

Year 2 Fluid Engage

Draft Proposal for Year 2

[Download the current version of the proposal for Year 2](#)

Description of Year 2 from Original Proposal

Phase two of the project will expand and advance Year 1 deliverables, adding components, activity templates, additional platforms, devices, types of interaction and most importantly additional implementations in a broader range of museums and galleries to evaluate, refine and demonstrate these deliverables.

from the Year 1 grant: Phase II will include:

- Richer searching and indexing, better relationship awareness
- Deeper object/exhibit data models based on CollectionSpace
- Generalized maps and location awareness services
- Expanded map authoring tool including workflow from CAD drawing import - final, interactive maps
- Further build out of automatic position detection using WiFi or Bluetooth
- Support for more mobile devices: Blackberry, Windows Mobile
- Expanded social networking and user contribution services:
 - "My Story"
 - Threaded discussion
 - Connections with third-party social networking sites
 - Richer tagging support (incorporating Steve work)
- More and varied exhibit and activity templates and scripts

Building upon Fluid Engage Year 1

a11y strategy

- Build on the [Fluid accessibility](#) approach

UX strategy

- Build upon Fluid [User Experience](#) processes and activities
- Incorporate a deep user-centred approach to all Fluid Engage products

community/audience participation

- Threaded discussion
- Social Networking and user contribution services
- Richer tagging support (incorporating Steve work)
- Connections with third-party social networking sites

map authoring

- Generalized map and location awareness services
- Expanded map authoring tool including workflow from CAD drawing import – final, interactive maps

mobile support

- Mobile prototype for new platforms
 - Blackberry, Windows Mobile

location awareness

- Further build out of automatic position detection using WiFi or Bluetooth

search services

- Improve searching and Indexing

UI Components

Exhibit Templates

- an expanded authoring toolkit
- More and varied exhibit and activity templates and scripts

implementation

- Continue Content & CollectionMS integration
 - Deeper object/exhibit data models based on CollectionSpace
- Wrap-up of institution implementation; more implementations
- Refinement of documentation, tools, resources

From the Museum perspective, the priorities are (inspired by Jennifer's summary email):

- *utilize staff knowledge of collections, of visitors, and of what works to create a meaningful enhancement to existing solutions while pushing the boundaries of what technology can do for the content*
- *engage visitors where their own interests and motivations intersect or touch the items in the museum*
- *build upon existing solutions, including the gallery interpretation already in place in the museum*
- *does not require creation of new content (costly)*
- *takes a gallery perspective, not necessarily a specific object perspective (this one can be expanded – can be a specific object, but can also be the gallery perspective)*
- *reaches a variety of audiences*