

#### **Technical Invention for Museums:**

# New technologies and older people

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### We don't know ...

... about museums

But that's OK!

'The Importance of Ignorance in Requirements Engineering', Berry, 1995



#### We do know ....

- About requirements engineering how to establish what people want new socio-technical systems or digital technologies to do
- About user-centred design how to do this in a way that takes into account the needs, wants, abilities and limitations of potential users
- About ways of bringing about technical innovation
- About ways of working with older people in doing this



## We are here today because ...

We would like to help facilitate communication between the different cultures/stakeholder groups represented here today to explore and help bring about technical innovations that can provide a more inclusive experience of museums, especially for older people.

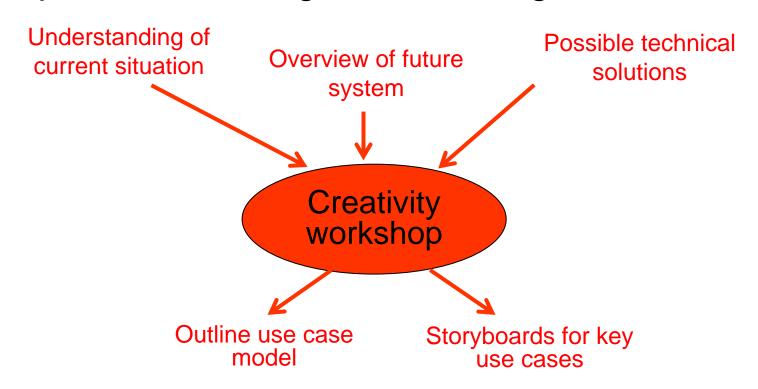
or

We would like to do what we do with you!



# **Creativity Workshops**

A space for creating and inventing ideas



Invent ideas with which to write specifications



# **DMAN: Departure MANager**

Departure manager for major European airports

- Sponsored by Eurocontrol
- Software project over 12-month period
- Joint project involving UK and French national bodies
- Applications including Heathrow & Charles de Gaulle





## Other projects

- CORA-2, MSP, EASM, VANTAGE air traffic control;
- PITO use of biometric technologies in policing;
- APOSDLE development of work-based learning;
- Traceback providing support for food traceability.



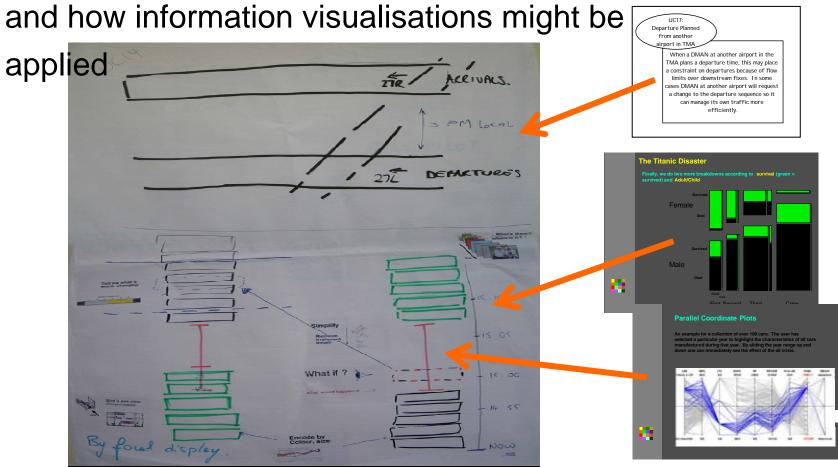
# **Creativity Workshops**





## **Information Visualisation**

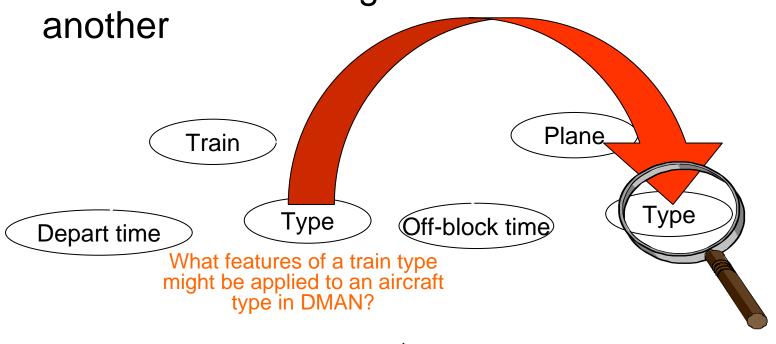
Looking at current problems/needs/opportunities



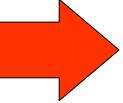


# Facilitated Analogical Reasoning

Important technique for creative thinking, involving transfer of knowledge from one domain into



- 1. Turnaround time
- 2. Speed and time to move
- 3. Length and platform fits4. Typical routes followed

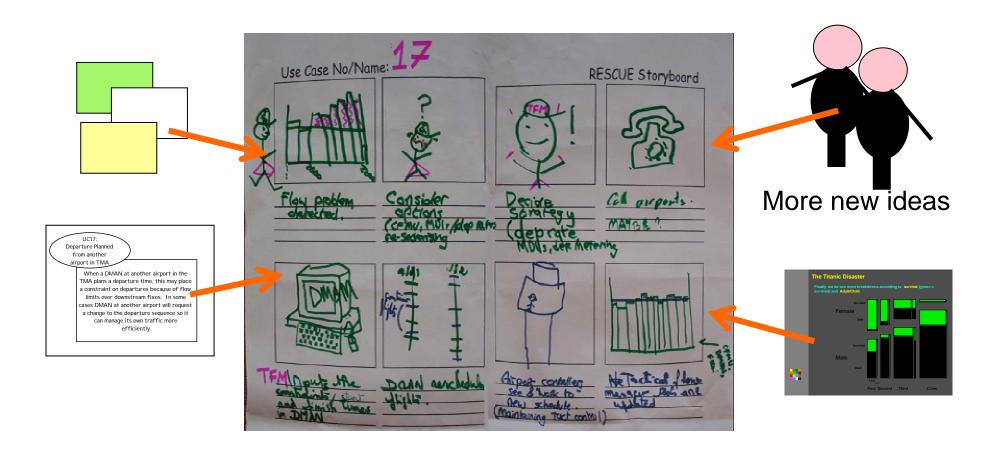


- 1. Turnaround and cleaning time
- 2. Taxi speeds
- 3. Aircraft size and gates
- 4. Terminals and flight routes



# **Storyboarding**

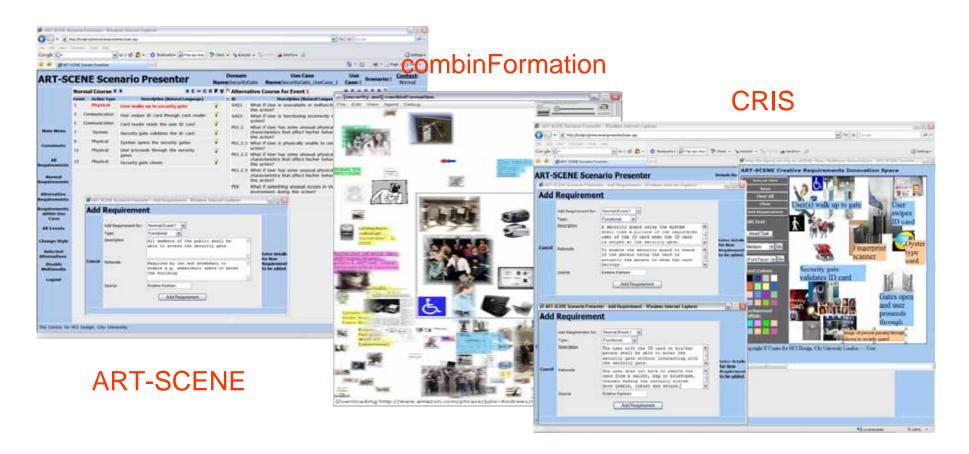
Storyboards integrate ideas from other workshop activities to envision future systems





# **Creativity Support Tools**

We have some prototype creativity support tools for use by individual designers ...





# **Creativity Support Tools contd.**

... or by teams of designers





# Involving older people

We are also developing ways of doing co-design

with older people







Thank you!

Questions?

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