

# Fluid Engage

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Fluid Engage is a continuation of the [Fluid Project Vision](#) in the context of museums and cultural institutions.

## Description

Fluid Engage is a project that created an open source community to provide curators and educators within museums and galleries the necessary supports, tools and resources so they can:

- Create engaging visitor experiences across all three exhibit environments: the computer mediated physical space, online and through mobile devices.
- Provide accessible exhibits and experiences in these environments, thereby meeting legal commitments while at the same time making the experience more usable and engaging for all visitors.
- More seamlessly and efficiently integrate existing and new applications applied in museums to create engaging visitor experiences (content management system, collection management systems, maps, social software, mobile applications, and beyond)
- Bridge the gap between creative design vision and its expression in the digital realm and participate in the larger user experience design community.

## The Grant

- To read the full Fluid grant, [download this PDF file](#).
- Contribute your ideas to [Year 2 Fluid Engage](#)

## Meet the Team

- [Fluid Engage Team](#)
- [Adding yourself to the list](#)

## *All-hands Meeting TORONTO*

The [all-hands meeting](#) was June 22-24th, 2009.

## Fluid Engage Timeline and Deliverables

- [Fluid Engage Roadmap](#)
- [Fluid Engage Roadmap Q2](#)
- [Fluid Engage Roadmap Q3](#)
- [Fluid Engage roadmap Q4](#)

## Development

- [Engage Architecture](#)
- [Mobile Demo](#)
- [Engage Mobile App Development](#)

## Design

- [Mobile design iterations](#)
- [Kiosk UI design iterations](#)
- [Kiosk 3D models](#)

## Branding

- [Fluid Engage logo](#)