

FE - Kiosk

Our museum kiosk is designed to allow visitors to view, select, and print themed tours of the museum space. The kiosk aims to make the relationship between museum cross-cutting themes and galleries lucid. Our designs include both the interface and chassis.

Overview

- > [Kiosk design overview](#)
- > [Kiosk design activities](#)

Design

Journey frameworks

- > [Kiosk journey framework](#) (Oct. 2009)
- > [Kiosk + mobile journey framework](#) (Oct. 2009)
- > [SF MOMA kiosk journey framework](#) (Sept. 2009)

Interface design

Kiosk UI design, draft 6 (Jan.-Mar. 2010)

- [Wireframes](#)
- [Accessibility considerations](#)
- [more...](#)

Kiosk UI design, draft 5 (Dec. 2009-Jan. 2010)

- [Wireframes](#)
- [more...](#)

Kiosk UI design, draft 4 (Nov. 2009)

- [Wireframes \(PDF\)](#)
- [User testing results](#)
- [Kiosk content structure](#)
- [more...](#)

Kiosk UI design, draft 3 (Oct. 2009)

- [Wireframes \(PDF\)](#)
- [more...](#)

Kiosk UI design, draft 2 (Aug.-Sept. 2009)

- [Wireframes \(PDF\)](#)
- [more...](#)

Kiosk UI design, draft 1 (Aug. 2009)

- [Wireframes \(PDF\)](#)
- [more...](#)

Physical design

- > [Kiosk storyboards and scenarios](#)
- > [Physical kiosk design \(Draft 1\) \(March 2010\)](#)
- > [Kiosk 3D models](#)
- > [Physical kiosk design sketches](#)
- > [more...](#)

Brochure design

- > [Kiosk brochure design](#)

Accessibility

- > [Accessibility guidelines for kiosk UI and physical design](#)
- > [Kiosk alternative text considerations](#)
- > [Notes from chat with blind user about museum kiosk experience \(January 13, 2010\)](#)
- > [Accessibility considerations for kiosk design \(Draft 6\)](#)
- > [Kiosk button and audio navigation considerations \(Draft 6\)](#)

Etc.

- > [DIA visitor evaluation process](#)
- > [Notes from meeting with the DIA \(May 8, 2009\)](#): Early in the project, prelude to DIA contextual research and kiosk work
- > [Notes from meeting with the DIA \(August 12, 2009\)](#)
- > [Visit to the Museum of Anthropology \(MOA\) \(November 3, 2009\)](#): Notes from a chat with Sivia of MOA about their kiosks
- > [Physical kiosk design draft work plan](#)

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