The Pen

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The Pen was pitched as a way to invite visitors to learn about design by designing themselves. Beyond working as a tool for drawing, it would encourage visitors to engage with the works on view in the museum, rather than looking at them through the small screen of the more traditional approach of a ‘museum App’. The Pen combines two main technologies. Its interface with the interactive tables employs the sort of conductive materials common to touchscreen styli. Its interface with the object labels employs near-field communication technology. A sensor in the end of the Pen reads the information on small NFC tags embedded in the object labels. This information is stored in the Pen’s onboard memory and can be read at the interactive tables.

Using the large, ultra-high-definition screens on tables designed by Ideum, visitors may explore and manipulate the objects they have collected, discover related objects in Cooper Hewitt’s collection, retrieve contextual information, learn more about designers, design processes and materials, watch and share videos and even sketch their own designs.

О проекте https://www.cooperhewitt.org/new-experience/designing-pen/

Страна: США
Музей: Cooper Hewitt (Купер Хьюит)
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