

# Detailed Design Brief

## Interactives

<b>Section Title:</b> Work Section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T1
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<b>Title of Interactive:</b> Parts of a ship	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families and Children	<b>Number of Users:</b> 2-3
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>A simple wall mounted interactive that explains key terminology and parts of a ship.</li></ul>	
<b>Purpose / Learning objectives:</b> <p>To learn the basic parts of a ship, i.e. port, starboard, fore (forward), aft (back), engine room, deck, galley, wheelhouse, and crew quarters.</p>	
<b>Learning Style:</b> tactile, interactive, play	

<p><b>Description</b> (<i>how it looks and works</i>):</p> <p>Interactive to have two parts to it:</p> <ul style="list-style-type: none"><li>Part 1 - Generic ship image to be wall mounted, which is connected to a ship's wheel. Ship's wheel to be used as a means to navigate you through the different parts/areas of a ship and as you move through the different areas, areas will light up and provide basic information re. ships.</li><li>Part 2 - Basic image of a ship's hull, including the different areas of the ship (fore, aft, port, starboard), with description of each and the meaning. In front of image of a ship's hull, to be a device, for example a ship's lever with a handle or a ship's telegraph. This can be moved from side to side.</li><li>Location of this interactive is in an area of the gallery which has restricted floor space.</li><li>The size in which this interactive can be presented is on a wall area of 2 metres wide by 2.9 metres high.</li><li>Graphic panel to display information on what to do and provide instructions; content to be provided by NML.</li><li>Graphic panel to display information on ships and the tell visitors about key terminology and parts of a ship. The graphic panel will be produced and fitted by Graphics contractor with the content provided by NML. The fitting and install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.</li></ul>
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**Instructions for use:**  
Instruction information to be provided as part of the Graphic contractor’s package.

**List of Images / illustrations**

Below image for reference of ships hull.



**List of Music / Sounds:**

N/A

**Copyright / Source:**

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**Cleared For Use:**

N/A

# Detailed Design Brief

## Interactives

<b>Section Title:</b> Work Section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T2
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<b>Title of Interactive:</b> Knot tying	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families and Children	<b>Number of Users:</b> 3-4
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>Interactive demonstrating sailing knots, explaining their importance and their uses on ships. Looking at different types of knots and what the different knots are used for and give details on why certain knots were given their names. Interactive to demonstrate how tricky it can be to tie knots. The visitor will be able to have a go at tying 3 different knots, varying in complexity.</li></ul>	
<b>Purpose / Learning objectives:</b> To understand how knot tying is a vital skill for sailors.	
<b>Learning Style:</b> tactile, interactive, play <ul style="list-style-type: none"><li>3 stages of complexity of knots - easy, medium &amp; hard.</li></ul>	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>Three knots – ranging in level of complexity, examples of 3 are as follows:<ol style="list-style-type: none"><li>1. Wagoner's/truckers hitch</li><li>2. Clove or reef knot</li><li>3. Sheep Shank</li></ol></li><li>Visitor to be given the opportunity to create the above knots, by selecting level of difficulty.</li><li>Graphic panel to display information on what to do and provide instructions; content to be provided by NML.</li><li>Graphic panel to display the history/stories of knot tying, and also provide visual aid/step by step process of how to create these knots. The graphic panel will be produced and fitted by Graphics contractor with the content provided by NML. The fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.</li><li>Interactive to also include a few pre-made knots (potentially 4-5 knots) and provide information on these.</li><li>The rope thickness needs to be 10-15mm maximum. Sample to be provided as part of tender (excluding hemp rope).</li><li>Rope ends to include plastic/wax cover to stop the ends from becoming damaged or frayed.</li><li>For health and safety reasons rope/knots to be secured with a hoop device, this can</li></ul>
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Detailed Design Brief

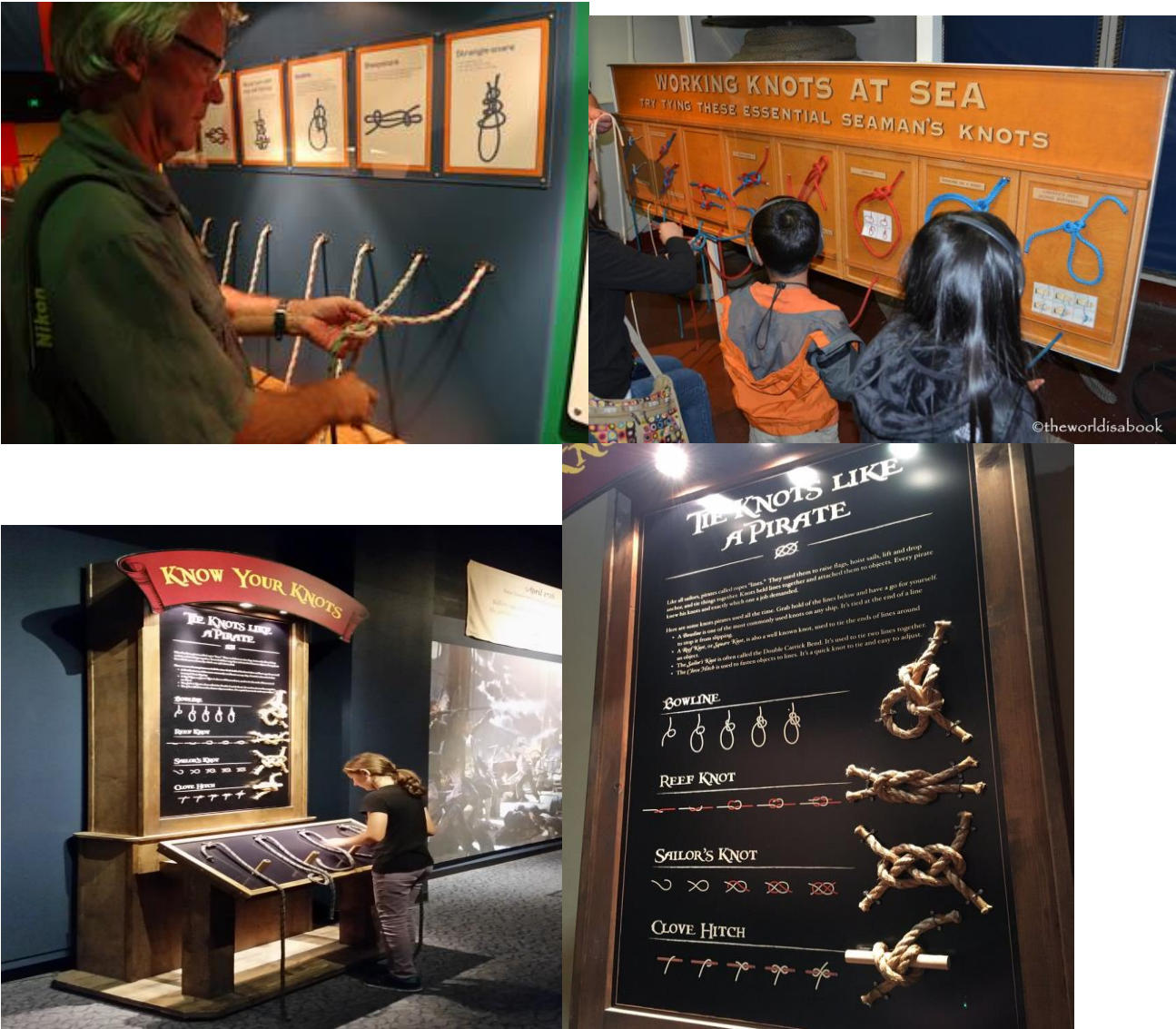
Interactives

also be used to help secure the knot once made. Rope length to be considered, for health & safety reasons.

- Spares parts to be provided for maintenance.

**Instructions for use:**  
Instruction information to be provided as part of the Graphic contractor’s package.

**List of Images / illustrations:** Images below for reference only



**List of Music / Sounds:**  
  
N/A

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N/A

# Detailed Design Brief

## Interactives

<b>Section Title:</b> Work Section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T3
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<b>Title of Interactive:</b> Block and Tackle	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families and Children	<b>Number of Users:</b> 2-3
<b>Content / Storyline:</b> Interactive using ropes and pulleys, to demonstrate how these assist sailors with lifting cargo on ships. Want to demonstrate through this interactive how hard manual lifting was and how physically demanding it was on sailors. Look into how the use of pulleys helped make the task of lifting cargo easier.	
<b>Purpose / Learning objectives:</b> To understand how physically demanding a sailor's job can be, particularly when carrying out the task multiple times. Graphic interpretation to sit alongside the physical tactile interactive to provide information which explains how the means of pulleys assist and make the task of lifting objects easier.	
<b>Learning Style:</b> tactile, interactive, play	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>• Three examples of different pulley systems, each using the same weight. Interactive to demonstrate how by adding additional pulley ropes it allows the task of lifting to become easier.</li><li>• The three examples will range from a one rope pulley to a three rope pulley system, visitor will be able to experience the difference in lifting the same weight, with different pulley options, and will be able to experience the different levels of difficulty depending on the number of pulley mechanisms.</li><li>• The interactive will be situated in a busy part of the gallery which has limited floor space around it.</li><li>• The design of the interactive needs to take into consideration health and safety aspects, possibly looking at the end of the rope pulleys being enclosed in a see through box, so the pulley system is still visible for the visitor but not exposed. This will allow the rope to be secured to prevent injury. The design to consider the prevention of finger trapping or rope burns.</li><li>• Graphic panel to display information on what to do and provide instructions; content to be provided by NML.</li><li>• Graphic panel to display information which explains how the means of pulleys assist and make the task of lifting objects easier. The graphic panel will be produced and fitted by</li></ul>
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# Detailed Design Brief

## Interactives

Graphics contractor with the content provided by NML. This fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.

- Replacement pieces to be provided as part of the delivery of the interactive, the design to consider ease of access in case maintenance is required on the interactive.
- Interactive needs to be robust, durable, high quality and easily cleanable.

### Instructions for use:

Instruction information to be provided as part of the Graphic contractor's package.

### List of Images / illustrations:

Image only for reference

- Also use Liverpool hook for fastening on to the load – see link <https://www.globalsecurity.org/military/library/policy/army/fm/55-17/ch3.htm>
- See section b about hooks!





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List of Music / Sounds:	Copyright / Source:	Cleared For Use:
N/A	N/A	N/A

# Detailed Design Brief

## Interactives

<b>Section Title:</b> Work Section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T4
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<b>Title of Interactive:</b> Gruesome jobs	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families and Children	<b>Number of Users:</b> 2-3
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>Horrible Histories style interactive that demonstrates how some jobs were gruesome and disgusting on board ships, and how these jobs have changed over time. This interactive will be situated near a showcase which contains case studies of a surgeon/doctor and chef, so content should be linked to these jobs.</li></ul>	
<b>Purpose / Learning objectives:</b> <p>This interactive is looking at the different jobs on board a ship, and what they entailed and the different type of scenarios they had to deal with. It would give an insight into cook and surgeon roles on board a ship and will have close links to the gallery content. There is one associated case to the left of the interactive. This case contains a mannequin wearing a cook's outfit, a mannequin wearing a surgeon's outfit as well as objects such as a ship's biscuit, a water filtration model, a medicine chest, a surgeon's tool roll, all linked to the respective jobs.</p>	
<b>Learning Style:</b> tactile, interactive, play	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>Have 'Operation' style game – outline of human body, maybe a ship character designed like a Horrible Histories character. We want the character to be fun and inviting to all ages.</li><li>Underneath parts of the character it will show the different issues the body had to contend with and how the body was affected through life on board a ship, thorough lifestyle, diet, and work impact.</li><li>Looking to have an interactive which has layered interpretation, option to have flaps which can be lifted to reveal part of the body and what might have happened to the body and why. Could also link to how the cook and the surgeon had close links to tools and materials and how the same tools/materials could be used for two different reasons. Life on board a ship meant you had to be inventive with the tools and materials accessible to you, so often tools/materials had multiple uses.</li><li>The location of this interactive is in a section of the gallery which has a bit more space, it allows for this interactive to be positioned lengthways rather than in an upright position. This also allows for the interactive to be accessible to all visitors.</li></ul>
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# Detailed Design Brief

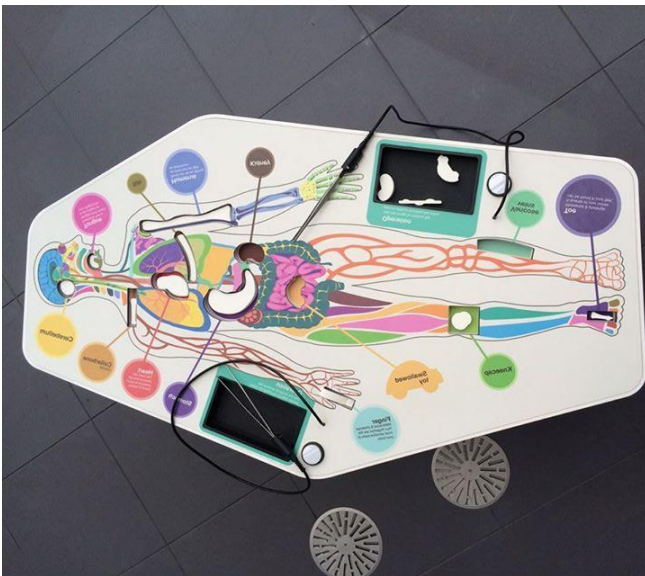
## Interactives

- Graphic panel to display information on what to do and provide instructions; content to be provided by NML.
- Graphic panel to display information about different job roles on a ship and tools they used. The graphic panel will be produced and fitted by Graphics contractor with the content provided by NML. This fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.
- Interactive needs to be robust, durable, high quality, easily cleanable.
- Need to consider health and safety aspects of the interactive to ensure no finger trapping, and ensure the mechanism of the flaps don't slam down, and isn't too heavy to be used.
- Spare parts to be provided with the interactive, in case parts need to be replaced as a result of general gallery maintenance.

### Instructions for use:

Instruction information to be provided as part of the Graphic contractor's package.

### List of Images / illustrations: Image for reference only



### List of Music / Sounds:

- Sound to be included when flap is lifted

### Copyright / Source:

### Cleared For Use:

# Detailed Design Brief

## Interactives

<b>Section Title:</b> Life on board section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T5
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<b>Title of Interactive:</b> Jackspeak/Polari	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families & Children	<b>Number of Users:</b> 2-3
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>A simple wall mounted interactive that highlights how sailors have their own phrases and language, and reflects seafaring culture.</li></ul>	
<b>Purpose / Learning objectives:</b> To understand how some common phrases originate from seafarers' culture.	
<b>Learning Style:</b> tactile, interactive, play	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>Moveable parts within a wall structure which can be turned or rotated to present visitors with key sayings and their meanings. The phrases of language used to originate from Jack speak or Polari.</li><li>Additional graphic interpretation to be included with this interactive to provide information on sayings and their meanings and the history of jack speak/polari.</li><li>We want this interactive to be simple, quick and easy to use, with not much dwelling time, as the interactive is located in a tight section of the gallery which is predominantly a walk-through.</li><li>The interactive to be built in to a wall structure so it doesn't take up much floor space.</li><li>Interactive to have easy access in case any parts need to be repaired or replaced.</li><li>Graphic panel to display information on what to do and provide instructions; content to be provided by NML.</li><li>Graphic panel to display information re. common phrases and language of seafarers. The graphic panel will be produced and fitted by Graphics contractor with the content provided by NML. This fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.</li><li>Spare parts to be include on delivery of the interactive.</li><li>Interactive to be robust, durable, high quality and easily cleanable.</li></ul>
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**Instructions for use:**  
Instruction information to be provided as part of the Graphic contractor’s package.

**List of Images / illustrations:**

Image for reference only



**List of Music / Sounds:**

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# Detailed Design Brief

## Interactives

<b>Section Title:</b> Life on board section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T6
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<b>Title of Interactive:</b> Tattoos	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families & Children	<b>Number of Users:</b> 1-2
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>Interactive that demonstrates how sailors' tattoos are often linked with superstitions or used as mementos to mark milestones in a sailor's voyage.</li></ul>	
<b>Purpose / Learning objectives:</b> <p>To understand the meaning behind sailors tattoos and where on the body sailor would have tattoos, for example anchor or swallow would normally be on a sailor's hand or arm and a chicken or pig tattoo would be on a sailor's foot</p>	
<b>Learning Style:</b> tactile, interactive, play	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>We would like an interactive which allows the visitor to select a tattoo and see the tattoo image on their hand.</li><li>We are open to suggestions on how this interactive can be presented, one option we consider was having a box in which visitor could place their hand inside and select the tattoo image they would like to see by using a turn wheel to select the tattoo. The box would contain a light attic at the top and a wheel below the light attic containing the tattoos images. When wheel is turned, light projects the gobo of tattoo images down onto visitor's hand. The visitor then if they wished can take a photo selfie with this tattoo displayed on their hand.</li><li>In addition to the tattoo projection, we want to have additional graphic interpretation which looks at tattoos, their meanings and the superstitions around them.</li><li>Some of the more recognisable tattoos that people will know are the following: anchors, swallows, chicken &amp; pig.</li><li>We want visitors to have the option to go away with something they can keep in way of taking a selfie or just simply see the different design presented on their hands.</li><li>We want this interactive to be simple, quick and easy to use, with not much dwelling time as the interactive is located in a tight section of the gallery which is predominantly a walk-through.</li><li>Interactive to be built into a wall structure so it doesn't take up much floor space.</li></ul>
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# Detailed Design Brief

## Interactives

- Interactive to have easy of access in case any parts need to be repaired or replaced.
- Graphic panel to display information on what to do and provide instructions; content to be provided by NML.
- Graphic panel to display information around tattoos and there link with superstitions. The graphic panel will be produced and fitted by Graphics contractor with the content provided by NML. This fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.
- Spare parts to be include on delivery of the interactive.
- Interactive to be robust, durable, high quality and easily cleanable.

### Instructions for use:

Instruction information to be provided as part of the Graphic contractor's package.

### List of Images / illustrations:



### List of Music / Sounds:

N/A

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# Detailed Design Brief

## Interactives

<b>Section Title:</b> Liners and Leisure section <b>Date:</b> 16/07/2019	<b>Section Number:</b> T7
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<b>Title of Interactive:</b> Jigsaw/Puzzle	<b>Type of Interactive:</b> Tactile/Mechanical
<b>Target Audience:</b> General Audience including Families & Children	<b>Number of Users:</b> 2
<b>Content / Storyline:</b> <ul style="list-style-type: none"><li>Puzzle/jigsaw, using an image from a jigsaw from NML's own collection</li></ul>	
<b>Purpose / Learning objectives:</b> <p>Simple puzzle interactive, which is fun and appealing to a wide audience. It is situated in the part of the gallery which looks at children at sea. This is a puzzle solving interactive, in which visitors can play and make a jigsaw picture while we highlight at the same time an image from our collection.</p>	
<b>Learning Style:</b> tactile interactive, involves play, coordination and dexterity.	

<b>Description</b> ( <i>how it looks and works</i> ): <ul style="list-style-type: none"><li>The interactive is positioned close to a case displaying items which relates to children at sea. The puzzle will need to be wall mounted due to restriction in floor space in this area.</li><li>Puzzle to have large jigsaw pieces so all ages can use the interactive and it is accessible to all. This interactive should be easy to understand, and requires no detailed instructions.</li><li>The large puzzle images to be potentially based on an image from NML's own collection. The image which will be chosen by the Curatorial team won't be childlike, however the task will be suitable for all ages.</li><li>Puzzle pieces will need to be secured into the interactive structure. We don't want pieces to be lost or removed from interactive.</li><li>Options on how this puzzle can be presented, whether it is a puzzle on a pole system where cubes and squares can be turned to make up the picture or puzzle pieces can be moved and pushed side to side, up and down to manoeuvre pieces into the correct position.</li><li>Graphic panel to display information on what to do and provide instructions; content to be provided by NML. The graphic panel will be produced and fitted by Graphics contractor. This fitting/install of graphic panel will need to be coordinated and interfaced with Main Fit-Out contractor.</li></ul>
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- Puzzle to be robust, durable, high quality and easily cleanable and spare pieces to be provided on delivery.

Instructions for use:

Instruction information to be provided as part of the Graphic contractor's package.

List of Images / illustrations:



List of Music / Sounds:

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