

Interactive:

Interpretive goals:

Experience goals:

Description:

Elements:

- digital-based interactive
- tactile interactive
- staff facilitated
- narrative-based
- gamified
- self-guided exploration

Hardware needs:

___ PC Notes: _____

___ monitor Size ____ Notes: _____

___ touchscreen Size ____ Notes: _____

___ projector Size ____ Notes: _____

___ speakers Notes: _____

___ other:

Fabrication needs and sustainability:

- custom parts to be created
- easily sourced parts/materials

___ other:

Content needs:

- new content to be created Notes: _____
- repurpose institution's content Notes: _____
- gather and repurpose existing content Notes: _____
- external contractor/vendor for _____
- language translation

Additional details and needs:

Notes: