SocKETs - Call for Tenders
Graphic designer and web developer for a hybrid exhibition

FROM

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1. Introduction

Ecsite - the European Network of Science Centres and Museums - is currently looking for a company that could produce the visual identity of an exhibition and perform the digitisation of the exhibition for an EU-funded project – SocKETs.

SocKETs - SOCietal engagement with Key Enabling TechnologieS - is an EU-funded project involving 10 European partners. It aims at developing and using co-creation to shape innovation based on Key Enabling Technologies (photonics, advanced materials, nanoelectronics, etc.) towards the needs of all stakeholders and for the benefits of society.

The project's purpose is to inform technology holders of the potential of involving society in the technology development, as well as to empower society to take an active part in the development of KETs and to ensure that societal priorities, expectations and concerns are considered.

In practice, the project is implementing six labs in different localisations in Europe: Denmark, Serbia, Bulgaria, Estonia, Italy and Spain. They are running a series of co-creation activities, experimenting several forms and ways of interaction between stakeholders and citizens to explore priorities, expectations, and concerns on research and innovation. Together, industries and citizens will develop and co-create prototypes, design suggestions and shape social-innovation strategies, responsive to societal needs and challenges.

Out of the six labs, four will host an exhibition based on the project's experimentation, outcomes and conclusions. In total, four different versions of this exhibition will be displayed in the museums and science centres involved in the project, as well as one published online. The exhibition aims at telling the story of the SocKETs lab experimentation and at raising awareness about KETs, innovation and the impact that citizens can have in their development.

The exhibition will be hosted for 2 months from March 2023 in Italy, Serbia, Estonia and Bulgaria and online for 6 months.

This document includes a project overview and a description of the tasks to be done and deadlines. Please feel free to email athuillier@ecsite.eu with questions or comments.

2. Brief and tasks to perform

Ecsite is looking for a company that would deliver :

- a visual identity, common to the 4 physical versions of the exhibition and the online version. This visual identity will be developed for the SocKETs' exhibition, based on the SocKETs visual identity (see in Annexe).

- production files for a 50 sq.m english version of the exhibition (panels and printed materials) as well as the source files of all documents produced for the project in indesign and/or illustrator format. (quantity : +/- 15 large panels, +/- 20 medium-sized panels and around 30 labels, instructions or additional visuals of variable formats.)

- templates that host museums and science centres can use to adapt or complete the english version of the exhibition to their needs (change or add a language, change the content of a label, change a picture…) (quantity : +/- 15 large panels, +/- 20 medium-sized panels and around 30 labels, instructions, additional visuals, small graphic tools like stickers of variable formats.)
- a few illustrations and data visualisations which can be integrated into the graphic panels of the exhibitions or on the online version of the exhibition (quantity: +/- 10)
- Communication material kit (Templates for social media and an exhibition brochure)
- A small written-visual documentation in english on how to use the templates provided

The mission does not include the production or the production monitoring of the panels and printed materials (this task is supported by the hosting institutions).

The texts, the iconographies and the indications in order to realise the illustrations are provided by Ecsite and the host institutions.

Ecsite is also looking for a company that would carry out the digitisation of the exhibition based on the english version of the physical exhibition.

The company would deliver :

- A fully operational online version of the exhibition whose visual identity will be a variation of the identity designed by the graphic designer.
    - The website should include an attractive homepage, a menu giving access to 7/8 sub-sections and +/-20 pages of contents (mix of textes, videos, iconographies, illustrations…).
    - The website include a small interactive game in the form of a quiz (see inspiring examples here: https://hubot.org/job-test ; https://bistro-invitro.com/en/reservation/)
    - This exhibition will be hosted on a website whose domain will be provided by Ecsite.
    - The development will use the following programming languages: HTML, CSS and Javascript. Development proposals including the use of a customisable website system such as wordpress, wix and cargo are allowed.
    - The online exhibition must be fully responsive.
- The maintenance of the website for a minimum period of 6 months from its launch.

The online version of the exhibition will be displayed in english only.

The texts, videos and the iconographies of the online version are provided by Ecsite and the host institutions.

Companies capable of performing both tasks will be preferred, however other options will also be considered.

In short, we need the following :

a. Part A - Visual identity and templates

- A graphic exhibition concept adapted from the project visual identity
- Production files for some of the exhibition panels
- A series of templates such as :
    - Main visual of the exhibition
    - Exhibition panels
    - Exhibition labels
    - Exhibition brochure
    - Social media templates (Facebook post, Instagram post, Instagram story)
    - Guidelines on how to use the templates
- Sources files for all documents produced for the project

Documents, using the templates, will be produced in Bulgarian, Italian, Estonian and Serbian, using Latin and Cyrillic alphabet. They will be used offline and online. Final documents will be produced by the museums' staff, hosting the exhibition.

b. Part B - Digitisation of the exhibition

- Adaptation of the visual identity into the web-design and screen mock-ups for all types of pages used in the website.
- Website technical concept: architecture, technical aspects (such as programmation language, hosting and referencing recommendations).
- A fully operational and responsive website as well as its hosting (domain provided by Ecsite).
- Integration of all the contents provided by Ecsite in the website
- Maintenance for 6 months and correction of potential issues and bugs

3. Budget

The indicative budget for both jobs is 9.000 € VAT exc.

- 5.000 € VAT exc. for the visual identity, production files, templates, sources files and documentation
- 4.000 € VAT exc. for the digitisation of the exhibition, its hosting and its maintenance for 6 month

4. Schedule

The deadline to apply is 23.59 CEST on 11 September 2022.

The result of the selection process will be given by 16 September 2022 .

a. Part A - Visual identity and templates

- 19 September 2022: Kick off meeting with Ecsite
- 14 October 2022: Graphic concept delivered to Ecsite (sketch and draft visual identity)
- 30 October 2022: Visual identity validated by Ecsite
- 14 November 2022: Graphic design pre project (declinaison of the identity on all graphic materials : main visual, panels, labels, templates, brochure and socials) delivered to Ecsite
- 25 November 2022: Graphic design pre project validated by Ecsite
- 16 December 2022: Final production files, templates and guidelines delivered to Ecsite
- 23 December 2022: Source files and communication materials delivered to Ecsite

Additional meetings will be organised to discuss and validate the different stages and proposals.

b. Part B - Digitisation of the exhibition

- 19 September 2022: Kick off meeting with Ecsite
- 14 October 2022: Website concept delivered to Ecsite
- 30 October 2022: Architecture and technical aspects delivered to Ecsite
- 25 November 2022: Pre project (web design concept, architecture and tech) validated by Ecsite
- 14 December 2022: Screen mock-ups delivered to Ecsite
- 21 December 2022 : Project validated by Ecsite
- 21 December 2022 – 24 March 2023: Development and integration of texts, videos and pictures
- 30 March 2023: Launch of the online exhibition

Additional meetings will be organised to discuss and validate the different stages and proposals.

5. How to apply

The deadline to apply is 23.59 CEST on 11 September 2022.

In order to give us the possibility to assess the proposal, please prepare a single document in PDF format, considering the criteria set out in section 6 (see below), including:

a. Part A - Visual identity and templates

- Your proposal (brief description): design intent, adaption of the current visual identity, etc.

- Methodology and project timeline with major tasks and milestones: how do you plan to collaborate with Ecsite

- Budget by line item

- Portfolio indicating examples of similar projects (cultural or scientific exhibitions)

- Preliminary moodboard (with references from similar previous projects or external references)

b. Part B - Digitisation of the exhibition

- Your proposal (brief description): technical aspects and technologies planed

- Methodology and project timeline with major tasks and milestones: how do you plan to collaborate with Ecsite and with the graphic designer

- Budget by line item

- Portfolio indicating examples of similar projects (online cultural or scientific exhibitions)

- Preliminary moodboard (with references from similar previous projects or external references)

Please send the document at the following email: athuillier@ecsite.eu. Only complete proposals submitted before the deadline will be assessed.

Companies capable of performing both tasks will be preferred, however other options will also be considered. If your company is unable to perform both tasks, please note that subcontracting is allowed. A single responsible contractor will be selected for the entire mission.

6. Selection and criteria process

Eligible proposals will be assessed based on the following criteria:

- Price efficiency and effectiveness (40%)
- Excellent understanding and creative interpretation of the project (30%)
- Clear and well-defined working process (30%)

The proposals will be reviewed by Ecsite and SocKETs partners.
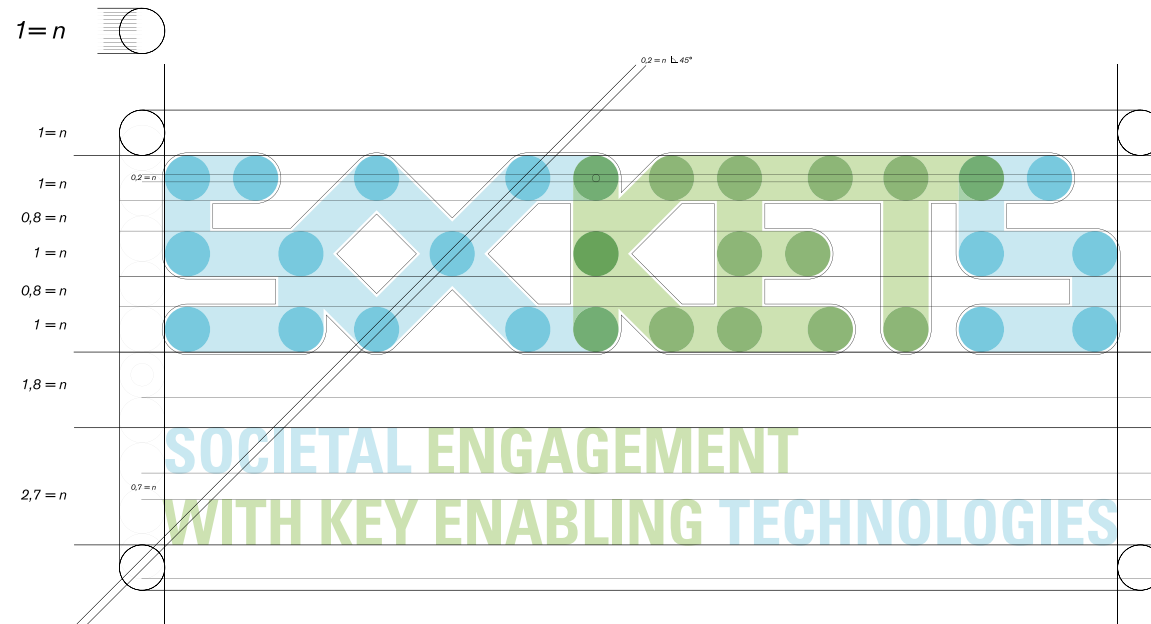
Annexes

Annexe 1 - SocKETs visual identity

Annexe 2 - Exhibition's concept

Annexe 3 - Exhibition's calendar

SOCKETS

**SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES**

1= n

0,2 = n ⌐ *45°*

1= n

1= n

0,8 = n

0,2 = n

1 = n

0,8 = n

1 = n

1,8 = n

2,7 = n

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SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

The **Sockets** logotype has been designed within a modular grid to optimize the shapes and distances of the logo itself. It has been designed with a white thread around it to make it easier to read on colored or photographic backgrounds. This will use the same logo in both the positive and negative versions

Sockets_logo_Spec_Col_Pos

**SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES**

Sockets_logo_Spec_Col_Pos

**SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES**

Sockets_logo_Spec_Col_Pos

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Col_Pos_Black

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Grey_Pos

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Col_Pos_All_Black

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Col_Pos

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Col_White

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Grey_Neg

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

Sockets_logo_Spec_Col_Neg_All_Black

SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES

39 THIN ULTRA CONDENSED

ABCDEFGHIJKLM
NOPQRSTUVWXYZ
abcdefghijklm
nopqrstuvwxyz
1234567890

49 LIGHT ULTRA CONDENSED

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47 LIGHT CONDENSED

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47 LIGHT CONDENSED OBLIQUE

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57 CONDENSED

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57 CONDENSED OBLIQUE

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67 BOLD CONDENSED

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67 BOLD CONDENSED OBLIQUE

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45 ULTRA CONDENSED

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63 BOLD EXTENDED OBLIQUE

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73 BLACK EXTENDED OBLIQUE

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93 EXTRA BLACK EXTENDED

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93 BOLD EXTENDED OBLIQUE

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THE BLUE AND THE GREEN

The colors chosen for the Sockets logo are green and blue, adding a shades of the same colors in order to obtain the transparency and overlapping effect.

BLUE is the color of the sea, sky and infinite space. It is the color of purification, of immortality, of the intellect, of cleanliness. It represents calm, truth, medicine.

A symbol of harmony and balance, the blue color has the ability to relax the individual and normalize the heart rate and pressure. It reduces the state of anxiety and brings balance to the emotional sphere. The key word of blue is purification, by making pure we mean the ability to separate what is poisonous, harmful from what is not. Therefore blue purifies the air and water and thus can help our body eliminate "poisons", in fact it is a powerful antiseptic.

GREEN is the color of nature, the color of the plant world. It is difficult to attribute to the color green a negative meaning, in the common feeling. It represents the abundance and constant flow of everything that comes to us. Green is the color of luck, balance. It is the symbol of fertility and is generally associated with the idea of eco-sustainability.

COLOR	CMYK	RGB	PANT® COATED	PANT® UNCOATED	HEX/HTML
	C65 M0 Y15 K0	R121 G189 B214	PANTONE C 637	PANTONE U 637	79bdd6
	C100 M0 Y25 K0	R0 G155 B186	PANTONE C 7467	PANTONE U 7467	009bba
	C64 M0 Y100 K0	R122 G165 B43	PANTONE C 368	PANTONE U 368	7aa52b
	C90 M20 Y100 K10	R66 G128 B63	PANTONE C 348	PANTONE U 348	42803f

SOCKETS

**SOCIETAL ENGAGEMENT
WITH KEY ENABLING TECHNOLOGIES**

https://sockets-cocreation.eu

SOCKETS

EXHIBITION
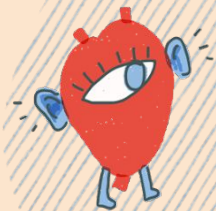
SUPER POWERS OF COLLABORATIVE INNOVATION

Presentation of the exhibition concept
Nathalie Cimino / nathalie@rethink.cool

EXHIBITION SCENARIO
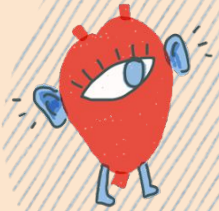
Contents, storytelling and mediation modes

GLOBAL VIEW

INTRODUCTION

Did you say innovation?

2ND PART

Towards a societal approach of innovation?

Is society shaping innovation or is it the other way around?

Innovation is pop!

Back to the future

Feel the beat of collaborative innovation

Innovate the socKETs way!

The multiple faces of innovation

Is technology taking over?

Be part of the process!

1RST PART

CONCLUSION

DID YOU SAY INNOVATION?

Contents

- The introduction will aim to show that there are **different perceptions of innovation** and technologies **within our contemporary societies**.

- It will also be a question of placing these perceptions in a **cultural context** and giving a glimpse of the many **myths** and **preconceptions** that circulate about innovation.

- We will show that innovation is **everywhere** around us, that it is part of our **daily lives** but that ultimately we do not know very well how to **define** it.

Introduction

DID YOU SAY INNOVATION?
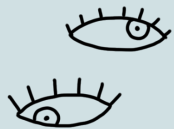
Design

- The introduction will consist of a **graphic text panel** associated with characteristic **quotes** and a **vox pop** presented in video or sound format. The goal is to make our audience empathize with the subject.

- The aim would be to **interview**, within the various partner countries of the project, **citizens of different origins and genders**. We can also imagine editing a video from audiovisual sources already existing within the socKETs.

Introduction

IS TECHNOLOGY TAKING OVER?

The first section of the exhibition will focus on **the innovation concept**.
The goal is to approach innovation through a **cultural** bias.
Show that innovation **crosses ages and cultures**.
We will also show that innovation is linked to a **context**.

1rst part of the exhibition

1.1 BACK TO THE FUTURE
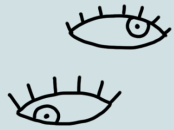
Contents

- This section will show **concrete examples of innovation around time, world and cultures** (ex : invention of the printing press and the spread of knowledge).

- The goal is to highlight a series of transhistorical innovations that have **changed** the face of the world, our **behavior**, our relationships, our health, and even our **perception** of the world and space.

- What would be our lives without these inventions? We will show that **societies** are **transformed** by innovations but the opposite is true as well : **innovations** are themselves the **results** of societal **transformations** (ex : Does knowledge create innovation or is it the other way around?).

1rst part of the exhibition

1.1 BACK TO THE FUTURE
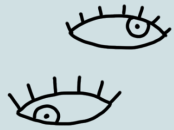
Design

- For this section, we would like to make a reference to pop culture and show those past innovation exemples through **a time capsule installation** like Andy Warhol liked to do.
- Extracts from newspapers, advertising images, photos of innovations, witness objects would be assembled to **testify** this proliferation of innovations which have modeled our current society and show innovations modeled by societal transformations.

- People might be allowed to **add their own favorite innovation** to the time capsule thanks to small graphic tools made available to them.

1rst part of the exhibition

1.1 BACK TO THE FUTURE
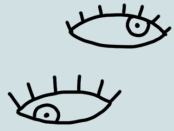
1rst part of the exhibition

1.2 INNOVATION IS POP!
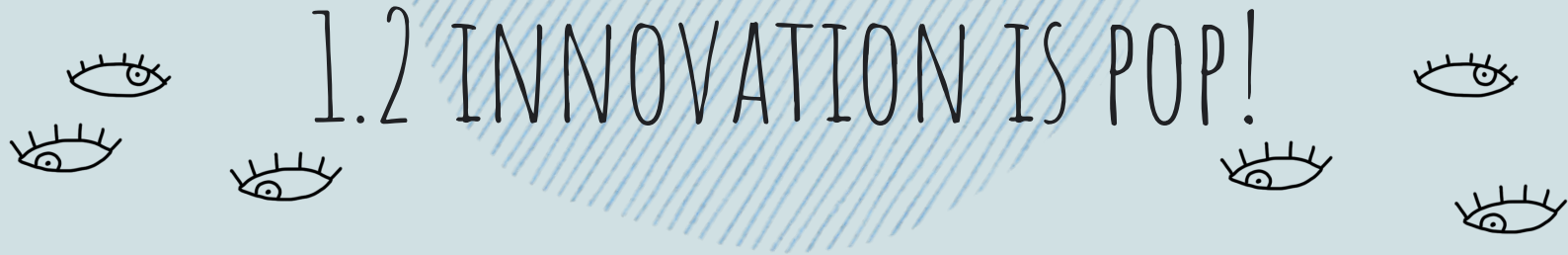
Contents

- Our Western culture is full of **references** to innovation (cinema, literature, video games...). This feeds our **imagination** but also our **myths** and our **preconceptions**.

- Innovations are embedded within **cultural-political-economic** values.

- We could for example wonder if our relationship to **technology** is influenced by our cultural **background**.

1rst part of the exhibition

1.2 INNOVATION IS POP!

Design

- This section will shape the form of a **pocket cabinet** in which we will find references to pop culture from Marvel superheroes to Jules Verne, Star trek or Star wars.

- Everything would be presented via objects or iconography (we will collect comics, action figure, books, fake holograms, 3D prints, etc.)

- We will also display **video testimonies** from SocKETs labs about the relations with or expectations for technologies.

- People might be allowed to **display a drawing of their own references** thanks to small graphic tools made available to them.

1rst part of the exhibition

1.2 INNOVATION IS POP!
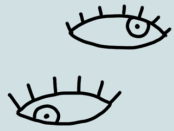
1.3 THE MULTIPLE FACES OF INNOVATION

Contents

- The goal of this subsection will be to **debunk myths about innovation**. We will show that innovation is not only high tech or even tech, that economical value is not always the ultimate goal/benefit, that fails or misappropriation can lead to innovation.

- We could for example give a place to low techs and fablabs, social innovation, technologies « misappropriated » like IRM, serendipity inventions like post it, Penicillin or velcro.
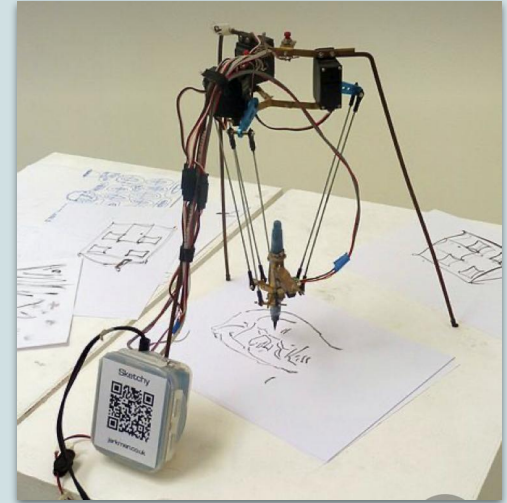
1rst part of the exhibition

1.3 THE MULTIPLE FACES OF INNOVATION
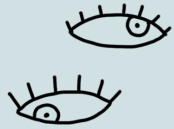
Design

- For this section we will display a series of **mysterious boxes** with colorless glass.

- On the surface the visitor will find a **question**, addressed in a provocative way and inside the box, the **answer** in the form of mysterious object or iconography to touch for clue. The answer is visible by pressing a button that illuminates the inside of the box.

- FYI : Other less expensive solutions will be studied such as **filter magnifying glasses** revealing hidden texts and pictures in the exhibition space.

1rst part of the exhibition

1.3 THE MULTIPLE FACES OF INNOVATION

1rst part of the exhibition

TOWARDS A SOCIETAL APPROACH OF INNOVATION

The second section of the exhibition will focus on the **societal engagement in innovation processes**. The goal is to **show the societal issues that arise today in the innovation sector**, explore the social, ethical, economic, environmental… issues of innovation and show how RRI and in particular socKETs make it possible to better **reconcile society and innovation**.

2nd part of the exhibition

2.1 IS SOCIETY SHAPING INNOVATION

OR IS IT THE OTHER WAY-AROUND?

Contents

- This subsection deals with the issues that intersect innovation and society and highlight the **debates**, **struggles**, **fears** and **obstacles** that our Western societies encounter today in terms research, development and implementation of innovation. It questions innovation and its **role** in the current context (socio-economic crisis, climate issues, health, biodiversity...) - as part of the **problem** but also of the **solution**. At the end of the subsection exploration, the visitor can understand that innovation in **not a black or white concept** and that every choice has a societal, economic, social or even environmental **impact**.

- Another goal of this subsection is to **explain KET and European vision of innovation** to the audience (European context and KET potential to solve societal challenges and applications in industry, economy, social and health sectors, food...). We will highlight expectations / agenda on EU level and show the obstacles encountered by industries on a societal level while using generic innovation tools.

2.1 IS SOCIETY SHAPING INNOVATION

OR IS IT THE OTHER WAY -AROUND?

Design

- For this section we will invite the visitors to play our « **game of dilemmas** ».

- The famous game will be reinvented for the occasion. Next to the « game of dilemmas » display as a « **giant board game** », an **infographic** presents the KETs and the European industrial development strategy.

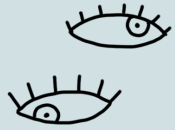2nd part of the exhibition

2.1 IS SOCIETY SHAPING INNOVATION

OR IS IT THE OTHER WAY-AROUND?

2nd part of the exhibition

# 2.2 FEEL THE BEAT OF COLLABORATIVE INNOVATION

Contents

- This subsection goal is to draw up a **panorama** of collaborative innovation and societal engagement around the world, put in evidence the shared goals, values and transformative methodologies which are used.

- This panorama will **put in evidence the socKETs** as part of this global movement.

2nd part of the exhibition

# 2.2 FEEL THE BEAT OF COLLABORATIVE INNOVATION
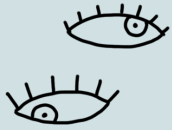
Design

- This section will display a **giant map** of existing dynamics positioned according to values, issues explored and shared methodologies. We will also document some examples through objects, image sound or video…

- People might be allowed to **complete the map with their own local examples** thanks to small graphic tools made available to them.
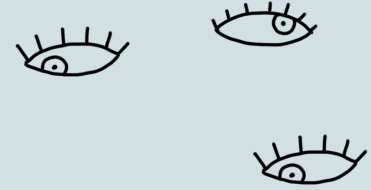
2nd part of the exhibition

2.2 FEEL THE BEAT OF COLLABORATIVE INNOVATION
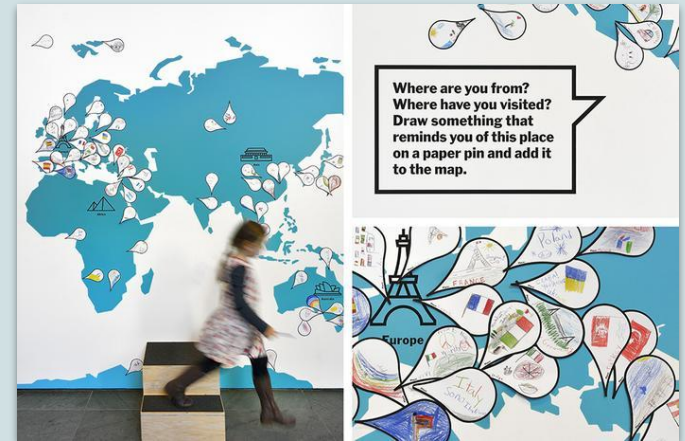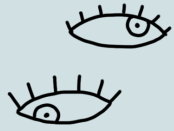
2nd part of the exhibition

2.3 INNOVATE
THE SOCKETS WAY

Contents

- This subsection is a **zoom inside socKETs process**. The goal is to show how socKETs partners align the development of innovations based on KETs with societal values and needs.
- The visitor is invited to **follow the process** developed by the lab - step by step.
- Each step is **documented** with video testimonies, large diagram, sketches, drawings, pictures, testimonies.

We suggest :

- to follow a narrative path from problem to solution
- to show the process as a journey for your team and citizens involved
  « Our science museum/centre hosted an experimentation last year: the SocKETs lab. We brought together citizens, innovators, industrials, funding agencies, researchers, etc. and asked them to collaborate and develop together an innovation, related to Key Enabling Technologies. And this is what happened… »
- to focus on the authentic and human side of the process.

Informations to mention to the audience :

- The sector and their challenges
- The technologies and their potential (and risks)
- The innovation landscape
- The co-creation process and tools used
- The solutions developed

# 2.3 INNOVATE THE SOCKETS WAY
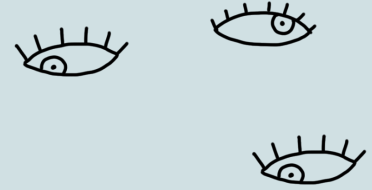
Design

- This part of the exhibition will take a **documentary form**. We will draw inspiration from the creativity spaces of the labs in order to **bring the socKETs process to life** for the audience.

- A **domino game**, to be personalized by socKETs partners, could be proposed in order to make our audience feel the co-creation process.
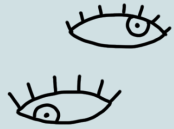
2nd part of the exhibition

2.3 INNOVATE THE SOCKETS WAY
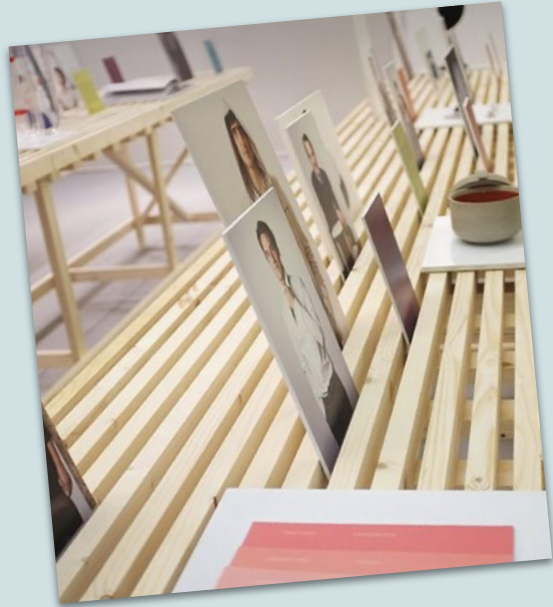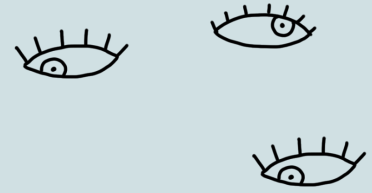
2nd part of the exhibition

BE PART OF THE
CO-CREATION PROCESS

Contents

- The **conclusion** will be an **open** one. We will zoom out gradually **from local to global** by wondering about **what's next** for the local labs? What's next for EU? How all those experimentations will feed innovation processes in the **future**, increase efficiency in RRI and helps develop news innovation norms and standards full of co-creation, transdisciplinarity, creativity and ethics.

- A **playful exhibit** allows to leave the exhibition on a **participative** touch. The message : **Don't let innovation get away from you. Shape the world you want for tomorrow.**

Conclusion

BE PART OF THE CO-CREATION PROCESS
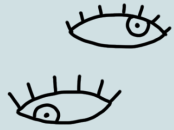
Design

- The conclusion is composed by a graphic panel with text and a **photo booth activity.** People can take a selfie with a **background landscape they can personalize**, like a myriorama, by combining **magnetic and illustrated plates** symbolizing **innovations** and KETs, global/local **challenges**, co-creation **methods** and shared **values**.

- After taking the photo, they receive their picture by **email** with a link to the socKETs **website** and infos on what they can do if they want to go further in the process.

Conclusion

BE PART OF THE
CO-CREATION PROCESS
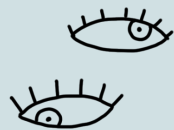
THE SCENOGRAPHIC CONCEPT

Inspirations for the design and atmosphere of the exhibition

CONSCIOUS DESIGN

The idea is to draw inspiration from **values and methodologies** explored in the exhibition.

- **contextual** and **systemic** approach

- **life cycle** of materials taken in consideration

- **locally** sourced or **upcycled**

- **ecological** and **biosourced** materials (we should avoid glues, paints, varnishes)

- **hybridization** of old and new, put differents cultures in dialogue

LOW COST PROJECT

Due to the **economic constraints** of the project and the fact that it is a **temporary** exhibition, we will :

- use "poor" and **inexpensive** materials
- conceive an easy and **modular constructive system**
- use **simple assemblies**
- build space by line and surface to **avoid using too much raw material**

ATMOSPHERE

Even if the project is low cost, we will **immerse** the visitor into a **friendly atmosphere**. The idea is to show the warm, participative and welcoming nature of co-creation and open innovation. Our sources of inspiration range from fablabs, to social design or STEAM education aesthetic.

The graphic design, which we want to be **colorful and very communicative**, will be an important element of the scenographic project. It will enhance the deliberately simple scenographic system.

If we can make people **touch, read, manipulate**... it would be a great +

socKETs exhibitions

version : July 4th 2022

TIMELINE

Color	Legend
Blue	Nathalie - Museographic / contents designer
Pink	ECSITE and socKETs partners (contents team)
Green	socKETS partners (exhibition design teams)
Yellow	all
Red	subcontractors like Graphic designer, web designer...

STEP	Details	May	June	July	August	September	October	November	December	January	Febuary	March	April	May
Starting and transmission	Concern all exhibitions sections	Kikk off meeting : upgrading, inventory of progress and mapping of the team (exhibition, scientific advice, etc.)												
Concept	Concern all exhibitions sections	Museographic concept and timing overview	Validation											
Museography	All exhibitions sections except 2.3		Museographic Pre program + Nomenclature + budget and timing update + Deliverable « concept » D4.2	Detailed program	Detailed program	Validation A + B1 program								
	section 2.3			Redaction of B2 pre program	Redaction of B2 pre program	Presentation of the B2 pre program	Redaction of the B2 Program							
Writing and translation of museographic texts	All exhibitions sections except 2.3					Writing exhibtion texts	Writing exhibition texts	Website text - adaptation exhibitions texts for website						
	section 2.3							Writing section 2.3 texts						
	Concern all exhibitions sections					If necessary : translator recruitment (for website texts adaptation)			Translation of exhibition texts and sending all texts and translations back for website	Translation of web site texts adaptation if necessary				
Exhibition graphism and website	Graphism - Concern all exhibitions sections			graphic designer - call for tenders		graphic designer notification	Graphism concept	Pre project	English version of the exhibition (all parts except 2.3) + Templates delivery to partners for 2.3 section	Creation of execution files for all parts of the exhibition including texts translated inlocal language instead of english or in addition	Production and Integration of the graphic files in the exhibition	Opening and displayed		
	Website			web designer - call for tenders		web designer notification	Website concept	Architecture and fonctionning of the website	Screen mockups	Programmation + texts and pictures integration	Programmation + texts and pictures integration	Launch		
Exhibition scenography	conception - Concern all exhibitions sections				exhibition sketch template	Presentation + validation	Exhibition scenography A + B (project studies)	Exhibition scenography A + B (detailled design)	Exhibition scenography A + B (as built)					
	production - Concern all exhibitions sections								Exhibition production A + B1 + B2	Exhibition production A + B1 + B2	Exhibition production A + B1 + B2	Opening and displayed	Displayed	Displayed