SCIENCE MUSEUM GROUP

Strategy & Project Plan

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Objectives:

With the on going digitization of the huge collection, The Science Museum is looking for a new way of showcasing the objects which will allow for deeper explorations and discovery of the whole collection.

This project aims to encourage the discovery of objects through the use of 'collecting and sharing' your own science museum collection this also enhancing the audience reach.

The outlined objective will support the Science Museum's challenge in encouraging the audience to search the full collection.

Deliverables (working)

I am interested in developing a solution which allows users to create their own collection either in physical and or digital format. Exploring the use of 'card collections, & card swapping games'

A prototype which reaches a wider breadth of the museum collection through the use 'collecting and playing'

A solution which allows for a wider audience to explore and discover the collection. (Potentially globally)

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PHASE 1
Analysis

PHASE 2
Research, Intentions
and Planning

PHASE 3
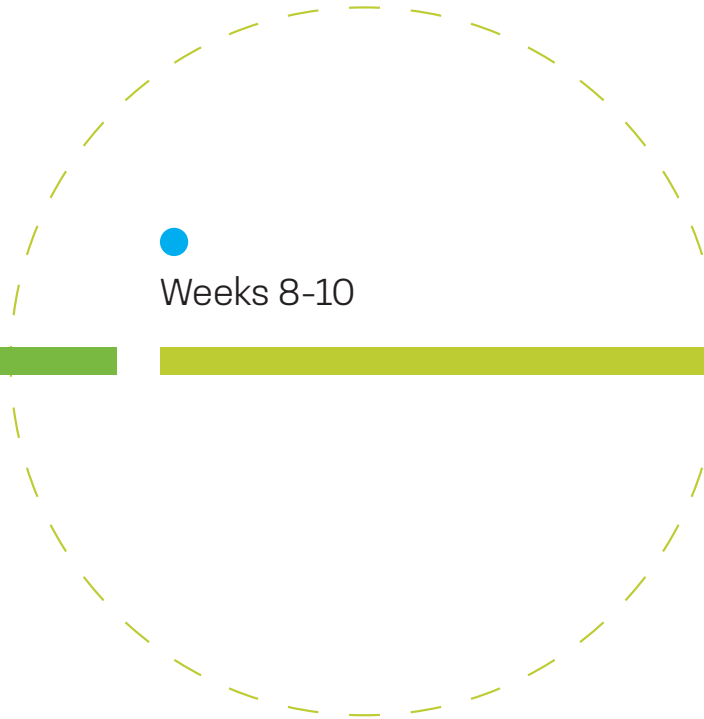Concept & Design Development

PHASE 4
Design Development &
Project Implementation

Week 5

Weeks 6-7

Weeks 8-10

Weeks 11-12

Area of flex

● Time for reflection

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Week by week overview

Week 5

Undertake in depth research into competitive archiving materials to gain an understanding of what has been achieved to date.

Week 6

Construct a timeline of events within the outlined timeframe. Identify any potential obstacles the project may encounter from personal to environmental.

Week 7

Once a clear understanding of the project is evident further research can be undertaken into the visual and potential look of the outcome, exploring competitors, existing and other routes which may have an influence on the project. Reflect

Kick start initial thoughts and sketches around potential routes.

Week 8

Development of concept ideas. Exploration and experimental stage.

Week 9

Continued concept development. Exploration and experimental stage. Reflect

Week 10

Begin to refine and develop 3 concepts for audience testing and client feedback. Reflect on project to date.

Begin design development of chosen route.

Week 11

Development of design. Refine the selected route of progression from the audience and client feedback. Reflect

Week 12

Delivery and application of project. Reflect

Area of flex

The area of flex allows for idea generation with no boundaries, experimental work across multiple mediums & time to reflect.

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Personal Obstacles and Actions

1. Fear of Failing - I have a tendency to worry before really getting into the project which can throw my creativity.

Action - Be confident in the decisions I make and get peer feedback along the journey. Setting out clear goals and a time plan will support not getting lost or coming off track.

2. Procrastination - At times I can get distracted and obsessed over certain areas of a project which has a knock on effect later in the project.

Action - Keep to proposed time plan but also allow for flex - time where other areas will need longer attention. Remember to take breaks.

Environmental Obstacles and Actions

1. Lack of time

Action - Make sure that I have planned out my time well alongside my other commitments (lecturing, business, social) Allow for a buffer so I don't have to rush parts of the project.