Date:	Collector:		Group #·	
Jate.	Collector.		Oroup #	
<ul> <li>B&amp;W w/ext</li> </ul>	ID label "Cards" (8.5x14 – ended info on back ended info same side	dimensions	s)	
DBJECTIVES: How, if at all, do	pes the <u>B&amp;W w/image and info</u>	o on same sid	<u>le</u> add to visito	rs'
experience of the c	ase?			
How, if at all, do	oes the <u>B&amp;W w/image front an</u>	d info on bac	k add to visito	rs'
experience of the c	ase?			
Do the two diffe	erent formats support the visito	r experiences	s in different w	ays? If so
now? What are the	strenghts of each version?			
Recruitment scri	pt]			
Ve're asking visito	rs to take a few minutes to tak	e a look at a	prototype exhi	bit we're
leveloping for the	natural sciences gallery here.	You might kn	ow the science	e gallery is
oing through its re	enovation and will re-open in 2	012, and feed	dback from vis	itors really
elps us shape the	exhibits. Taking a look and ar	nswering the	few questions	we have for
ou will probably ta	ike about <u>15 minutes. Would y</u>	ou like to give	e it a try?	
[If YES]				
Have you b	een to the Museum before?	Yes	No	
Where are	you from?			
			_	
Description of Gr	oup:			
			Female	Male
		Adult		

For adult indicate how many. For children indicate ages.

**[Intro]** This is our storage and prototyping space while the new natural sciences gallery is developing. There are many interesting things to look at in this space and, if you like, you can take some time to look around when we finish talking. Right now we're asking visitors to focus on this set up here [indicate with gesture the set up including the specific <u>Haul Out case</u>]. This is a rough start on something we're trying out for the gallery.

We're asking visitors to take some time looking at the case with these **cards** you see here [gesture toward **cards** on ped]. Take as long as you like to look with these – choose one and give it a try. Then try the other one.

Whenever you feel finished, we'll ask you a few specific questions that we're asking everyone who takes time with us today.

**General Observations** – Note which **Card** used first, which used second (circle)

B&W image front / info back

B&W image + info same side

[standing at one point; moving around the case; pointing; talking together; reading out loud; telling stories or memories; commenting on ease or difficulty of the tool]

[When finish	ed] Do you feel	finished?			
	your honest fee es gallery! So t		•	•	for the new
1. So we	'd like to ask y	ou about the	cards here.	I noticed you	ı used the
(circle)	B&W same sid	de B&W	front / back		
Tell me a bit	about how you	used this Ca	ard. What did	l you do with	it?
	scale of 1-6 (1 t d added to you	•	•	,	w much would
1 not much	2	3	4	5	6 very much
How so?					
[If not already Could you tell	<u>addressed]</u> me a couple <u>sr</u>	oecific exampl	es of how it add	ded to your ex	perience?
Anything else	?				
[Probes]					
What did you	like about it par	ticularly?			

What did you *not* like about it, if anything?

3. An (circle)		ut this other Ca B&W same side		ont / back	
Tell me at	oout how yo	ou used <i>this</i> Ca	rd? What did	d you do with	it?
	this card	e of 1-6 (1 being added to your o			much) how much ne case?
1 not much	2	3	4	5 v	6 ery much
How so?					
	ady address tell me a co	<u>ed]</u> uple <u>specific exa</u>	mples of how	it added to yo	ur experience?
Anything e	else?				
[Probes]					
What did y	ou like abou	t it particularly?			
What did y	ou <i>not</i> like a	bout it, if anythir	ıg?		

<ul><li>[If not already addressed]</li><li>5. Do you have any thoughts about which one was <i>more</i> helpful for looking at the case?</li></ul>
Why is that?
6. Finally, did you have any questions about these or have anything to say that we haven't already talked about?
Thank you. Your input helps shape this gallery tool!

Oakland: Then + Now—Digital Interactive	'e					
Collector: Group #						
Concepts Tested  Oakland: Then + Now—on touchscreen more overlay of habitats w/color coding; click point or		or 'now-then'	<u>comparison</u>			
<ul> <li>OBJECTIVES: Content <ul> <li>To what extent does the interactive help visitors significant changes to habitats in Oakland betw</li> <li>To what extent do visitors find the past/present surprising?</li> <li>To what extent does the interactive communicate encompassed Oakland were located?</li> <li>What questions do visitors have based on what</li> </ul> </li> </ul>	een 170 compar te <u>wher</u>	00 and today′ rison interesti <u>e</u> the habitats	? ng or			
<ul> <li>Usability (from general observation)</li> <li>Are current affordances clear? (e.g., asking "what now?"; "how do I?")</li> <li>What expectations do users have of the interface that are not met? (e.g., repeatedly touching a particular point? Other?)</li> </ul>						
[Recruitment script]  We're asking visitors to take a few minutes to take developing for the natural sciences gallery here. Y gallery is going through its renovation and will recreate from visitors really helps us shape the exhibits. Ta a few questions we'll have for you will probably take you like to give it a try?  [If yes]  • Have you been to the Museum before? Yes	ou mig pen in king a	ht know the 2012, and follook and the look and the at <u>15</u> minute	science eedback en answering			
Description of Group:	Adult Child	Female	Male			

For adult indicate how many. For children indicate ages.

### [indicate prototype]

So this is a rough start on something that will ultimately be a more developed digital element in the gallery. Please take your time, feel free to touch and explore it - just check it out. Take your time. Explore whatever you like. Whenever you're ready, we'll ask a few specific questions.

GENERAL OBSERVATIONS
[pointing; talking together; reading out loud; telling stories or memories]

**[If YES]** Ok – your honest feedback is really what will help us shape this for the new natural sciences gallery! So there are no right-or-wrong answers here.

1.	Could you say	y a bit about what	you get as the <i>mai</i>	<i>in idea</i> of this activity?
----	---------------	--------------------	---------------------------	----------------------------------

[Probe: If you were to tell a friend what this is about, what would you tell him/her?

#### 2. Is there anything you find particularly surprising here?

[Probe if needed: Is there anything that catches your attention? Or that you find particularly interesting?]

#### Why - or why not?

[Probe if needed: Could you say more about WHAT you find surprising / interesting about that?]

So we're interested in your thoughts about two messages we're trying to convey here.

3. First, we're trying to show the difference between what a specific point in Oakland looks like now vs. what it looked like <u>before European settlement 300 years ago</u>.

On a scale of 1 – 6, where 1 is *not clear* and 6 is *very clear*, how clear is the message about what a place looks like now vs. what it looked like 300 years ago?

(circle one) not clear very clear

1 2 3 4 5 6

[lf 4, 5, 6: What do you see here that helped you *understand* what it looked like 300 years ago?

[If 1, 2, 3 - WHAT do you see here that makes the now vs. then message <u>confusing</u> <u>or unclear</u>? Could you say a bit more about that?]

4. Second, we're trying to show that there were - and are - a number of different of habitats in this area.

On a scale of 1 – 6, where 1 is *not clear* and 6 is *very clear*, how clear was the message about the different habitats in this area?

(circle one) not clear very clear

1 2 3 4 5 6

[If 4, 5, 6: What do you see here that helped you understand there were different habitats?

[If 1, 2, 3 - WHAT do you see here that makes the message that there were different habitats <u>confusing or unclear</u> ? Could you say a bit more about that?]
[If not already addressed]
5. Was there anything you were expecting as you were using this that the interactive did not provide?
O to the one and the constant like to a second or the top the constant and the first of
6. Is there anything you'd like to say – or ask that we haven't already talked about?
THANK YOU – Your feedback really helps us shape the exhibit!

# Data Collector: \_\_\_\_\_ Group #\_\_\_\_ Concepts Tested (indicate versions where appropriate): INQ strategy – first two components: the question + transparency statement (i.e., What are we up to? Why questions and not just answers? **OBJECTIVES:** What questions do visitors have about what is depicted in the case? • To what extent do visitors engage in the main questions (component #1)? (Which animal do you think will get the prey, the wolverine or the coyote? What do you see that makes you think the wolverine / coyote has a good chance?) • To what extent do visitors use the transparency statement (component #2) as further info for engaging in the guestion/s? Have you been to the Museum before? Yes No · Where are you from? Male Female **Description of Group:** Adult Child

For adult indicate how many. For children indicate ages.

**Confrontation Habitat Case** 

[Recruitment script] We're asking visitors to take a few minutes to take a look at an exhibit prototype we're developing for the natural sciences gallery here at the Oakland Museum of California. (You may know that the science gallery is going through its renovation now and will open in 2012.) Then, after you look, we'll ask a few questions to get your feedback.

It might take about 15 minutes. Would you help us out today?

[If YES proceed to Low Bay while making notes on p1 ("Have you been to this Museum before?" etc.]

[On entry to LB] There are many interesting things to look at in here, and you'll have a chance to do that after we take a look at this one back here first, ok? So just take a good look at everything you see right here. Take your time – don't hurry. Whenever you feel like you're finished looking, we have a few specific questions for you.

[When finished] Do you feel finished?

[If YES] Ok, we have these few specific questions that we ask everyone who takes time with us today and -- there are no right-or-wrong answers. We need your honest feedback. That's really what will help us make the exhibit a good one for visitors!

## **Record Observations:**

[pointing; talking together; reading out loud; telling stories or memories; asking questions]

1. First, could you case?	say a bi	t about	any re	actions	you m	nay ha	ive to wh	nat you s	ee inside	the
[Probes if needed: .	any a	ssociati	ons for	you?	. do ar	ny que	stions co	ome up ri	ght away?]	l
2. Did you happen [If NO]	to read	this si	<b>gn</b> (the	main qı	uestion/	/s) <b>?</b>	(circle)	YES	NO	
Could you say a	a bit abo	out WH	Y you <u>c</u>	didn't re	ead the	sign'	?			
[If YES]										
So, the exhibit t	eam he	re at th	e Muse	eum is t	rying t	o find	out if vi	sitors th	ink	
useful question you think will get the						n the	case? (V	Vhich anin	nal do	
On a scale of 1	– 6, hov	v usefu	l would	d you sa	ay thes	e que	stion ar	e? (circle	e one)	
	not use	eful			very us	seful				
	1	2	3	4	5	6				
Could you tell n	ne more	about	your ra	ating?						
[Probe: Could you sa	ay a bit a	about ho	ow thes	e quest	ons rel	ate to	this scer	ne for YO	U?]	

3.	[If not already addressed]
	a) Did you read this sign here ( <u>transparency statement</u> )? (circle) YES NO [If NO]
	Could you say a bit about WHY you didn't read this sign?
	[If YES]
	b) So, could you say a bit about <u>any response you may have had to the first</u> atement here in this sign (This scene was created to invite you think about nat might happen here and why.)?
	[Probe: Was this helpful? Did it seem odd or confusing to you in any way?]
c)	Thank you. And, we're interested to know whether this information about wolverines and coyotes (bullet points) was anything that <u>helped you think about the main question/s on the other sign</u> ?
	(circle) YES NO
	[If YES] How so?
4.	Do you have any questions about this whole set up or any comments you'd

THANK YOU – Your feedback really helps us shape the exhibit.

like to make that we haven't already talked about?