

RESEARCH THEME

Title of the doctoral research Sound design and narratives for museums and temporary exhibitions

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Abstract

Nowadays the **digital technology in museums and temporary exhibitions** is one of the most important aspect able to improve the narrative and engage the audience. In particular this research proposal is focused on the **design of the sound** intended both as a content (museums and temporary exhibitions on sounds, music or movie subjects) and as a tool of narratives (the sound as a way to express contents).

This research aims at studying how the sound system in museums can be an interesting field of experimentation for exhibition designers and interaction designers in envisioning new models of immersive cultural experiences.

The research longs for "using" museum settings as a place of experimentation starting from different orders of issue:

- **methodological:** what are the approaches, practices, tools and communication registers (in terms of language and styles) the researcher and the designer have to embrace in order to "use" the sound as a design material?
- **narrative:** how can you design new immersive paths and stories and soundscapes taking into account digital technologies and sound systems?
- **technical:** how can you pinpoint and apply innovative sound systems able to "shape" contents and to interpret them in a new performative and "intangible" aesthetics?

This approach implies exhibition and sound design competences; this mixed knowledge reflects the features of the proponent team: **Raffaella Trocchianesi** and **Ico Migliore - exhibit design, Davide Spallazzo-interaction design;** external collaborators: **Studio Azzurro** and **Micol Riva-sound design.**

The research can take advantage of some applicable opportunities linked to ongoing works which can be fields of experimentation: i.e. *MBM-Milan Beatles Museum, Federico Fellini Museum, Peppone e Don Camillo Museum*. These museums are characterized by a high gradient of value in terms of sound, music and audiovisual contents.

Keywords Museums, Sound design, Exhibition design