



Digital Strategies for Heritage (DISH) 2013

2 & 3 December 2013, De Doelen Rotterdam

Chefs' Table session

Table Number: 2

Table Session: 5

Table Host: Aaron Straup Cope

Discussion

The last table is a table of 6

service design. design is elegant solutions.

Experience design is Disneyland.

Is the War on Terror experience design?

& how should the CH Design museum present the War on Terror as a experience design.

Exit always through the giftshop.

Waterboarding is experience design. But how must museums deal with weaponry & torture designs.

Intangibles

Virgin America is an experience design. How should Smithsonian Enterprises monetize on experience

Nest.

How to curate the software running the design processes.

How to run services to preserve stuff. Should we take over the infrastructure?

Museums have always taken objects from their contexts and it still had meaning.

2 kinds of design of nest:

-hardware design

-software & interaction design.

Currently only no1. is preserved.

How to curate the Iphone.

Iphone is incredible hardware design, but what says a iphone that is not turned on to the public.

Computermuseum holds sourcecode of 20-year software.

Planetary (download at the applestore) is acquired.

Nice visualisation for music.

Data trails.

CH has not acquired an ipad nor an ios-app.

free is in freedom = strategy for preservation.

Curatorial file (.git)

Functional design & requirements.

CH has printed out Planetary on paper.

The Paper app.

CH did not acquire Glitch. How to preserve games?

Glitch code is released under cc0 license not too long ago.

Then-best representation.

Involve the people that designed the stuff.

Used to preserve with screenshots.

Identify the significant properties s.