

Interactive Multimedia Applications In the Arts and Heritage Sector

Games for Museum, Exhibitions and the Heritage Sector

AN ALTERNATIVE EXPERIENCE OF THE MANCHESTER ART GALLERY

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There is always an attraction on something that is extraordinary and this is what influences the creation of our latest project. This project consists in creating a virtual art theft within the Manchester Art Gallery. The user will play the role of a thief that had stolen an art masterpiece and is being interrogated by a police detective. During the interrogation the thief remembers the heist through several flashbacks allowing the player to experience the heist in first person.

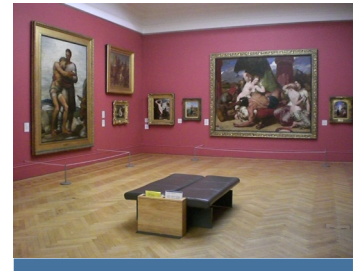
The main objective of this project is to create an alternative way of experiencing an art gallery. Using an interactive media application, it is possible to create an experience that might attract audiences that usually are more reluctant to visit art exhibitions the traditional way. The implementation of such application in museums would be useful to enrich the experience of museum visitors especially the young generations. Moreover it could be used by the museum staff in activities (workshops) and also in schools to increase the interest level towards arts/heritage.

In comparison to a standard gallery tour, a virtual tour gives the opportunity for people that are unable to physically visit the gallery due to the limitation of time, location and cost to experience the gallery in a similar way. However, the low level of interactivity in conventional virtual tours makes it unfavourable to the public.

This project presents one possible solution for this issue by combining the features of the conventional virtual tour (exploring the gallery) with a more interactive approach by incorporating educational games and an immersive storyline.

The educational games integrated in this project will teach the player on various art and heritage aspects. The player will be able to learn how to differentiate between 18th and 19th century paintings, ways to identify the Pre-Raphaelites style in comparison to other art style, and gain a deeper knowledge on the drawings from the "Ten Drawings by Leonardo Da Vinci from the royal Collection".

Assigning the user the role of an art thief creates a storyline that will increase the immersion of the user on the given tasks in the game. The storyline divides the game into two different types of progression: cinematic and gameplay sequences. The cinematic consists of an introduction scene with a BBC newscast and interrogation scenes of the thief. The gameplay sequences occur in two different moments; the first one is where the player visits the gallery during the day. In this sequence, the player will have the opportunity to play the educational games while performing several other objectives related with the heist. In the second sequence, the player needs to sneak in the museum in the night and get the painting while avoiding the security system of the gallery.



Manchester Art Gallery, Early 19th century



Manchester Art Gallery, Pre-Raphaelites



Two grotesque profiles, Leonardo da Vinci



Newscast