**Environmental Design | Pre-design Planning**

Name(s):

What is the topic of your museum? Be specific! For example don’t just say “Games.”

Will your museum be Narrative (the artifacts and objects within help to tell a larger story), Object Centered (The objects mostly speak for themselves like in an art museum), or Experiential (the museum is more about interactivity and experiencing moments, than it is about the objects themselves that are providing the experience, like the City Museum or Meow Wolf). Explain and be specific.

Who is your intended audience? Who would be your PRIMARY visitors? (Schools, after school and community, children, teenagers, young adults, elderly, tourists, etc)

Will you charge a fee to visit your museum? If not, how will you pay for maintenance, exhibit updates, etc?

What kind of location will your museum have? How does it relate to the topic of your museum? (urban, rural, street level, underground, etc) Will it have both inside and outside spaces? Explain.

What kind of exhibits (or different rooms) will your museum have? What kind of interactivity will visitors have with your exhibits? Include a sketch of the floor plan of your museum.

What different kinds of experiences will you provide for your visitors?

What kind of technology will you incorporate for what purposes? What kind of interactivity will visitors have with your technology?

What will be the tone and style of your museum? Think about the notes you took at Tattered Cover, this is the kind of information you are asked for here.

How will people find their way around? Is there a specific path they MUST take, or can your visitors wander about? How will they know what they are supposed to do? What kind of signage do you envision? Will you communicate with your visitors in a formal or informal way?

What will its exterior shape be like? What will the interior shapes (types of walls or separations between exhibits) be like? Explain your thinking and include a sketch of it.