

# 02 13.02.02



## Cinemia Screen Lounges: Progress report on design

Progress and outline of research areas and design strategies to 13.02.2002

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### 01.] **Audio Delivery specifications .**

In pursuing the detailing of appropriate audio systems to create a high quality and truly immersive acoustic environment some questions have come to light:

- 01.] What are the current specifications for program source material?
- 02.] How many channels is most material formatted in?
- 03.] What considerations have been given to the formatting of new material?

It has been pointed out to us by consultants Graeme Huon and Michael Fajdiga from Wise Precision Audio that the standard for domestic lounge room audio will soon be 5.1. In order to meet our brief of exceeding domestic standards of reproduction we need at least have a basic 5.1 system. This system is also a truly immersive format. Also new material is likely to be in this format. Existing material could be grouped into a limited number of formats that could trigger an appropriate selectable audio environment, It has been suggested we speak to Nigel Franes also about sound as he is a consultant to ACMI.

### 02.] **Group Dynamics.**

To consider the factors that might influence group dynamics and the size of the screen lounges we have spoken to:

- 01.] David Watson, who has worked extensively at MCA in Sydney to develop a Cinematique concept over a 10 year period
- 02.] Tim Rolfe who is the Production Studio Head at Museum Victoria
- 03.] Peta Landham who is currently writing a report on museum audiences for the Museum Association of Australia

Texts we have consulted:

- 01.] *Designing for exhibitions* by Adrienne Kabos
- 02.] *Grooming, gossip and the evolution of language* by Robin Dunbar
- 03.] *Public space design in museums* by David Robillard
- 04.] *Accommodating the new economy: the SANE space environment model* by Andrew Harrison
- 05.] *Planning for people in museum exhibitions* by Kathleen McLean
- 06.] *The importance of place* by Rob Semper [San Francisco Exploratorium]

From this material the additional issue of the screen lounges as markers or totems in the wider museum landscape is raised. This research will be used to generate our preliminary floors plans for presentation next week.

Progress and outline of research areas and design strategies to 06.02.2002

03.] **Ergonomic data**

We present our research outcomes on seating positions. We are also researching data on optimal screen viewing distances and data you have on screen viewing would be very valuable for our data base.

04.] **Interior materials and upholstery**

Materials have been sourced and we are waiting for samples

05.] **Meeting with the interior design team at Lab Architects**

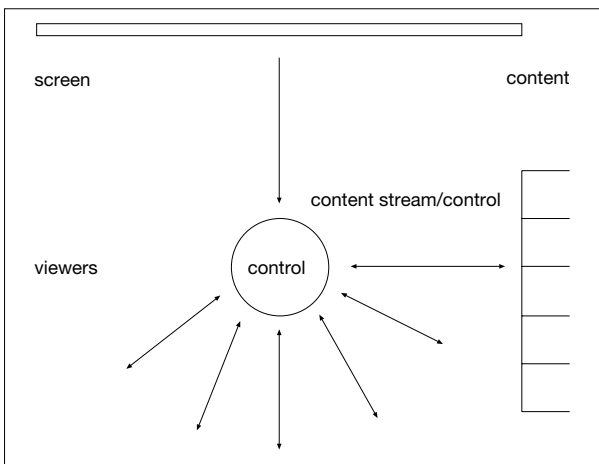
A meeting has been scheduled with Libby at Lab for Monday 18.02.2002

06.] **Meeting with Jane Ellery**

We met with Jane on Monday 11.02.2002 to discuss the interface strategies she is pursuing for an integrated approach.

07.] **More group dynamics: diagram of control interface use**

In examination of the briefing documents provided it seems critical that easy access to the interface touch screen by all users is an important requirement. The diagram set out below is for discussion.



Interface control diagram

**Reference images:** seating in the round

