

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.

MUSEUMS
Art Museums

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

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

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

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