

S P E C U L A T E .

THE AFRICAN AMERICAN IMMERSION MUSEUM



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IUB MS HCI/d
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ISSUE

African American history is inaccurately taught throughout American history classes in the United States. In most cases, less than 9% of African American history is devoted to the subject and as students progress throughout the years, they are still learning about the same distorted historical figures or events without any additional content.

GOAL

To explore different design possibilities that will decipher misconceptions related to African American History and Culture while educating individuals in the process through speculative design.



SOLUTION

My proposed solution is an immersion museum that is interactive and entirely dedicated to teaching accurate African American history and culture. This museum is placed in an arranged future that envisions more people having the desire to learn this topic in an empathetic way and having technology that supports the exhibits and features within the museum.

Deliverables



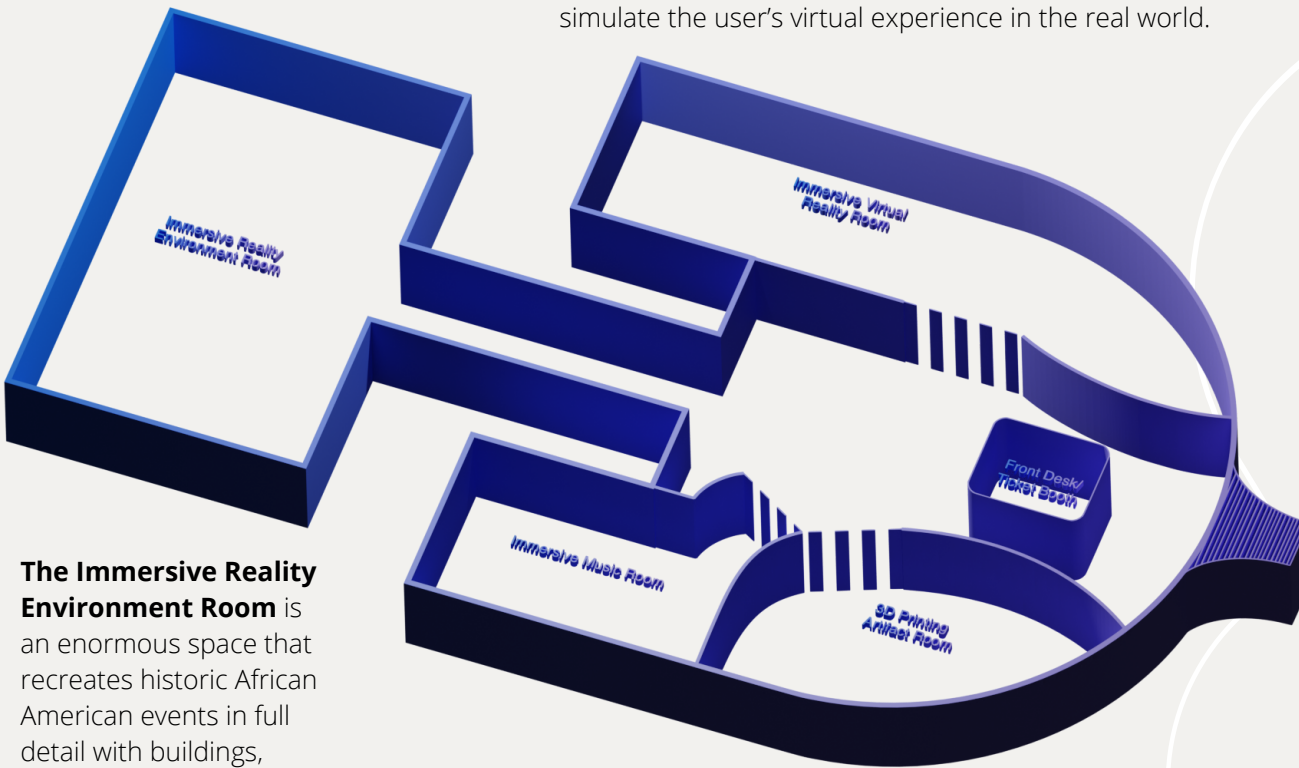
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IMMERSE YOURSELF.

The Immersive Virtual Reality Room includes human-to-digital body suits along with virtual reality headsets and virtual reality controllers to step in the shoes of African Americans in order to experience some stories in their lives. Once ready, users will be hooked up to electric, retractable elastic bands that are attached to the ceiling and placed over a 360° multi directional treadmill to simulate the user's virtual experience in the real world.

A SERIES OF DESIGN FICTIONS

The African American Immersion Museum is a series of design fictions that describe the futuristic setting the museum is in, and museum as a whole (including the exhibits) along with the experiences of four personas I developed as they walk through and interact with each exhibit. Research components that contributed to my final solution include: an exemplar curation, journey mapping, "what-if" scenarios, a feedback analysis, a story curation, interviews, a co-design workshop, a speculative exemplar curation, and personas. Throughout this process, each research component built upon one another and guided me toward the creation of each exhibit. Developing this project as a whole was very satisfying because I was able to ideate on what I (and a few other African Americans) could appreciate, especially for its' explicitly.



The Immersive Reality Environment Room is an enormous space that recreates historic African American events in full detail with buildings, people, etc in order to model a realistic environment to learn what actually happened at those events by walking around, analyzing, and experiencing it firsthand.

The Immersive Music Room allows anyone who walks into the room to hear a song that depicts their mood. The song is played through an individual's wristband that is given to them for entry into the museum. The wristband broadcasts a hologram of the artist in a live performance. After the song is played, it shows and tells connections the artist and song has to African American history.

The 3D Artifact Printing Room consists of multiple rows of stands topped with 3 dimensional printers equipped with holographic screens that allow users to choose and learn about historic African American artifacts to print, interact with, and take home for further exploration.