Hack The Burton

The aim

To involve people in digitally developing The Burton from lighting to interpretation.

This mission

To add interactive systems to The Burton museum gallery to make the objects more engaging for our visitors.

Equipment

Microcomputers like Raspberry Pi and Ardiuno and simple reliable electronics that work immediately from powering up. Multimedia inputs and outputs.

Example projects

These are examples we've thought of but you may have other ideas!

Project Liz

One of the cases in the museum shows a copy of the charter drawn up in the time of Queen Elizabeth I. We like to find a way to make this historic and beautiful document come alive.

E.g. run a ticket tape screen along the top of the case.

Program the strip with news about Queen Elizabeth's proclamation.

Create an input sensor that triggers the strip to run. Allow the text on the strip to be changed by staff easily so we can add other messages e.g. advertising exhibitions, welcoming visiting groups etc.

Project Ship

We've got a case of super rare model ships made by prisoners of war during the conflict between France and Britain in the early 1800's. What makes these models particularly amazing is that they were made from bone the prisoners had in their soup and threads from their clothes!

An input sensor could trigger audio telling the story of the ships. A more complex interactive would be to find a way that visitors could (perhaps by using a joystick) look more closely at the ships using a camera that can move within the case and output the image onto a screen.
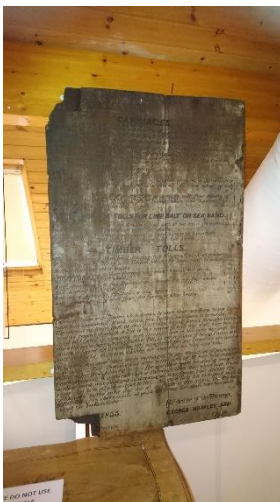
Project Toll

We're got a board showing the prices used on a toll road from Bideford.

We'd like an input (like pressing a button) to start a data projector which will project illustrations of the travellers using the road onto the toll board.

Project Postie

We've got a painting of Edward Capern, the 'postman poet' and would love to have a sensor that allows people to trigger audio of his poems.

In these examples we'd like the sound to be directed so that visitors engaging with the objects can hear it but not everyone else in the museum.

How to submit your plan

Please send us your proposal to Hack The Burton. You will need to include a budget, details of the tech you want to use, and who will be involved in the development, testing and installation of your idea. The team at The Burton will evaluate your proposal and select the best plans. Each winning team will receive a budget of £500 towards equipment and other expenditure to turn your plans into reality!

Winning installations will be installed in The Burton which receives over 200,000 visitors each year.

Plans must be submitted by the 31st of January 2020. Plans should be no more than 2 sides of A4 and should be in pdf format. Please email your submission to info@theburton.org with the subject line 'Hack The Burton Project Submission'.

Questions? Ideas?

Please get in touch with our Learning & Engagement manager Julian Vayne by emailing julian@theburton.org

Good luck!