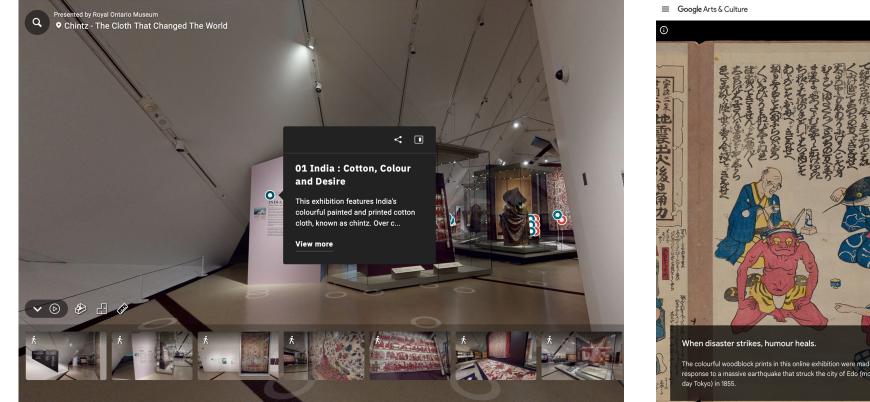
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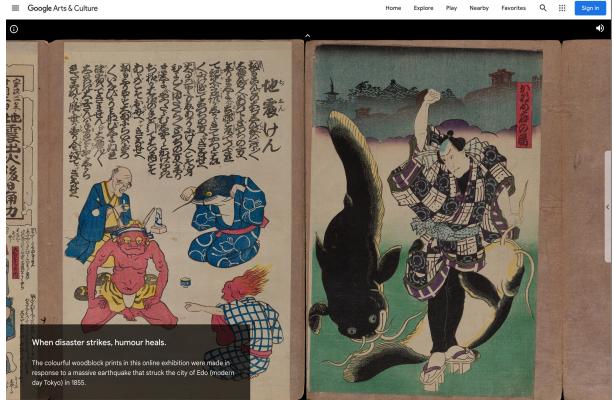


Interpretive Planning for Online Exhibitions

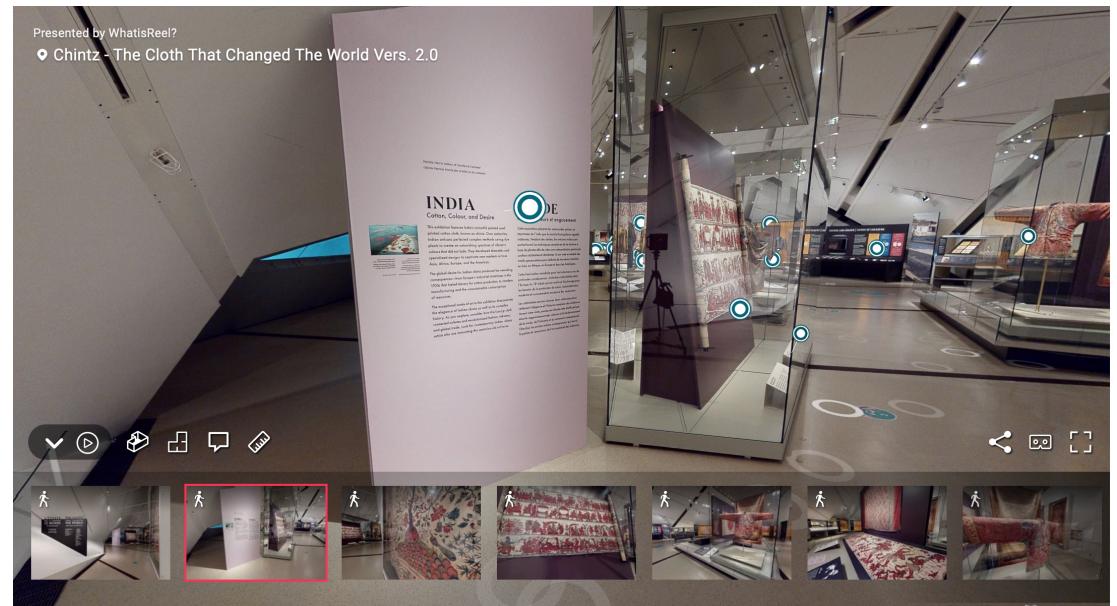
Kendra Campbell, Interpretive Planner, Royal Ontario Museum kcampbell@rom.on.ca













Presented by WhatisReel?

• Chintz - The Cloth That Changed The World Vers. 2.0

13



made in

Japan's deep love of Indian chintz resulted in collection, study, and publications. Prominent families assembled private albums of cloth fragments.

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fabriqué en

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INDE, utilisé au JAPON

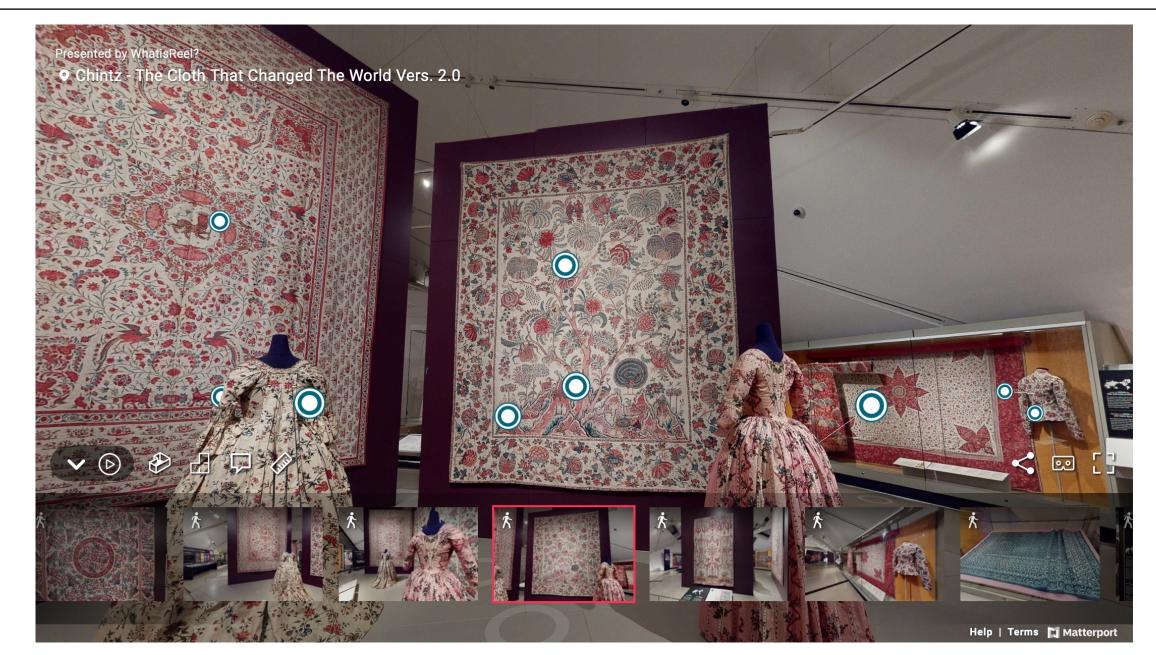
Fragment with lattice 1994 a border originally used in Japan as a border for a scroll painting

à imiter les couleurs et les noutres complet, le Sarasa zufu, a été publié par Inaba en 1785.

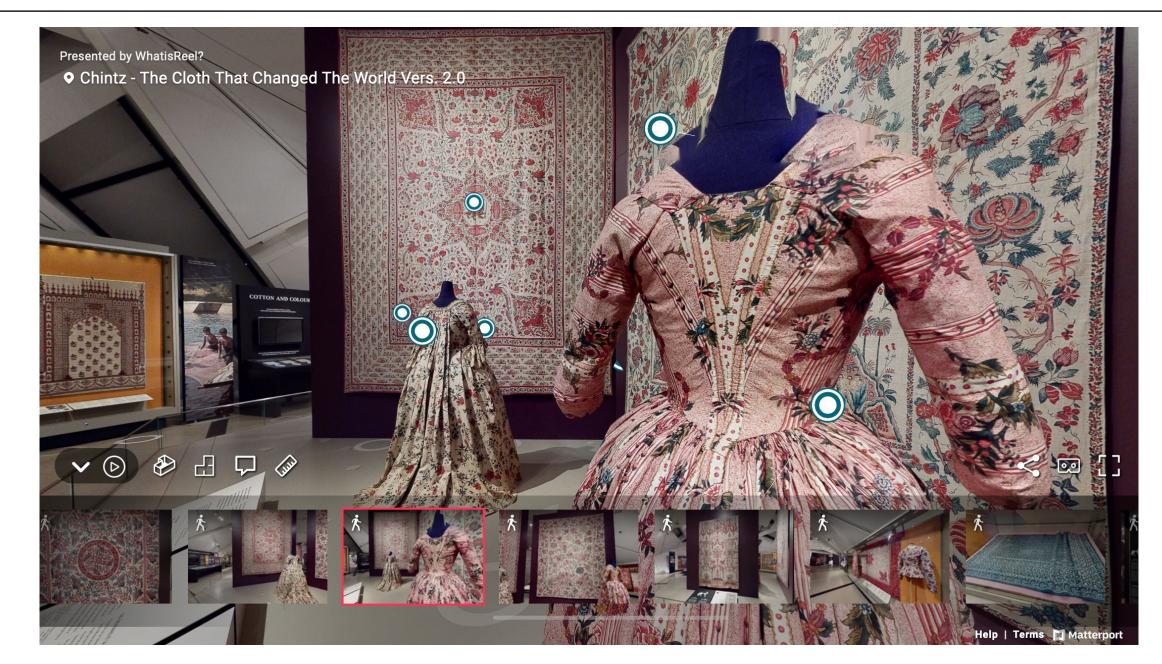
Help | Terms 📘 Matterport

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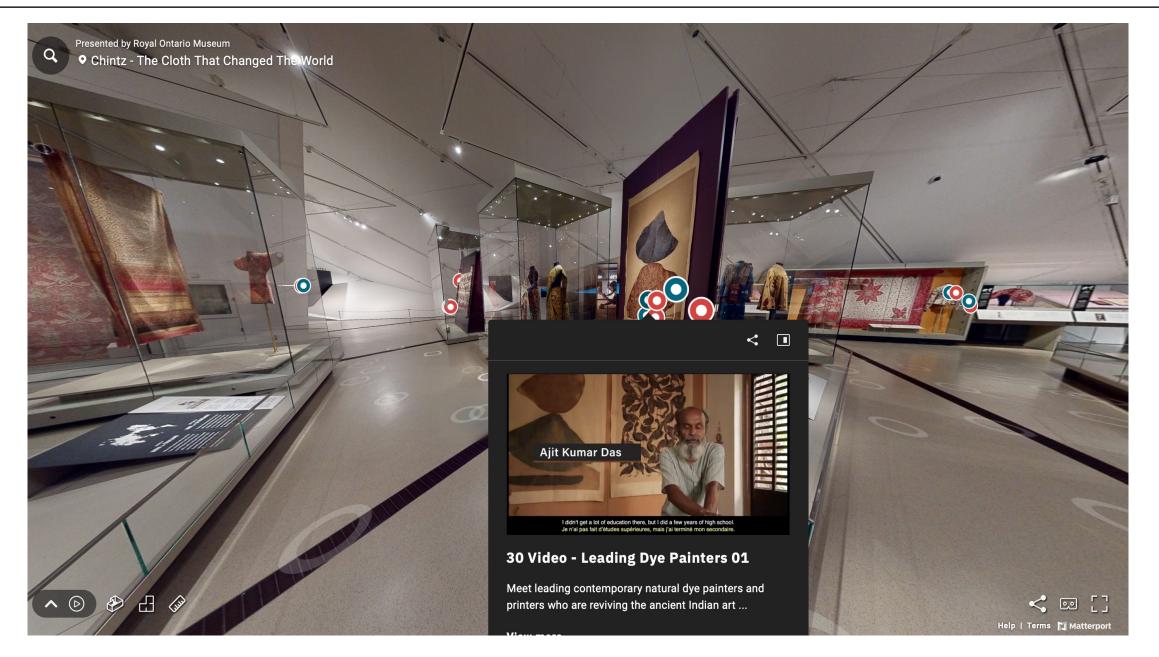






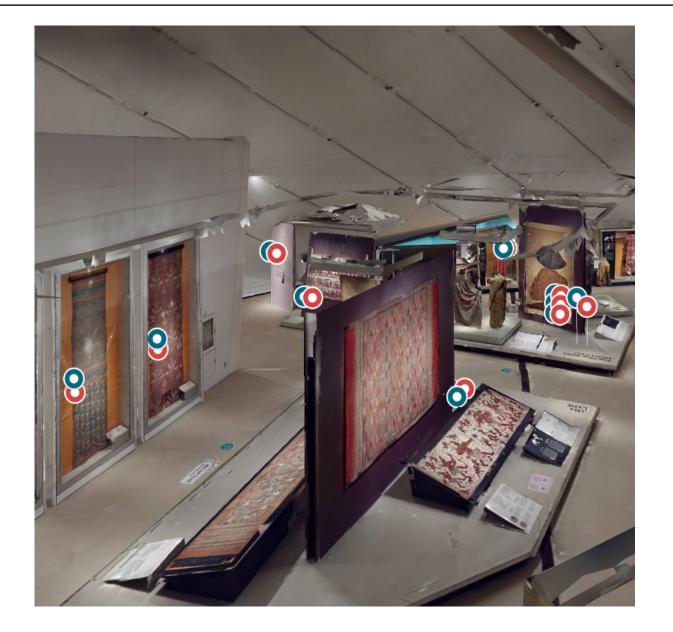






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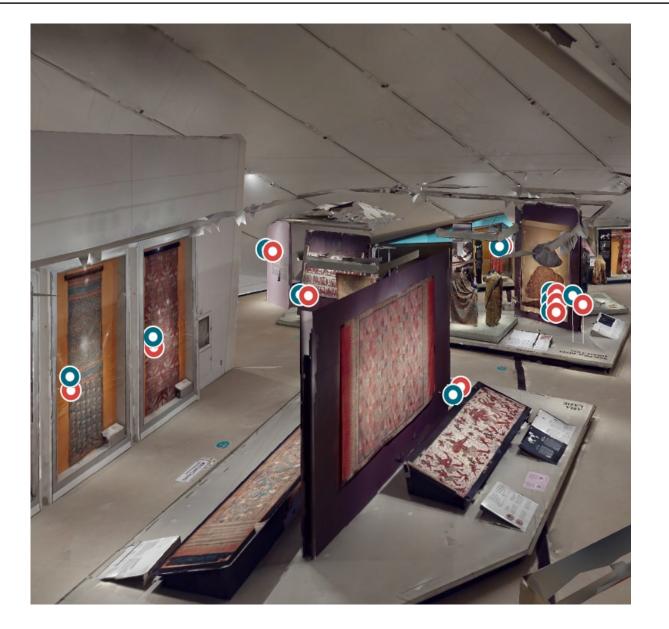
"Freedom to move freely through the exhibit, leapfrogging over exhibits instead of incremental steps to get from one space to another is great and reduced the time spent traversing the hall, and increasing time at each exhibit. Very simple and intuitive to use..."

"Easy to get from item to item and easy to figure out how to see descriptions, videos, etc., even for someone with my limited computer knowledge."

"Very easy to navigate and informative. Almost as good as viewing an Exhibition on site. It is a good option to see an exhibit while not having to travel."

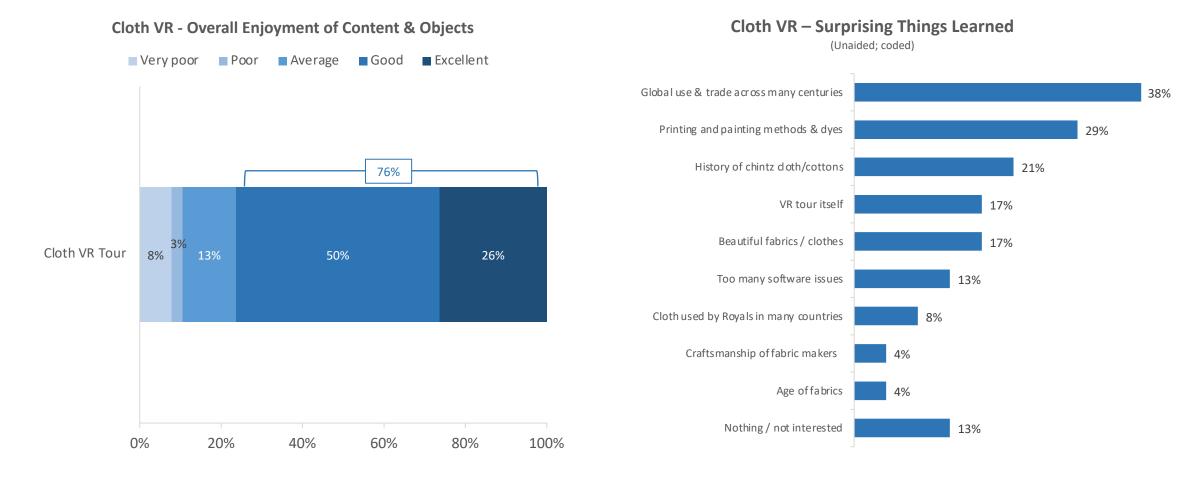
> Q6 You gave the VR tour a rating of 4-stars (good) or 5-stars (excellent) for ease of use. Briefly describe what you liked about the tour.





- " ...an introduction from the curator would have been nice. It's pretty boring just navigating through on your own.
- " It would be good if there are instructions at the beginning of the tour on how to navigate through it. It wasn't always intuitive about how to move from one object to the next...
- "Very difficult to navigate after zooming in on something; had to go back to floor plan. Text pop-ups required a click to open and then still had to scroll.

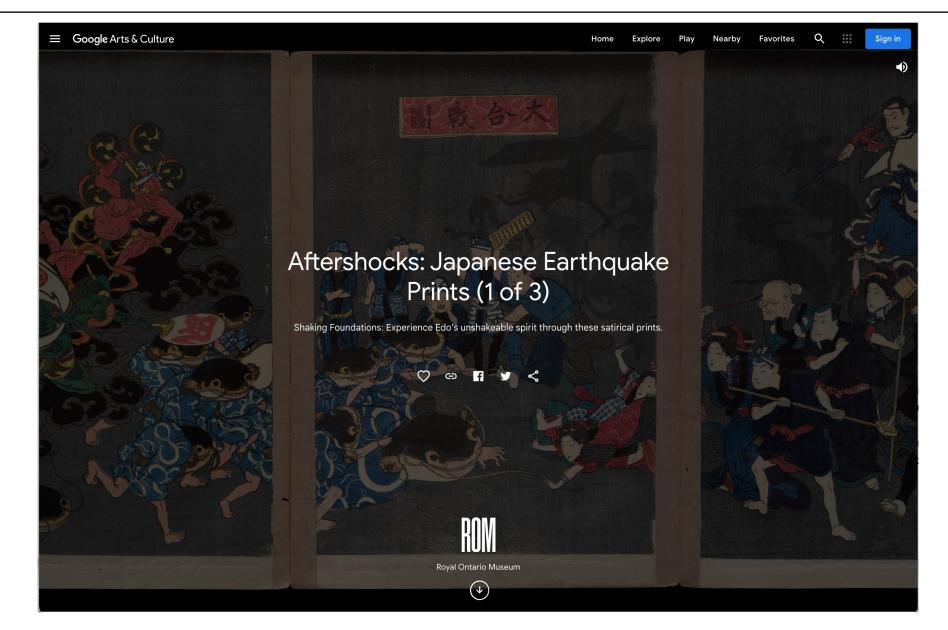
Q5 You gave the VR tour a rating of 3 stars or less (1=very poor, 2=poor or 3=average) on ease of use. Briefly describe what needs improvement. Over ³/₄ of respondents said they enjoyed the Cloth VR tour and many listed surprising things they learned through the tour experience.



Q7 Please rate your overall enjoyment of the content and objects featured in the VR tour. Q8 Briefly describe one to two (1-2) interesting or surprising things that you learned while taking the VR tour. Source: ROM Online VR Experience Evaluation surveys, Nov. 2022; Matterport n=44; Thinglink n=64

GOOGLE ARTS & CULTURE





Visit Aftershocks: Japanese Earthquake Prints¹¹

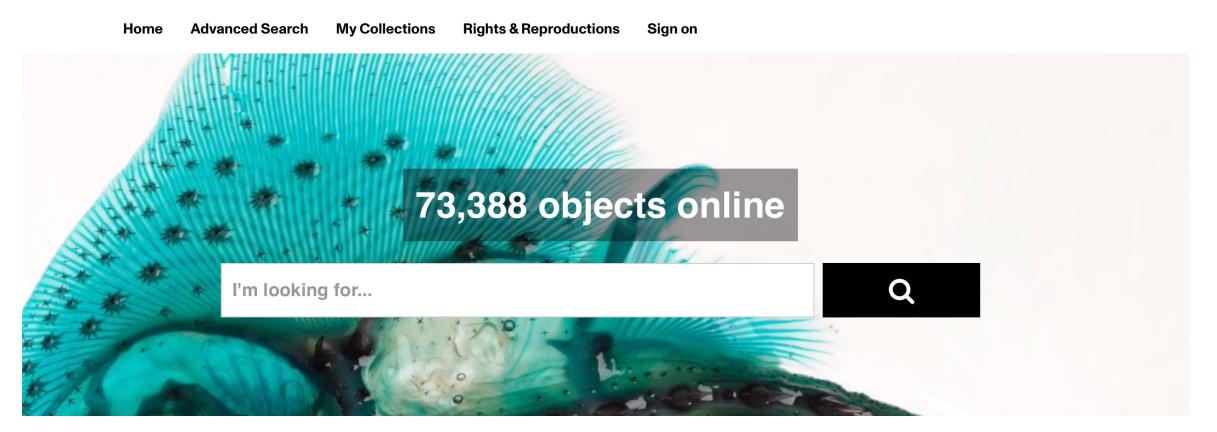






VISIT EXHIBITIONS & GALLERIES WHAT'S ON COLLECTIONS & RESEARCH LEARNING JOIN SUPPORT

ROM Collections

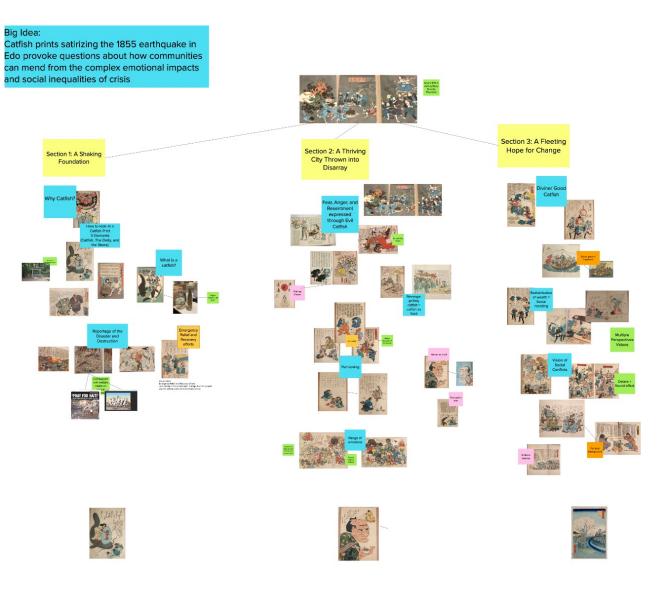


Visit ROM Collections Online ¹³

Online exhibition hosted on Google Arts & Culture

Experience includes:

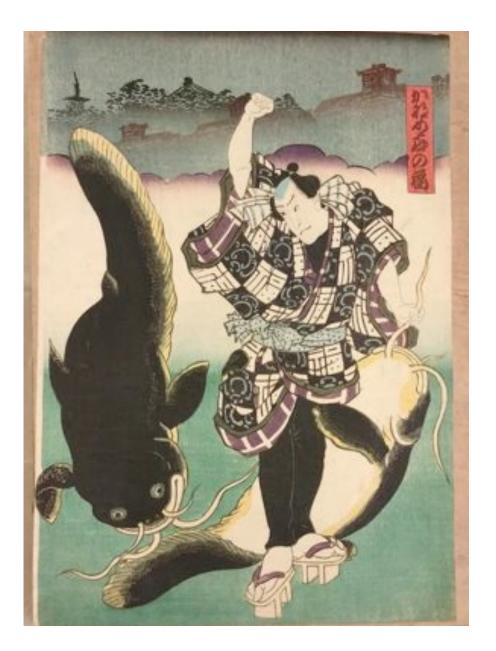
- 35 prints
- Arranged in three thematic sections
- Each section includes
 - <10 images per section
 - detailed image exploration
 - audio, video, model





BIG IDEA

Catfish prints satirizing the 1855 earthquake in Edo provoke questions about how communities can mend the complex emotional impacts and social inequalities of crisis.





VISITOR OUTCOMES:

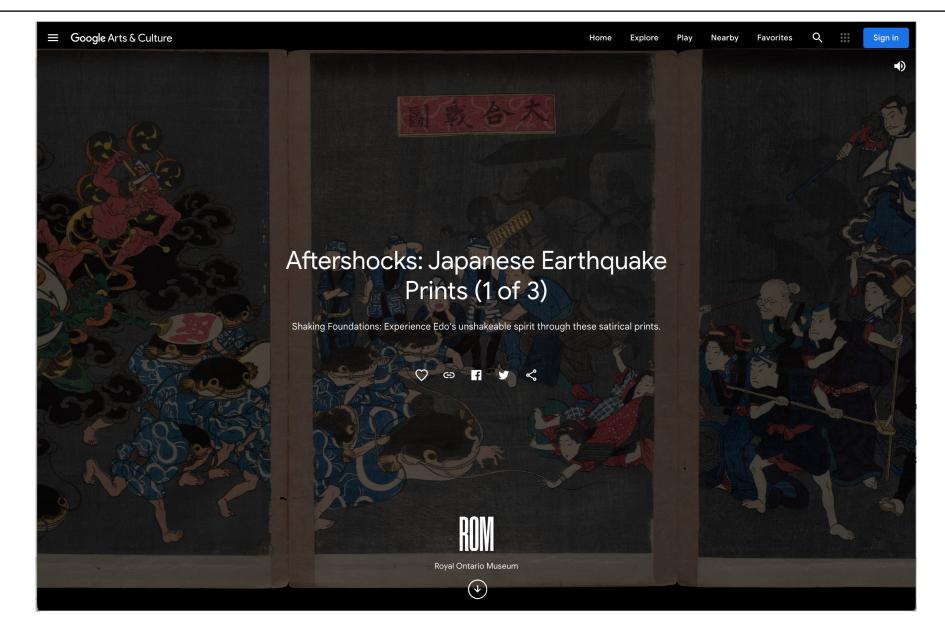
Visitors will...

- be intrigued and inspired by the range of human emotions expressed through the prints, ranging from sorrow to humour, anguish to joy
- make connections between the responses to the 1855 earthquake through prints and their own encounters with global crisis through social media
- explore the underlying relationships between nature, humans, and societies and their own position in the changing dynamics of these interactions



GOOGLE ARTS & CULTURE





Visit Aftershocks: Japanese Earthquake Prints¹⁷