

Russell Richards – Educator / Designer (Southampton Solent University)

Wednesday 3rd July 2013, 10.30am, Sir James Matthews Building, SMY05, Southampton Solent University.

This interview will relate to Russell's experience and educational perspective of the initial prototype designed for Dunster Castle during my Masters at Southampton Solent, where Russell was a senior lecturer. It will also relate to his experience of the Beaulieu Abbey application, the choice of content available through the application and if having choice within the Dunster and Beaulieu prototype, enhanced his experience. His opinion as a designer and programmer of the development of the navigation concept, in the Dunster Castle application to the Beaulieu Abbey application will be discussed i.e. whether the former navigation was more intuitive to a user.

Discussion regarding the educational aspect of cultural heritage applications such as the Beaulieu Abbey kiosk app, how much is too much information, and how educators as well as cultural heritage site visitors may use interpretation to enhance experience to cultural heritage sites will be planned.

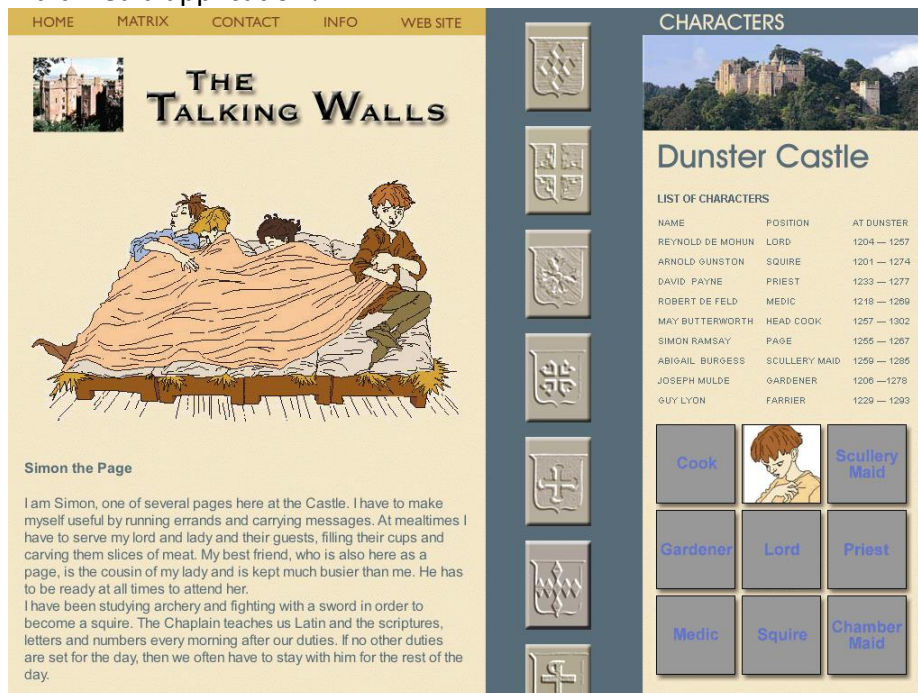
Background information:

1. I would like to start by asking you about your position at Southampton Solent with respect to the previous Masters programme (position and involvement with the Dunster project)
2. What led you to teaching? (education / work)
3. Has your role changed over the time you have been at Solent? If so, what were the influencing factors?
4. Can you tell me about your design / programming role with KikiT VisuoSonic?
5. Do you have a special personal interest in this type of visual concept work? (influence)
6. What or who has influenced your involvement in design / programming?
7. Do you feel you are a creator by way of programming or a curator (shaping what the audience views)?
8. Which do you feel is the more important role, curator or creator? Or are they intertwined?
9. Do you feel that there is sometimes a conflict between your different roles: educator, musician, programmer, designer, curator?

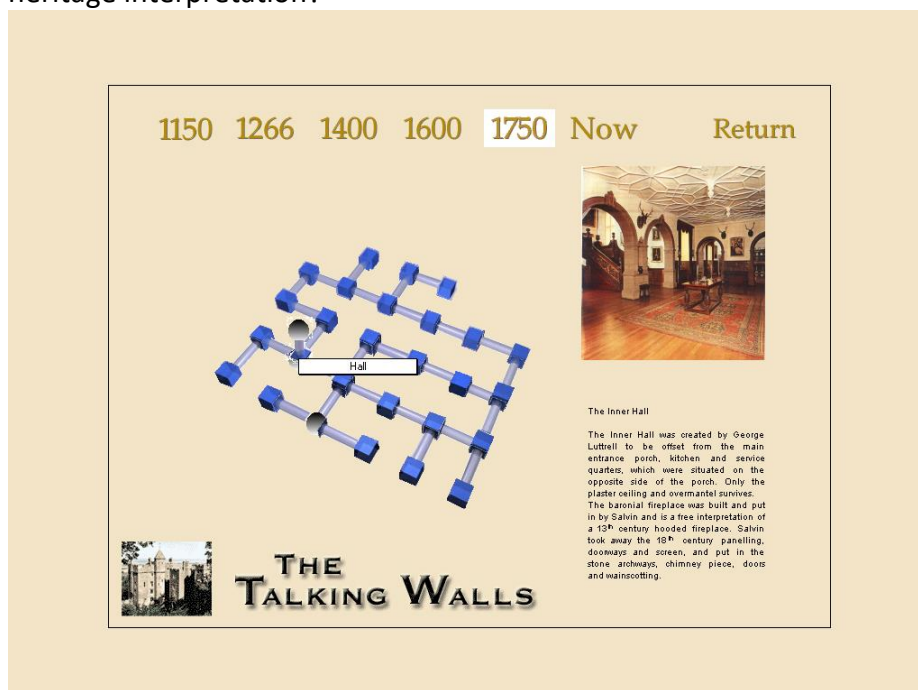
Senior Lecturer – Masters Interactive Production & early Dunster prototype:

1. Taking you back in time to when I was one of our students, would you be able to tell me what you may remember about your initial impression of the Dunster Castle prototype when proposed for the MAiP?
2. What experience of visiting cultural heritage sites did you have at the time?
3. With the technology available at the time, and your experience within digital media, do you feel there could have been a different way of presenting the same information?

- How did the proposed project compare with heritage interpretation previously experienced?
- Do you think the initial navigation method, as shown here, was fairly standard as a multimedia application?

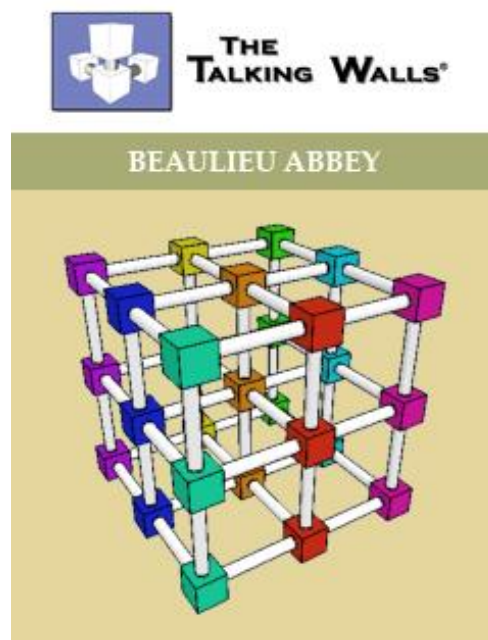
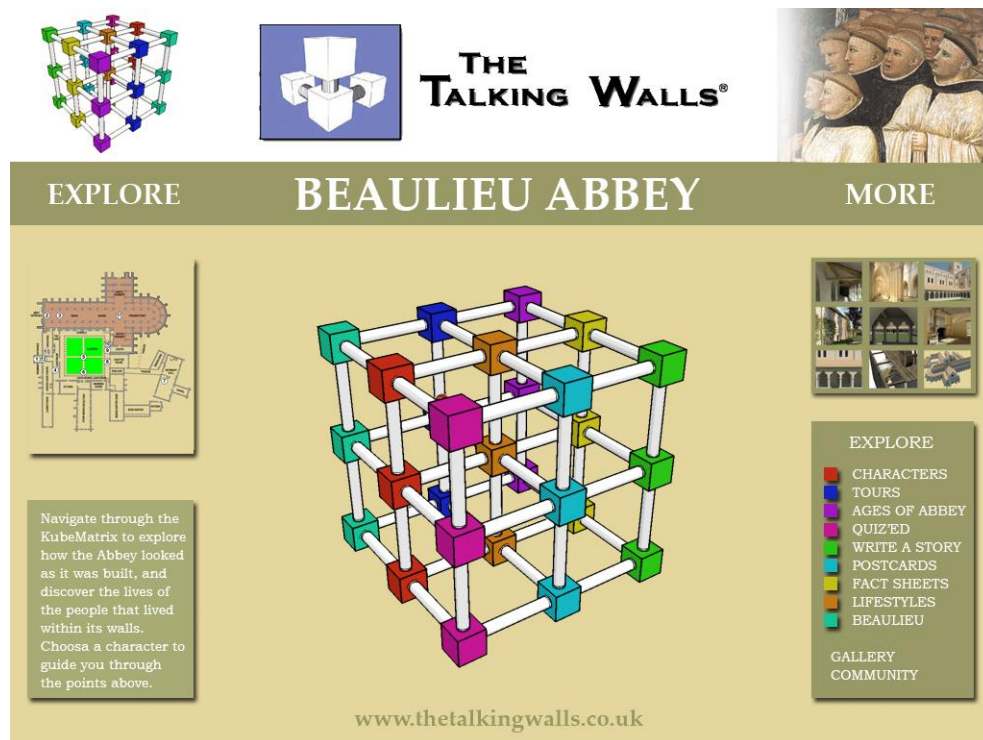


- The more unique element developed during the Masters was the Matrix, shown below. As an educator and digital designer / programmer, did you think the early Matrix method of showing a mix of material over a timeline and enabling a user to physically navigate a space was a usable and intuitive form of navigation for a heritage interpretation?



- Do you feel this is now outdated?
- The navigation was altered considerably for the Beaulieu Abbey app (see below) due to the perceived belief that visitors would not need to use the Matrix as a form of

navigation of the physical space, only the content. Do you feel that this has made the Matrix less intuitive?



- The new Matrix allowed for three levels of information for the Home page Matrix – Children, Adults, Professional (although only a mix of child / adult was developed for Beaulieu). Each cube then held 9 other elements within that category. Do you feel that if all the levels and cubes held information, this would give too much ‘choice’ for a heritage visitor? (your experience as a professional academic, adult / parent, and through the eyes of your children?)

KikiT VisuoSonic - Process for design / gigs / performance curation:

1. Can we talk now about your role as founder member / owner, designer / programmer and researcher for KikiT VisuoSonic?
2. I am interested in the variety of roles here and how they integrate (or perhaps conflict) with each other in creating a performance for visitors / attendees. What is the normal sequence of events for creating new gigs for VisuoSonic?
3. Who initiates the content for a particular performance, i.e. is it a request from the organising venue, or from an idea you or other members may have, or a mix?
4. Can you describe what influences the final concept? (i.e. stakeholders input, budget considerations)
5. In your experience from previous gigs, does the finished performance follow the original concept / reason for the gig?
6. If not, why do you think this is the case? (budget, time?)
7. If yes, do you feel this could be achieved in a better way / differently for a more successful / engaging performance?
8. What are the processes for gauging the success of a gig?
9. If you could choose, which role(s) would you prefer to relinquish (keep) if required?

Thank you.