

COURSE OUTLINE

DIGITAL EXHIBITION DESIGN

1. GENERAL

SCHOOL	CLASSICS AND HUMANITIES		
DEPARTMENT/UPS	HUMANITIES / DIGITAL APPLICATIONS IN ARTS AND CULTURE		
LEVEL OF STUDIES	UNDERGRADUATE – LEVEL 6		
COURSE CODE	XXXXX	SEMESTER	5 TH
COURSE TITLE	DIGITAL EXHIBITION DESIGN		
TEACHING ACTIVITIES <i>If the ECTS Credits are distributed in distinct parts of the course e.g. lectures, labs etc. If the ECTS Credits are awarded to the whole course, then please indicate the teaching hours per week and the corresponding ECTS Credits.</i>		TEACHING HOURS PER WEEK	ECTS CREDITS
		3	5
<i>Please, add lines if necessary. Teaching methods and organization of the course are described in section 4.</i>			
COURSE TYPE <i>Background, General Knowledge, Scientific Area, Skill Development</i>	SCIENTIFIC AREA		
PREREQUISITES:	NO		
TEACHING & EXAMINATION LANGUAGE:	GREEK		
COURSE OFFERED TO ERASMUS STUDENTS:	YES		
COURSE URL:	https://eclass.duth.gr/courses/XXXXXX/		

2. LEARNING OUTCOMES

Learning Outcomes <i>Please describe the learning outcomes of the course: Knowledge, skills and abilities acquired after the successful completion of the course.</i>																
<p>Upon completion of the course, students will be able to:</p> <ul style="list-style-type: none"> • Understand the basic concepts of designing physical and digital exhibitions • Grasp the fundamental principles of exhibition curation and storytelling • Design user-friendly interactive experiences, with emphasis on accessibility and audience interaction • Utilize technologies such as Augmented Reality, Virtual Reality, and various exhibition design software • Develop and manage digital exhibition environments, incorporating multimedia and interactive elements • Collaborate in teams to create projects 																
<p>General Skills <i>Name the desirable general skills upon successful completion of the module</i></p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%; border: none;"><i>Search, analysis and synthesis of data and information, ICT Use</i></td> <td style="width: 50%; border: none;"><i>Project design and management</i></td> </tr> <tr> <td style="border: none;"><i>Adaptation to new situations</i></td> <td style="border: none;"><i>Equity and Inclusion</i></td> </tr> <tr> <td style="border: none;"><i>Decision making</i></td> <td style="border: none;"><i>Respect for the natural environment</i></td> </tr> <tr> <td style="border: none;"><i>Autonomous work</i></td> <td style="border: none;"><i>Sustainability</i></td> </tr> <tr> <td style="border: none;"><i>Teamwork</i></td> <td style="border: none;"><i>Demonstration of social, professional and moral responsibility and sensitivity to gender issues</i></td> </tr> <tr> <td style="border: none;"><i>Working in an international environment</i></td> <td style="border: none;"><i>Critical thinking</i></td> </tr> <tr> <td style="border: none;"><i>Working in an interdisciplinary environment</i></td> <td style="border: none;"><i>Promoting free, creative and inductive reasoning</i></td> </tr> <tr> <td style="border: none;"><i>Production of new research ideas</i></td> <td></td> </tr> </table>	<i>Search, analysis and synthesis of data and information, ICT Use</i>	<i>Project design and management</i>	<i>Adaptation to new situations</i>	<i>Equity and Inclusion</i>	<i>Decision making</i>	<i>Respect for the natural environment</i>	<i>Autonomous work</i>	<i>Sustainability</i>	<i>Teamwork</i>	<i>Demonstration of social, professional and moral responsibility and sensitivity to gender issues</i>	<i>Working in an international environment</i>	<i>Critical thinking</i>	<i>Working in an interdisciplinary environment</i>	<i>Promoting free, creative and inductive reasoning</i>	<i>Production of new research ideas</i>	
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<ul style="list-style-type: none"> • Search, analysis and synthesis of data and information, • ICT Use • Autonomous work • Teamwork 																

- Equity and Inclusion
- Demonstration of social, professional and moral responsibility and sensitivity to gender issues
- Promoting free, creative and inductive reasoning

3. COURSE CONTENT

1	<ul style="list-style-type: none"> • Introduction 	<ul style="list-style-type: none"> • Introduction to students and presentation of the course content, objectives, learning outcomes, and requirements • Overview of exhibition design principles in physical and digital spaces • Introduction to User Experience (UX) and User Interface (UI) design • Traditional and digital exhibitions: similarities and differences • Introduction to basic digital tools used in exhibition design (e.g., AR, VR, digital interfaces) • Workshop: Presentation and analysis of successful digital exhibitions (case studies) • Hands-on: Introduction to basic software (e.g., Sketch, Figma, Adobe XD)
2	<ul style="list-style-type: none"> • Storytelling and its structure in digital exhibitions <ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • The role of storytelling in exhibitions • What makes a story engaging? • Digital storytelling techniques: non-linear narratives, multimedia integration • Workshop: Group analysis of well-known exhibitions for narrative flow • Hands-on: Creating a simple digital story with multimedia
3	<ul style="list-style-type: none"> • Introduction to AR και VR Technologies for Exhibitions <ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • Augmented Reality and Virtual Reality in cultural spaces • Technical requirements for creating AR/VR content • Overview of existing AR/VR applications in museums or exhibition spaces • Workshop: Experimenting with basic AR/VR tools (e.g., Unity, Adobe Aero) • Hands-on: Developing AR/VR content ideas for exhibitions
4	<ul style="list-style-type: none"> • User Interaction in Digital Spaces 	<ul style="list-style-type: none"> • Introduction to interactive design in physical and digital exhibitions • How to create user-friendly interactive experiences • Tools for creating interactive elements (e.g., interactive maps, touch screens) • Hands-on: Developing an interactive feature for an exhibition using digital tools (e.g., InVision, Figma)
5	<ul style="list-style-type: none"> • Curation and content management in digital exhibitions 	<ul style="list-style-type: none"> • Principles of curation in digital exhibitions – content selection and organization • Digital Asset Management Systems (DAMs) for managing large media collections • Workshop: Creating a small content collection for a digital exhibition • Hands-on: Developing a plan for a digital exhibition
6	<ul style="list-style-type: none"> • Multimedia Integration <ul style="list-style-type: none"> • 	<ul style="list-style-type: none"> • How multimedia (video, audio, 3D models) enhances the experience in digital exhibitions • Tools and techniques for integrating video, audio, and 3D models into exhibition design • Workshop: Importing multimedia files into exhibition design software • Hands-on: Creating a simple exhibition module with multimedia elements

7	<ul style="list-style-type: none"> Space Design for Virtual and Digital Environments 	<ul style="list-style-type: none"> Introduction to space design in virtual environments (VR) How to design the layout and flow of a virtual exhibition Visitor movement and navigation in digital spaces Workshop: Using 3D software (e.g., Blender, SketchUp) to create a basic exhibition space Hands-on: Creating a simple 3D model of an exhibition space with navigation paths
8	<ul style="list-style-type: none"> User testing and Prototyping for Digital Exhibitions 	<ul style="list-style-type: none"> The importance of user testing in exhibition design Creating and testing prototypes for digital exhibitions Workshop: Creating a simple digital exhibition prototype using Figma or Adobe XD Hands-on: Conducting user testing in small groups and gathering feedback
9	<ul style="list-style-type: none"> Accessibility and Inclusion in Digital Exhibitions 	<ul style="list-style-type: none"> Principles of accessibility in digital exhibition design Designing for diverse audiences Workshop: Reviewing an existing exhibition for accessibility issues Hands-on: Applying accessibility improvements to existing exhibition designs
10	<ul style="list-style-type: none"> AR/VR Content Creation and Production (Part I) 	<ul style="list-style-type: none"> In-depth analysis of AR/VR content creation workflows (Unity, Blender, Unreal Engine) Introduction and integration of 3D objects, video, and audio into AR/VR environments
11	<ul style="list-style-type: none"> AR/VR Content Creation and Production (Part II) 	<ul style="list-style-type: none"> Workshop: Creating a simple AR experience using Adobe Aero or Unity Hands-on: Developing a group VR project for the final assignment
12	<ul style="list-style-type: none"> Digital Exhibition Project Management 	<ul style="list-style-type: none"> Overview of project management techniques in digital exhibition design Project management tools (Trello, Asana, Monday) Phases of digital exhibition design Workshop: Group work for the final project Hands-on: Creating a timeline and task list for a digital exhibition project
13	<ul style="list-style-type: none"> Final Project Presentation and Feedback 	<ul style="list-style-type: none"> Presentation of final digital exhibition projects by students Recap and Q&A Student feedback on the course

4. LEARNING & TEACHING METHODS - EVALUATION

<p style="text-align: center;">TEACHING METHOD</p> <p style="text-align: center;"><i>Face to face, Distance learning, etc.</i></p>	<ul style="list-style-type: none"> Classroom lectures Workshops Active learning (hands-on learning) – Experiential learning Collaborative learning
<p style="text-align: center;">USE OF INFORMATION & COMMUNICATIONS TECHNOLOGY (ICT)</p> <p style="text-align: center;"><i>Use of ICT in Teaching, in Laboratory Education, in Communication with students</i></p>	<p>Use of ICT in Teaching and Communication with Students</p> <ul style="list-style-type: none"> PPT presentations Use of digital tools and platforms Teaching materials, announcements, and communication via the eClass platform Student study of supporting materials related to the course content Communication with students via email

TEACHING ORGANIZATION	Activity	Workload/semester
<p>The ways and methods of teaching are described in detail.</p> <p>Lectures, Seminars, Laboratory Exercise, Field Exercise, Bibliographic research & analysis, Tutoring, Internship (Placement), Clinical Exercise, Art Workshop, Interactive learning, Study visits, Study / creation, project, creation, project. Etc.</p> <p>The supervised and unsupervised workload per activity is indicated here, so that total workload per semester complies to ECTS standards.</p>	Lectures	26
	Workshops	13
	Final Project	30
	Weekly Projects	38
	Study	40
	Final Exam	3
	Total	150
<p>STUDENT EVALUATION</p> <p>Description of the evaluation process</p> <p>Assessment Language, Assessment Methods, Formative or Concluding, Multiple Choice Test, Short Answer Questions, Essay Development Questions, Problem Solving, Written Assignment, Essay / Report, Oral Exam, Presentation in audience, Laboratory Report, Clinical examination of a patient, Artistic interpretation, Other/Others</p> <p>Please indicate all relevant information about the course assessment and how students are informed</p>	<p>Formative</p> <p>Weekly Projects: 40%</p> <p>Final project: 30%</p> <p>Final Exam: 30%</p>	

5. SUGGESTED BIBLIOGRAPHY

- McDonald, S., Pappas, A. (επιμ.) 2013. Μουσείο και Μουσειακές Σπουδές. Ένας πλήρης Οδηγός. Αθήνα: Πολιτιστικό Ίδρυμα Ομίλου Πειραιώς
- Dernie, D. 2006. ExhibitionDesign. W.W. Norton&Company
- Din, H., Hecht, Ph. (eds.) 2007. The Digital Museum: A Think Guide. American Association of Museums
- Rhiannon, M., Robinson, A., Coffield, E. 2018. Museum and Gallery Studies. London: Routledge
- Rush, M. 2005. New Media in Art. London: Thames & Hudson
- Warwick, Cl., Terras, M., Nyhan, J. 2012. Digital Humanities in Practice. London: Routledge

ANNEX OF THE COURSE OUTLINE

Alternative ways of examining a course in emergency situations

Teacher (full name):	XXXX
Contact details:	XXXX
Supervisors: (1)	YES
Evaluation methods: (2)	Weekly Projects: 40% Final project: 30% Final Exam: 30%
Implementation Instructions: (3)	The written exams (both mid-term and final) will be conducted via the eClass platform on a date and time that will be announced in advance. Students will be informed of the exam duration and content well ahead of the scheduled exam. The assignment must be submitted through eClass by a specified deadline.

(1) Please write YES or NO

(2) Note down the evaluation methods used by the teacher, e.g.

- *written assignment* or/and exercises
- written or oral examination with distance learning methods, provided that the integrity and reliability of the examination are ensured.

(3) In the **Implementation Instructions** section, the teacher notes down clear instructions to the students:

a) in case of **written assignment and / or exercises**: the deadline (e.g. the last week of the semester), the means of submission, the grading system, the grade percentage of the assignment in the final grade and any other necessary information.

b) in case of **oral examination with distance learning methods**: the instructions for conducting the examination (e.g. in groups of X people), the way of administration of the questions to be answered, the distance learning platforms to be used, the technical means for the implementation of the examination (microphone, camera, word processor, internet connection, communication platform), the hyperlinks for the examination, the duration of the exam, the grading system, the percentage of the oral exam in the final grade, the ways in which the inviolability and reliability of the exam are ensured and any other necessary information.

c) in case of **written examination with distance learning methods**: the way of administration of the questions to be answered, the way of submitting the answers, the duration of the exam, the grading system, the percentage of the written exam of the exam in the final grade, the ways in which the integrity and reliability of the exam are ensured and any other necessary information.

There should be an attached list with the Student Registration Numbers only of students eligible to participate in the examination.