1998

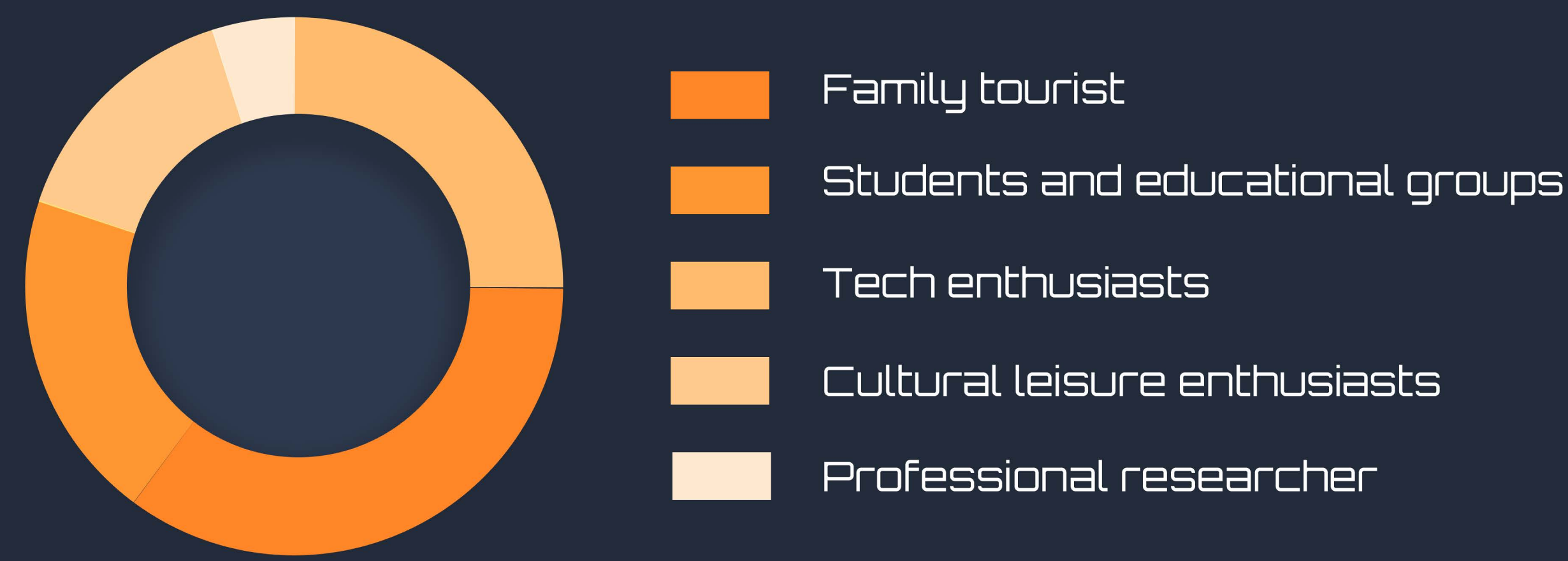
Collection Number: Science
Museum Group ID: co8359555

It was the first to realize the "music library in your pocket" and gave rise to the early music file-sharing culture (such as the rise of Napster).

[LINK](#)



User Structure Analysis



Motivation for visit

- Family and student
 - Educational goals
 - parent-child interaction
- Tech enthusiasts
 - Exploring new technologies
- Cultural enthusiasts
 - Leisure and entertainment

How might museums surface the lesser-known aspects of their collections?

Reveal the controversies behind the technology (such as the copyright lawsuit of Diamond Rio) through AR interaction, and understand its significance and observe the full picture

How might the experience of the collection be more playful and delightful?

Design a timeline puzzle game and an AR verification mechanism to enhance the fun of exploration.

How to interact with the collection to encourage exploration and discovery?

Through a multi-level interactive mechanism, it effectively encourages the audience to actively explore the technology and historical narratives behind the collections

(Fig1 Drawer-type exhibition cabinet)

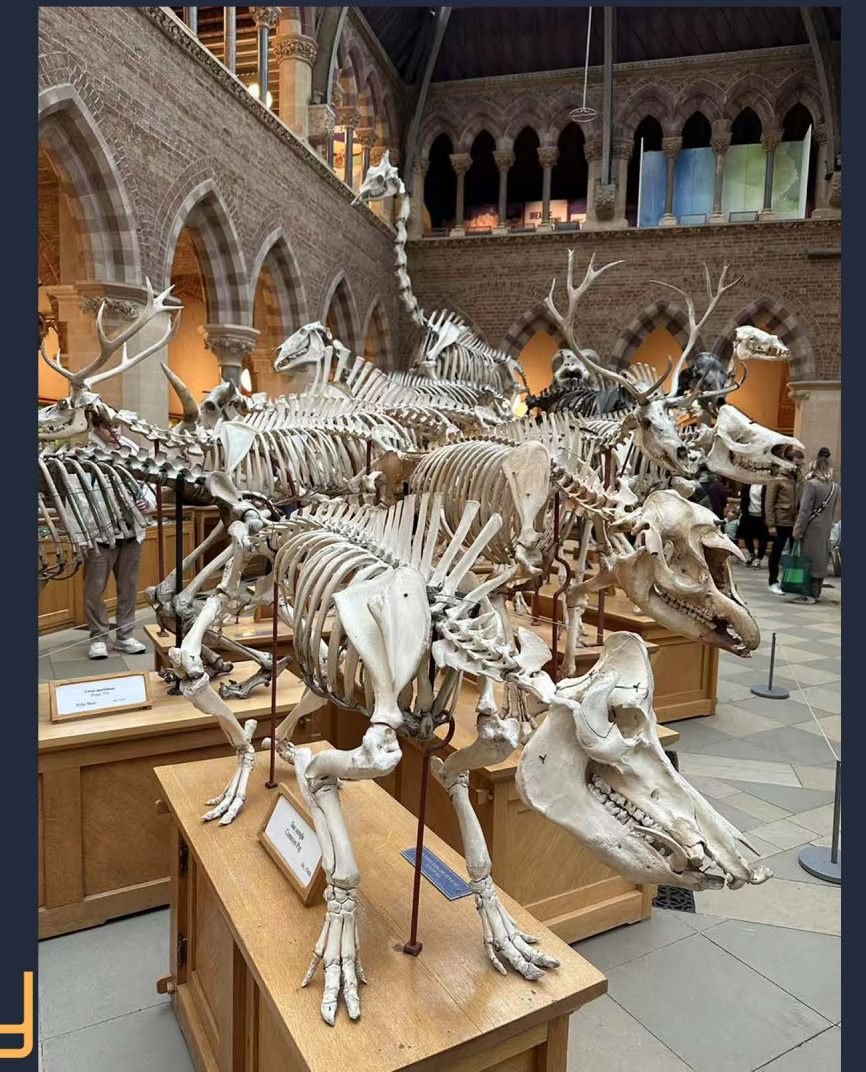


I had the opportunity to visit the Oxford Museum of Natural History in March. I was amazed by the design of the exhibits inside. Among them, there are two that impressed me the most. One is the unique drawer-type display cabinet, and the other is the eye-catching huge dinosaur skeleton.

As shown in Figure 1, in the Marine life exhibition area, a Victorian-style walnut drawer cabinet stands quietly in the corner, with its frosted glass surface reflecting the misty sky light of the dome. Under the brass nameplate marked "Asteroidea", I slowly pulled open the drawer - amid the low friction of the sliding rails, starfish specimens were displayed on indigo velvet pads. The grayish-white texture on its ratchet surface becomes matte when the ceiling light shines obliquely. This ingenious design amazed me. At this moment, the drawer is no longer a container; it has not only become an interface for the folding of time and space but also a carrier for narrative. They remind the audience through physical interaction that the vastness of natural history far exceeds the surface, and every time the drawer is pulled open, it opens up an unknown surprise and adventure. This feeling enhances the interaction between tourists and the exhibits and also strengthens the tourists' desire to explore.

Furthermore, the museum's "vertical narrative" is deconstructed in the central hall. The diplodocus skeleton stands tall at a 45-degree Angle and penetrates the three floors of space. The shadows of its ribs are cast on the surface of the drawer cabinets on the ground floor, creating an overlap of science and poetry. I observed two distinct types of audiences: primary school students were imitating dinosaur roars under the skeletons, while several scholars were leaning against display cases, with sketchbooks filled with anatomical sketches of the specimens in the drawers. This method is suitable for tourists of different ages and purposes to observe or take photos to get acquainted.

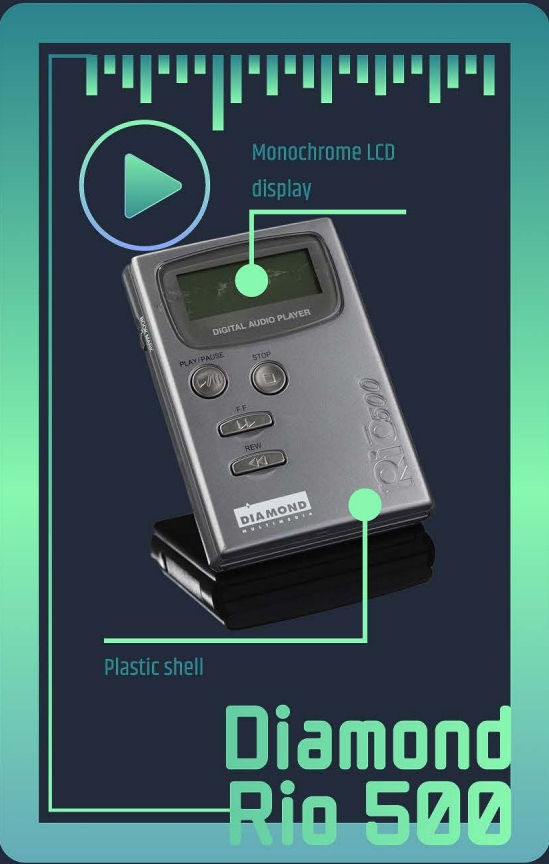
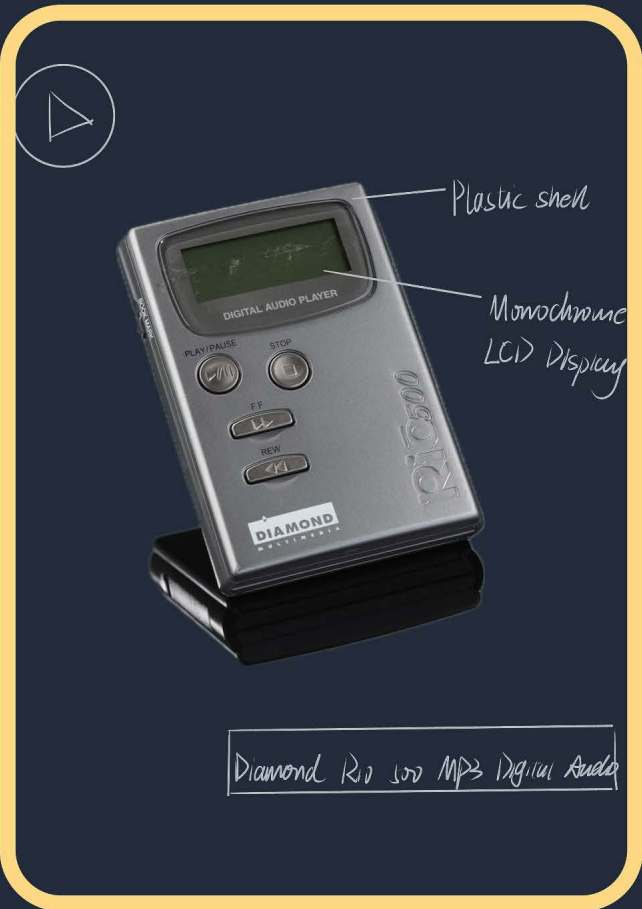
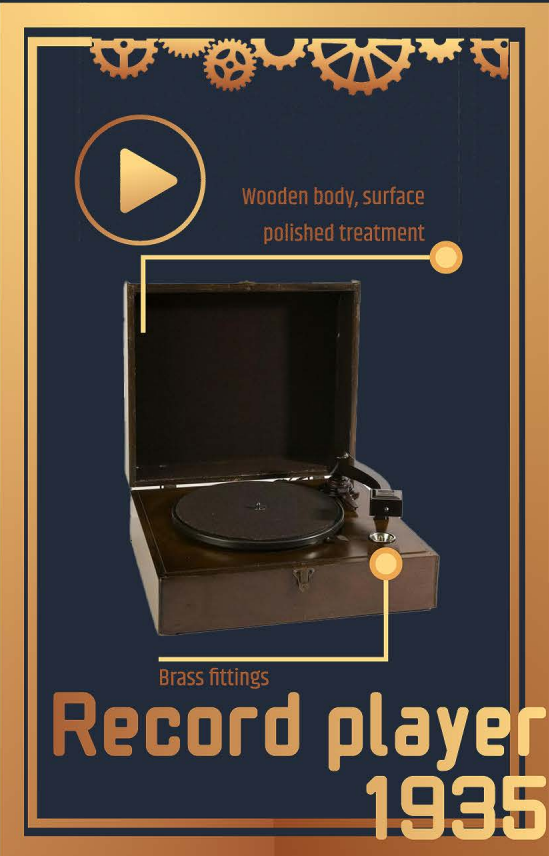
(Fig2 Dinosaur skeleton)



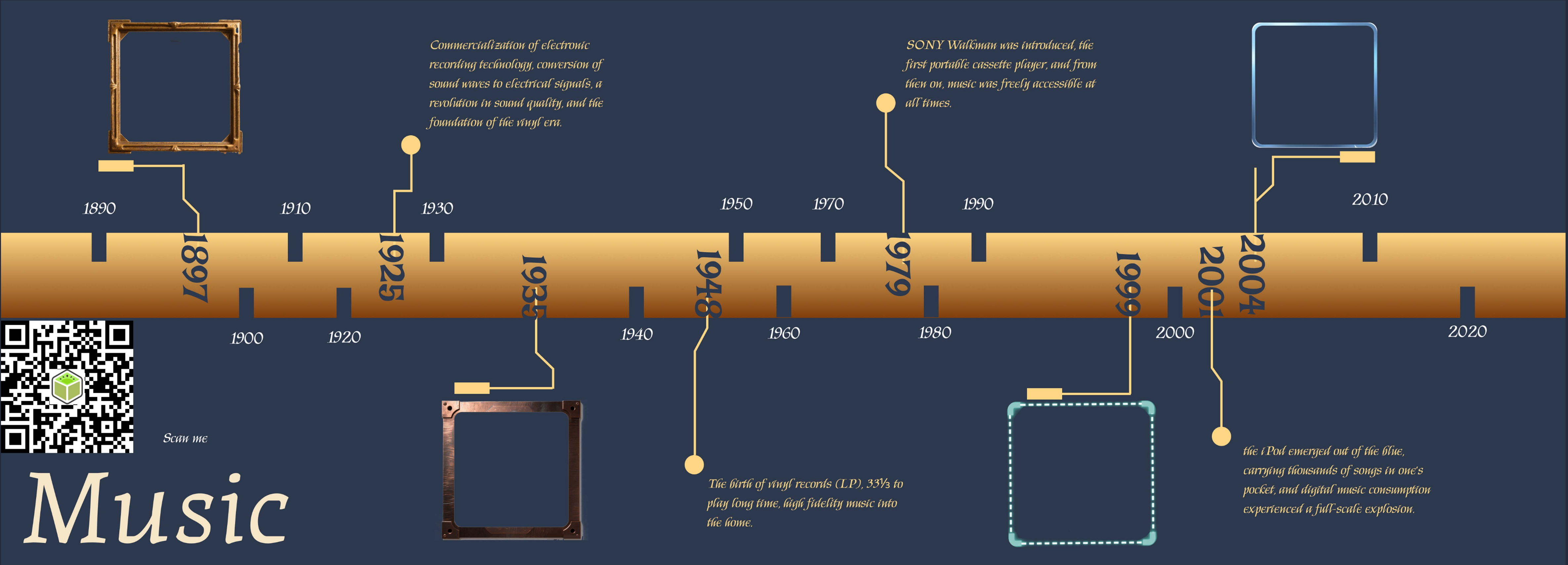
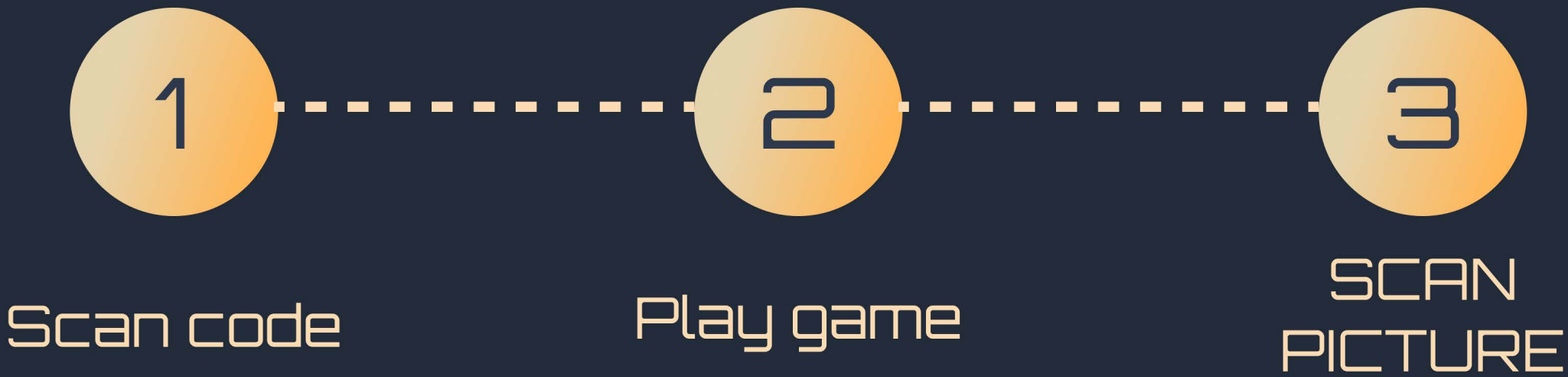
——The experience at the Oxford Museum of Natural History

Sketches

--AR floor plan



Game Picture



--Trigger and timeline graph

