

Flygvapenmuseum

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1. Tailored visits

As a visitor it can be difficult and time consuming to take in all information in an exhibition, and there is probably a lot of uninteresting information for individual visitors. If we could tailor the information to each individual visitor based on their interests and choices we could also offer more interesting and relevant automated guides, thus increasing the quality of the visit to the museum.

Assignment: Create a guide tool that takes information about individual visitors' interests and choices leading to a unique and personal trail through the museum and with filtered information.
User group: first time visitors with limited time

Group 1

Lundblad, Oscar (osclu399)
Landor, Anton (antla703)
Fallström, Johan (johfa688)
Nodelijk, Felix (felno889)
Olsson Kaalhus, Matilda (matka216)
Deshpande, Chetana (chede540)

2. Flight and the environment

Flying has a large negative impact on the global climate. At the same time there is a lot of research around alternative, environmentally friendly, fuels and new types of airplane designs. We want to be able to show the alternatives to today's flights that exist, that are more friendly to the environment and that might become more prevalent in the near future.

Assignment: Create an interactive experience for our science center Flyglabbet, where the focus is on the airplanes of the future, and where visitors can learn about factors surrounding environmentally friendly flight.

User group: young adults

Grupp 2

Laine, Rickard (ricla589)
Wojtulewicz, Karol (karwo001)
Sundberg, Simon (simsu451)
Sharma, Sudeep (sudsh588)
Lindholm Undén, Beate (beali896)
Lundberg, Molly (mollu341)

3. Flight and the environment

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Assignment: Create an interactive experience for our science center Flyglabbet, where the focus is on the airplanes of the future, and where visitors can learn about factors surrounding environmentally friendly flight.

User group: young adults

Grupp 3

Koniakowski, Isabella (isako708)
Kuch Wesolowski, Robert (robku890)
Indrias Biniam, Thomas (thoin216)
Nikolov, Stefan (steni205)

4. Treasure hunt

We want kids to be able to discover the museum in a fun and exciting way. It could be about solving a problem or e.g. finding keys in different locations that later lead to some greater discovery. The important thing is that kids are exposed to different, perhaps unexpected places in the museum.

Assignment: Develop a way for kids to discover the museum, where activity, action, creativity and excitement is important.

User group: kids that know how to read in company of adults

Grupp 4

Driving, Douglas (doudr055)
Möller Ehrnlund, Björn (bjoeh523)?
Widerberg, Lisa (liswi948)
Michel, Linnea (linmi546)

Idrottsenheten, Linköpings kommun

Andreas Hagström Andreas.Hagstrom@linkoping.se

1. Outdoor gym 1

How can we attract more people into to the outdoor gyms? There are many hurdles for visitors to try the gyms. Examples include insecurity in terms of how to use the equipment, fear of being hurt, fear of embarrassment and making mistakes. The political program for recreation in Linköping municipality clearly states that municipal resources should be for everyone, so there is a need for overcoming the hurdles.

Assignment: Create a solution to overcome the hurdles preventing visitors to Vidingsjö motionscentrum from using the gym. The solution can be digital if there is need for it.

User group: Existing visitors to Vidingsjö motionscentrum that could see themselves using the gym but does not.

Grupp 5

Grzech, Jessica (jesgr130)
Bergman, Oscar (oscbe086)
Wiktorson, Erika (eriwi052)
Rönnqvist, Lisa (lisro774)
Rashid, Arin (arira675)

2. Outdoor gym 2

How can we offer users feedback in the outdoor gym and support them in conducting complete workouts? Research on outdoor gyms suggest that average use time is lower than the recommended time to reach health benefits. We want to find solutions that support the users in carrying out complete workouts for specific purposes and that encourages repeat use.

Assignment: Create an interaction that supports the completion of workouts, guides the user, gives feedback and motivates further use. The interaction can preferably be augmented by digital means, but there should not be a demand for a smartphone or smart watch. The user should be able to choose the level of ambition.

User group: Visitors in Vidingsjö who want to be able to conduct a good workouts but not plan it by themselves.

Grupp 6

Tang, Vanessa (vanta546)
Guo, Tjelvar (tjegu689)
Jonsson, Daniel (danjo554)
Asterberg, Henrik (henli807)
Andersson, Gustav (gusan092)

3. Increased movability

There is little knowledge about the plethora of available opportunities for physical exercise offered by the municipality. This goes for organized sports as well as open, public spaces for activities such as boules and running tracks. A greater knowledge about the alternatives increases the chances of more people becoming active. The difficult part is reaching people who are not active today, or are in a context where sports and movement are not present.

Assignment: Create an interactive experience that can be placed in a public space and that allows visitors to try and explore the large variety of possible activities. Visitors should not only be allowed to try but also overview and contact, or gain knowledge about places where exercise can take place.

User group: Physically inactive adults

Grupp 7

Sterneling, Hanna (hanst665)
Jaeger Tronde, Emma (emmtr701)
Johnsson, Daniel (danjo905)
Gyulai, Sofia (sofgy031)
Röhr, Malin (malro913)
Liljedahl, Sofie (sofli181)

Friluftsmuseum Gamla Linköping

Hanna Wihlborg Hanna.Wihlborg@linkoping.se

1. Life as a "soldier family" in 1814

The open air museum Gamla Linköping has recently moved an old soldier cottage, complete with outhouse to the museum area. The exhibition shows life for a "soldier family" (soldatfamilj) in 1814. The cottage is going to be open year-round, but only "gate open", i.e. the visitor can only get part way into the cottage but not all the way. We are interested in finding a solution where the visitors can take part in life on the farm interactively without staff present. What can life have been like, what did people talk about and what did they do?

Assignment: Using an interactive solution, like a game, visitors should be able to take part in history and life as a soldier family based on actual events in Linköping's history; war placements, battlefields, work allocations (like digging Göta Kanal), caring for prisoners of war, farming, wood cutting, work at neighboring farms, losing a child, collecting money for a cow etcetera in an interactive and curious manner.

Preconditions: safe, easy to use without staff

User group: Adolescents and young adults with access to digital tools

Grupp 8

Bäckström, Madeleine (madba061)

Vestin, Alexander (aleve030)

Lindblad, Patricia (patli010)

Herkevall, Jonas (jonhe804)

Skönvall, Julia (julsk477)

2. Everyday life in 1814

The open air museum Gamla Linköping has recently moved an old soldier cottage, complete with outhouse to the museum area. The exhibition shows life for a "soldier family" (soldatfamilj) in 1814. The cottage is going to be open year-round, but only "gate open", i.e. the visitor can only get part way into the cottage but not all the way. We are interested in finding a solution where the visitors can take part in life on the farm interactively without staff present. What can life have been like, what did people talk about and what did they do?

Assignment: how can visitors take part of scenes, sounds and similar experiences from everyday life in 1814?

Preconditions: Safe, easy to use without staff present. The cottage is furnished and visitors can only reach to door frame and look into the rooms. Preferably use the whole environment around the cottage. Accessible in Swedish and English. Story could vary depending on time of year: e.g. Christmas, slaughter time, harvest.

User group: adult visitors with families

Grupp 9

Rönnberg, Sofia (sofro369)

Rosberg, Alice (aliro450)

Friberg, Richard (rical803)

Hellberg, Tim (timhe442)

Eklund, Malin (malek822)