COLOURS TOOL · PERCEIVE LEGACY

CoDesign Tool

Card-based framework for collaboratively creating heritage experiences.

Co-Design Framework | Card-Based Design Methodology | Participatory Heritage Innovation | Collaborative Digital Workshops | Visitor Experience Design



Fig. 1: Paper-based board game version of the tool.

OVERVIEW

The PERCEIVE CoDesign Tool is a structured, card-based framework developed by Consiglio Nazionale delle Ricerche (CNR ISPC) and Fraunhofer IGD within the Horizon Europe PERCEIVE project. It supports exhibition designers, curators, researchers, and cultural professionals in collaboratively creating engaging visitor experiences, physical, digital, or hybrid. The tool exists in two complementary versions: a paper-based board game, designed for in-person workshops; a web-based collaborative application, currently under development, enabling remote and hybrid sessions.

The framework builds on the open-access VisitorBox (Horizon 2020 GIFT project) and introduces an updated seven-step workflow, including the innovative Audience Goals stage focused on Authenticity and Sense of Care.

The tool will be adapted to support COLOURS' objectives in colour-driven exhibition and heritage design.

KEY FEATURES

- Seven-step structured design workflow
- Modular canvases and thematic card decks
- Audience Goals stage (Authenticity & Sense of Care)
- Disruption Stage for feasibility and resilience testing
- Inclusive participation model (no prior design expertise required)

IN PRACTICE: A USER STORY

Elisa, a curator, is preparing a new exhibition on ancient colour. She gathers educators, designers, and conservator-restorers around a large table. They begin with the Context Definition canvas, mapping audiences and institutional priorities. Cards are drawn, moved, and discussed. During the Audience Goals stage, the team reflects on "Authenticity" and "Sense of Care," debating how visitors might emotionally connect with fragile polychrome reconstructions.

In the Ideation phase, they combine motivations and constraints into concrete concepts. The Disruption Stage challenges their ideas - Are they sustainable? Inclusive? Environmentally responsible? Finally, they create a Storyboard, translating abstract ideas into a clear visitor journey.

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The tactile nature of cards and canvases makes the process intuitive and inclusive - even participants without design training actively contribute.

WHY ON THE CULTURAL HERITAGE CLOUD?

The CoDesign Tool aligns strongly with ECCCH objectives. As a collaborative design environment, it complements analytical and restoration tools by focusing on how colour knowledge is communicated to audiences.

Deploying the web version within the ECCCH enables distributed teams to co-design exhibitions using shared datasets and digital twins. Cloud deployment ensures scalability, accessibility, and interoperability, transforming the CoDesign Tool into a European-level participatory innovation platform for heritage experience design.

WHO CAN USE IT

The CoDesign Tool engages exhibition designers, museum curators, educators, conservator-restorers, researchers, and digital heritage professionals. It is particularly valuable for institutions exploring inclusive, emotionally resonant visitor experiences. International research teams benefit from the web edition's collaborative capabilities. Cultural institutions seeking participatory design approaches can use the cardboard version for workshops and strategic planning.

EXPECTED TIMELINE

Paper Ready
Available on Zenodo

Web ATON
Collaborative web version

COLOURS 2028
Adapted to colour narratives

The paper-based version is already operational and documented (Zenodo: https://zenodo.org/records/15632653). The web-based application has been implemented through the ATON framework.

Adaptation to COLOURS: Tailoring Audience Goals and design stages to colour-driven exhibition and conservation narratives.

MORE IMAGES

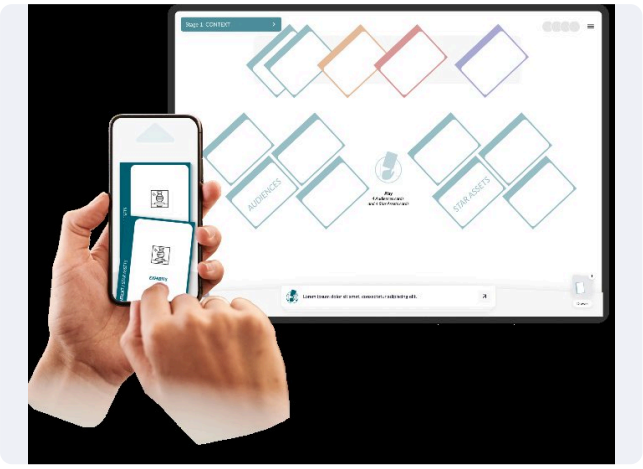


Fig. 2: Web-based version of the tool.

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All COLOURS tools:
colours-eccch.eu/tools

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