

UNLOCKING THE TOWN HALL

OUR TOWN HALL / VISITOR EXPERIENCE

AGENDA

We aim to bring the young people of Manchester into the Town Hall by providing them with a fun, interactive smartphone application. The application will enable young people within Manchester to interact with the building and unlock its rich and interesting history in a fun and engaging way as they make their way into and through the building.

This Event gives you the opportunity to learn more about the rich history of one of Manchester's most important buildings whilst also challenging you to think carefully about how this building can become relevant to a younger generation.

COORDINATORS

James Kennedy | INFRA-SPACE
David Jones | INFRA-SPACE
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Aaron Underhill | CPU

COLLABORATORS

Manchester Schools, Colleges & Youth
Groups Via Elaine Morrison / Lisa Turner
Manchester City Council
Purcell Architects

PRODUCTION

We will be setting out every aspect of a well-designed user interface finding the right balance between interactivity and simplicity for an educational smartphone application. This app will teach young people, in an interesting and engaging way, about significant historical elements of the Town Hall, both externally and internally.

Each element of the app will need to be carefully considered and designed. This will include the icon design, the educational and historical information displayed and the way in which this information can be displayed in a fun and engaging manner.

CRAFT & SKILLS

Through designing a fun and engaging app students will develop various different skills including :

- Computer visuals and modelling.
- Communication
- Curation

