

2.1 Exhibition design Proto-model

Read 2.1 Exhibition design scenario on the Map Tool overview and scenarios page

NOTE: text in italic refers to ontological scaffold from the scenario that aren't listed in the existing Interaction Model Ontology.

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| MUSEUMS |
| Art Museums |

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|--|-------------------------------------|--------------------------------|---|--|
| STAKEHOLDER MUSEUM STAFF Curators Docents Collection Managers Exhibit Designer <i>_*{[_]_interpretive specialists, architects, others?</i> | STAKEHOLDER VISITORS N/A? | STAKEHOLDER AGE N/A? | STAKEHOLDER GROUP Medium Group Small Group | STAKEHOLDER LANGUAGE English |
|--|-------------------------------------|--------------------------------|---|--|

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| PLATFORM |
| Web Paper Kiosks |
| <i>_*Desktop, web, whiteboards, large displays, pin-up corkboard, paper?</i> |

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|----------------------------------|---|--|---------------------------------|--|
| INTERACTION STAGE N/A? | INTERACTION TIME Medium Long | INTERACTION GOAL <i>_*Exhibition design, interpreting, (space, etc.)</i> | INTERACTION FLOW N/A? | INTERACTIONS Making Sharing Knowledge Commenting (more to be added) <i>_*Drawing/sketching, placing_</i> |
|----------------------------------|---|--|---------------------------------|--|

[Go back to Interaction Model Ontology and Example Proto-Model](#)