Museum of Contemporary Art Designing with approach of design Emotional design (Engineering Kansei)

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ABSTRACT

There is no doubt that the museum as a cultural institution in society is essential, the culture of any society is a general concept, and all spiritual values and the results of that society, in a sense. Contemporary art with its own unique characteristics, part of the history of our art form, and for providing, maintaining that the museum is required. Delivery, maintenance, research and education in relation to the collections and works of art, museums are the main functions. Museum of Contemporary Art, the Museum is one of the important species that are, in relation to the works of contemporary artists provide substrates. Beginning Emotional design challenge, the museum is open to the intrinsic nature of the two. Intrinsic feature of museums, storage and presentation of objects and works while the user feelings tend more Emotional design. This contrasts with the museum facilities, the layout of the complex, the need for logical connection between subject and sets, lighting, texture, design Emotional will deal with the museum. The question is, whether the design is a challenge Emotional and museums? In this paper, at first glance, the museum and definitions and then Emotional design and its features, will be discussed.

KEYWORDS: Museum, Emotional design, contemporary art, Museum store

1. INTRODUCTION

1.1 ISSUE

If art and artistic creativity, as a natural need of us, the role of the museum as a place of gathering, and the field of innovation becomes clear. Given the fundamental importance of human art, Museum of Art, Architecture, where appropriate, to reflect the architects and artists. The need for such museums, to support the Member feelings fully felt. Museum of Contemporary Art the art museum, a special place, in fact, in emerging art, aesthetic environment of contemporary life. This is normal, their activities have a contemporary character, and reflect the diversity of aesthetic movements, and issues of the day, but the important thing was not the design of such places, measurable method for the feelings and interests of users, to make use of this methods, measure and prioritize data, so that we can achieve more efficient designs that meet the demands of users. Using Kansei engineering, interests, and feelings of our users to discover, and then measure them, and give it weight, and then prioritize them, and finally, based on the information obtained, and we design standards.

In order to study the architecture of the museum, using Emotional design, things that we consider include the following:

A) explore the feelings and the relationship between the two variables. (The dependent variable and independent variable feelings)

B) The Museum of Contemporary Art, according to the feelings of the audience for the target group. (Via the operating system and external)

C) must be designed in such a way that the target group is attracted feelings.

2.1 A review of the literature

To provide expert opinion that, in the study of museum architecture and engineering research Kansei have excerpts from the comments of some of them, we have selected after presentations in the sector, in the context of the theoretical framework, issues it will be evaluated.

1-2-1- Museum: Maurer as institutions in modern society have the duty of objects, which are celebrated in their culture value to the services to the destruction and deterioration of the immune respect. Words - museums - through Latin, from the Greek word (Museuniom) that inspired the angels,

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is derived. The glossary of Greek-Latin culture, dedicated to the Angels as a place of inspiration and study, where one of the categories concerned, has been defined (Shirazi, 1983)

2-2-1- contemporary art, contemporary art is essentially formed out of postmodernity, which in itself is a sturdy and wide, goes beyond the boundaries of the visual arts. (Domzoon Rouge, 2010)

3.2.1 Kansei Engineering: Engineering Kansei way to convert feelings and emotional effects, the design parameters. This method has the ability to measure various emotions, and show their relationship to actual production characteristics. (Grimsa, 2005).

3.1 framework

With regard to research in the field of architecture and design museum has been using engineering Kansei should be noted, the main challenge, in accordance with the interests and feelings of the architectural users. There are many factors that can affect the capacity of a person, that all these factors can stimulate the user's interests and passions, be enhanced. In this design, all of these requirements, in the field of museum design points.

4.1 Assumptions

In order issues, assumptions with respect to the desired content, are presented as follows:

A) Most of the buildings are not designed for the Museum's Museum, and the only change has been building.,

B) the type of museum, museums, and feelings are not designed to target group.

C) museums and Persuasion users will not arouse emotions, feelings and interests of users are not considered.

5.1 Method

The manner of performing a study, a high correlation with the nature of the subject, type of research, as well as the variables. Kansei engineering technique to convert the emotions, and the emotional impact of non-quantifiable measurable parameters design. It is this ability that measure different feelings and their relationship with the characteristics of the actual show.

2. Theoretical Foundations

In this article, Kansei Engineering and Design Museum explains. Engineering 1.2 Kansei

Kansei engineering technique to convert the emotions, and the emotional impact of design parameters, this method has the ability to, various sentiment measures, and their relationship to the actual production characteristics show. (Grimsa, 2005). Kansei, study the structure is pathetic subset of human behavior. In fact Kansei, personal understanding of a work of art, environment or situation using all the forces of the human senses, is (Koleini and Khorram, 2008). Kansei, all the emotions that are almost, but not fully express the concept Kansei. Kansei term, notions such as sensitivity, passion, beauty, love, etc. It also covers (Lee, 2003). Emotions and users' experience, is the first step. Thus, interests, feelings and experiences of users interact with the building and services could play an important role in creating a new plan. Words such as efficient tools in the engineering method is Kansei. Kansei elements are reflected words. In fact, with words that, in the minds of people is going to be explained. In many cases, body language, or the face can also reveal a person's feelings, used (Grimsa, 2005).

Nagamachy studies, engineering Kansei the three points as follows:

- How to understand Kansei Members
- How to translate Kansei reflection and understanding of design
- How to create a system and organization design based on Kansei

Engineering Kansei that in some cases the "emotional design" or "emotional engineering" also refers. (Nagamachy, 2002).

The following illustration demonstrates how the function Kansei Engineering, Professor Nagamachy provided it is shown (Figure 1).
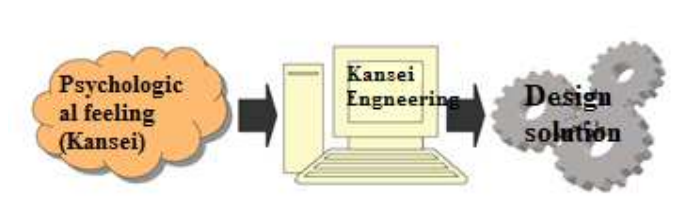
Figure 1. Way to develop new products based on engineering Kansei
Engineering Kansei feel psychologically (Kansei)
Source: (Nagamachi, 2002)

The objective is to facilitate a systematic approach to design is new. It can be used as a tool to develop new ideas also can be used. As input data, Kansei studied, and analyzed. The results show that this method is associated with the features of the plan. . According to what was said, and the purpose of the project is to use this method in the design process, will be a great help. It literally means design is based on feeling, and therefore cannot fulfill the demands of the designer. The study Kansei study that, based on user interaction-oriented in the sense that, on the relationship between material properties and the emotional impact on the user focus (Nagamachy, 1989) Kansei Engineering is able to provide a sentiment measure and relationships show. This building, designed by this method covers the user's feelings. The method of assessment and evaluation tools, words and their effect on the emotional and mental person. Although not the only method used in Kansei words, but one of the most common ways to count (Grimsa, 2005)

2.2 Museum
"The museum is a permanent institution with no material, its doors open to everyone, and serve the community, and it is active.

1-2-2- History Museum
1-1-2-2- History Museum in the world
In classical times, the word museum, not the Greek god, Vulcan had and think art refers. At the end of the third century BC, Ptolemy I (284-246) BC, founded the first museum in the city of Alexandria. Museum of the Middle Ages, it was used as a place, where a collection of rare objects, such as natural history and interesting past, or works of art were displayed (Alemzadeh Bahreini, 2000, p 11) the same time, science and aesthetics to enhance the development of artistic, creative Despite high Romans, and relying on his talent and genius of the sets were exquisite collections. Pope Siktus four, the first person who, in 1471 AD, the museum has created a modern concept. Gazarini Museum in 1500 AD and Faner 1546 AD, and Afitzenthe year 1581, respectively, were opened in Europe. 1750 is the first museum in America, at Harvard University was established under the Chamber wonders (Nafisi, 2010, p. 25) Museums and galleries, from the mid-eighteenth century in European capitals appear. This often took place with the support and advocacy kings, and most countries are working together, to establish museums to exchange their artefacts and art, were.

2-2-2- The museum features
1-2-2-2- Architecture
One of the most important points, to attract the audience to visit the museum, according to museum buildings and architecture is apparent, can be based on knowledge, and according to modern and contemporary architecture, a blend of art, architecture and space provided that, any passerby can not Opposite pass it unless it makes them a moment to think, and watching its beautiful architecture. Typically, two types of attitude is almost the opposite, in architectural design of the museum has been seen, the first architects, the building of the museum as a memorial and symbolic element, and this is effective in terms of volume, in the urban fabric collide. The team of architects, in most cases the main function, according to its appearance as a museum devoted to the form, and the other architects who, with full attention and our best performance of the museum, in the design of form and space museum serve the objectives of the museum, and visitors have so much impact in terms of appearance, not on the visitors. (Karbasi, 1984). The architecture of the museum of the history of the formation of the museum, and it influenced culture and architectural style must be convincing, what specifically the

concept of the museum, on the express. This way the museum building has to go beyond evidence and complimentary products, containing symbolic message, and is related to the nature of the objects inside the museum. The main tasks of the architecture of the museum, on the community and communicating, his contacts with the community. (Alemzadeh Bahreini, 2000). What consideration in the design of the museum, according to two opposite approaches expressed, creating a balance between efficiency and symbolic beauty of the museum.

3. Member data analysis, architecture design museum
1.3 Domain Options
The range is the designer, for their area of work is considered. The range starts with the identification of ideas. Select range according to target group identification and characterization of samples - a case, and the same is done Museum (Khodadadeh and Tolooi, 2008).

2.3 The development of the field of semantic features and emotional
After determining the extent of the area of emotional and semantic features, in fact Kansei data words to be determined. The collection consists of three words Kansei, create the structure for Kansei words (appointed representative words), and is representative assessment words (shut, 2002, S63-61)

3.3 collect words Kansei
In the first stage, collecting words, no specific evaluation was made. List of words in Table 1.

Table 1: Table words Kansei

Good shape	Beautiful	Relaxing	Delightful	Safe	Fresh	Fiction	Symbolic
Low around	Original	Fun	Fixed	With Class	Great	Green	Beautiful
Stable	Fashionable	High definition	Strong	Intelligent	Cute	Living	Appealing
Old	Good shape	Strange	Affectionate	Special	Large	Moving	Persistent
Conservative	Beautiful	Beautiful	Happy	Different	Salty	Energetic	Little
Woolly	Multipurpose	Hearty	Safe	Fresh	Busy	Friendly	Serious
Ugly	Sensational	Enlivening	Heavy	Imposing	Comfortable	Clean	Good
Funny	Fantasy	Alive	Soft	Colored	Shock absorber	Clean	Tight
Fragrant	Flower Flower	Nostalgic	Stable	Nimble	Pleasant	Flexible	Slow
Supple	Rogue	Durable	Attractive	Funny	Different	Dirty	Crazy
Ergonomic	Creative	Desired	Cheap	Modern	Thriller	Vowels	Honorable
With Class	Nested	Private	Deluxe	Dry	Rough	Proud	Intimate
Young	Complex	Modular	Fantasy	Classical	Polite	Powerful	Fine
Curve	Aromatic	Folding	Creative	Expensive	Reliable	Easy	Spoiled

4.2 for the structure of words, and to determine the representative words The words collected in the previous phase were studied, among them, the words that represent the demands of the users, and their needs were selected. These words and phrases are descriptive of their product range (of needs or demands were expressed by the word Kansei), classification (Table 2).

Table 2: Classification and selection of the representative of the vocabulary words Kansei

Group	In the latter stages of the words
1	Beautiful, charming, cute, cute, fun, stylish, beautiful
2	Safe, soft, safe, sturdy, relaxing, comfortable
3	Clean, clean, hearty, aromatic, fragrant
4	Versatile, creative, young, exciting, crazy, odd, special, different, intelligent
5	Los, subtle, intimate, friendly, quiet, soft, polite, good
6	Curve, complex, modular, nested, tactile
7	Fantasy, luxury, class, classic, nostalgic, stylish, original, impressive, modern
8	Joyful, happy, rogue, fun, lively, agile, passionate, funny, colorful
9	Durable, flexible, Bumper, reliable

Table 2: Category words Kansei, representative selection of words, Source: (author)

5.3 Assessment of words representative

To evaluate the words representative of each of the words in the category, were evaluated by the users. To this end, a questionnaire was prepared and presented to users. The questionnaire contains the words, and the scale was 7 each provide users, and the users were asked to value terms, from 1 to 7 determine. 1 means no importance Kansei words, the number 7 is considered in the sense of importance of word Kansei to the user (Figure 2). Kansei word, too, has been
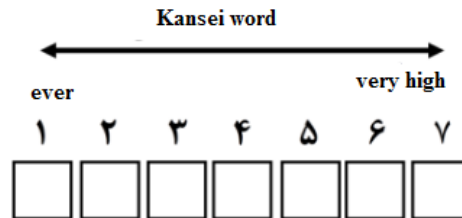

Figure 2: The scale evaluation 7 each, for Evaluating word Kansei
Reference: (shut, 2002, p. 36)

Table 3: Evaluation of the importance of words Kansei

Leaders	In the latter stages of the words
Good shape	Curve, complex, modular, nested, tactile
Comfortable	Safe, soft, safe, sturdy, relaxing, comfortable
Hearty	Clean, clean, hearty, aromatic, fragrant
Special	Versatile, creative, young, exciting, crazy, odd, special, different, intelligent
Affectionate	Los, subtle, intimate, friendly, quiet, soft, polite, good
Appealing	Beautiful, charming, cute, cute, fun, beautiful, beautiful
Modern	Fantasy, luxury, class, classic, nostalgic, stylish, original, impressive, modern
Happy	Joyful, happy, rogue, fun, lively, agile, passionate, funny, colorful
Supple	Durable, flexible, Bumper, reliable

Table 3 identifies the master words Kansei, Source: (author)

Finally, with an average of between Add to assess the final terms for each category represent the importance of those words was performed. The words of the representative of a number is 7.

Table 4: Evaluation of the importance of words Kansei Source: (author)

Representative of the importance of words	The importance of the word representative of 7	Representative word
82	5/74	**Modern**
76/57	5/36	**Good shape**
76/57	5/36	**Convenient**
74/86	5/24	**Special**
67/57	4/73	**Hearty**
55	3/82	**Happy**
65/29	4/57	**Flexible**
56/29	3/94	**Friendly**
65/57	4/59	**Attractive**

Table 4: Evaluation of the importance of words Kansei

Also according to the interview was conducted, and the results of Table 4, Table 5, obtained by the software SPSS, the results will be more accurate states.

Table 5: Evaluate the importance of words Kansei by SPSS

Descriptive statistics			
Indicator	**N**	**Mean**	**Percent**
spavial	30	5.73	82
Good shape	30	5.37	76.57
Comfortable	30	5.37	76.57
Modern	30	5.23	74.67
Pleasant	30	4.73	67.57
Happy	30	3.83	55
Flexible	30	4.57	65.29
Gentle	30	3.93	56.29
Attractive	30	4.60	65.57

Table 5: Evaluate the importance of words Kansei by SPSS
The results show that over 50% of the points have all the words. Therefore, all words, at this stage are maintained.

6-3 of space in the area of product characteristics

At this stage, the characteristics of the physical, technical and technological that meets the emotional features (words Kansei) are identified, to this end, a wide range of information about the physical characteristics, technical and technological associated with the product, through The following data were collected:
1. Design the form and color, texture
2. samples

1-6-3- data design (form) and color

The purpose of this step is understanding of form, color and texture suitable for construction. Elements of form, color and texture of a building, in addition to being friendly to users, they must also be consistent with the terms of the environment. The study also evaluated the samples.

2-6-3- The museum features desired

Understanding of form, color and texture employed in the museum is a must. Using self-designed forms in various museums, in the form of a circular, curved forms are predominant (Figure 3). This particular form of this type of research, according to the mood and feelings of the target group, is obtained.
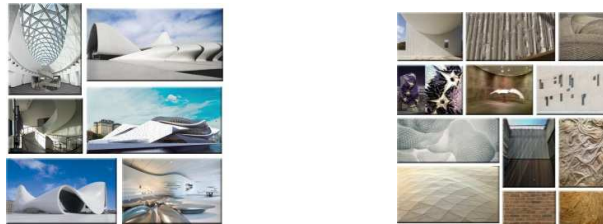
Figure 3: Examples of various forms of museum Figure 4: Examples of body tissue at the Museum

3-6-3- sample images available

Museum design should be such that the designer without knowing, not design. Therefore it is necessary to examine important subjects paid. Using different elements in areas related to the museum, through images and then using these images, graph interests and tendencies, forms, samples are prepared and investigated. The same color and texture as well, was done.

Among the samples found were related to domestic and foreign museums (Figure 5).

7-3- identify the forms, colors and texture

In this section, using the various elements of a diagram showing the interests and tendencies (more board), commercial board was prepared. The images are available on board, forms, colors and textures dominant were obtained. The isolated cases of Members of the Board are (visually), and they were asked to stand your feelings (such as feeling positive, negative or indifferent), and express to each of the elements. The elements that have the greatest number of positive emotional responses, respectively, as the user's favorite items to the museum were found. The purpose of this measure is to actually use the experiences of other museums, identifying the strengths and weaknesses of the museum in contrast to the target group.

1-7-3- color

The colors of cream, gray, clear, white and colored elements as popular, were identified (Table 6 and Figure 2).

Table 6: Evaluation of emotional stance users, more than the colors from the board

The percentage of negative emotional responses	The number of negative emotional responses	The percentage of neutral emotional responses	The number of neutral emotional responses	The percentage of positive emotional responses	The number of positive emotional responses	Color
33/33	10	10/00	3	56/67	17	
40/00	12	33/33	10	26/67	8	
13/33	4	6/67	2	80/00	24	
33/33	10	16/67	5	50/00	15	
26/67	8	13/33	4	60/00	18	
33/33	10	16/67	5	50/00	15	
26/67	8	6/67	2	66/67	20	
33/33	10	23/33	7	43/33	13	
26/67	8	10/00	3	63/33	19	
6/67	2	6/67	2	86/66	26	

* Questions Colours Crosstabulation

Table 7: Evaluation of emotional stance users to paint by SPSS

Count		Negative emotions	Emotionally neutral	Positive feeling	Total
		questions answered			Total
Colour	White	17	3	10	30
	Black	8	10	12	30
	gray	24	2	4	30
	Yellow	15	5	10	30
	Yellow	18	4	8	30
	Red	15	5	10	30
	Green	20	2	8	30
	Blue	13	7	10	30
	Pink	19	3	8	30
	Brown	26	2	2	30
Total		175	43	82	300

2-7-3- tissue

In a survey of the tissues, aluminum, concrete, white, as were the popular tissues (Tables 8, 9).

Table 8: Evaluation of emotional stance users, relative to body tissues are extracted from the museum board

The percentage of negative emotional responses	The number of negative emotional responses	The percentage of neutral emotional responses	The number of neutral emotional responses	The percentage of positive emotional responses	The number of positive emotional responses	Tissue
10/00	3	3/33	1	86/66	26	White concrete
50/00	15	16/67	5	33/33	10	Brick
40/00	12	23/33	7	36/66	11	Aluminum

Table 9 were obtained through SPSS software, made popular as Buffett is known.

Table 9: Evaluation of emotional stance users, to the body of the museum by SPSS

* Tissue responses Crosstabulation

Count

		responses			Total
		Positive feeling	Feel Neutral	Negative emotions	
Tissue	Aluminum	26	1	3	30
	White concrete	10	5	15	30
	Brick	11	7	12	30
Total		47	13	30	90

3-7-3- form

Members curves and organic forms, such as forms chosen were selected. Table 10 shows the positive, neutral and negative forms is extracted.

Table 10: Evaluation of emotional stance users to form from the Trend Board

The percentage of negative emotional responses	The number of negative emotional responses	The percentage of neutral emotional responses	The number of neutral emotional responses	The percentage of positive emotional responses	The number of positive emotional responses	form
13/33	4	20/00	6	66/67	20	Curve
40/00	12	23/33	7	36/67	11	Rectangular
16/67	5	20/00	6	63/33	19	Rectangle with soft corners
33/33	10	33/33	10	33/33	10	Triangle
46/67	14	6/67	2	46/67	14	Circle
10/00	3	3/33	1	86/66	26	Organic

Table 11 shows the user-friendly forms, SPSS software, and precision is obtained.

Table 11: Evaluation of emotional stance users to form by SPSS

* Answer form Crosstabulation

Count

		questions answered			Total
		Positive feeling	Feel Neutral	Negative emotions	
ف	curve	20	6	4	30
ر	Rectangular	11	7	12	30
ح	Rectangle with soft corners	19	6	5	30
	Triangle	10	10	10	30
	Circle	14	2	14	30
	Organic	26	1	3	30
	Total	100	32	48	180

8.3. Examine samples of the museum, and classifying them. In this section, the study found, the physical and technical characteristics of museums study, and possible solutions to meet the emotional features (words Kansei) were identified.

The museum has four multi-functional, organic, bulk and divided cabinet. Group multifunctional museum that includes a number of applications, there is a space. Organic groups include museums is that, using organic and nature style designs. The third group, the volume and composition of the museum that they are designed to be included. Modular Group, including the museum that the repetition of a single element, were created.

Table 12: The type of relationship with existing words

Modular	volumetric	Organic	Multipurpose	Kansei words
3/9	4/3	4/5	4/8	**Special**
5/5	5	4/7	4/7	**Good form**
6/4	7/3	3/3	4/3	**Comfortable**
6/2	3/7	3/7	5	**Modern**
4/7	4/5	6/6	5/7	**Hearty**
5/5	2/7	5	4/7	**Happy**
5/3	4/5	4	6/1	**flexible**
5/1	4/3	4	5	**Kind**
3/8	2/7	5/5	5/5	**Attractive**
5/16	3/93	4/59	5/09	**Average**

The results of the survey show that, the multi-function relatively strong, flexible and interesting words. As the organic scheme, expected strong relationship with words is interesting and attractive terms. The relatively high volume of words a comfortable, tactile, and modular design, strongly related to tactile, attractive and happy there. In order to assess the relevance of the words, and the mean score for each group was selected. Results show that organic design the best plan for known users. The plan is strongly related to vocabulary comfortable, modern, optimistic and cheerful form, and then the results of organic, as the plan was superior.

9.3 Composition

In this phase, the main phase is Kansei engineering, and the relationship between the sphere of emotional characteristics, and characteristics of the project area is considered. At this stage, the emotional characteristics of the area Meaning-feeling characteristics, physical properties and characteristics of the area, are related. So, for any word or group of words Kansei, a number of characteristics associated with known. To create this connection, models and various methods have been proposed. One of these, called the groups classified by Nagamachy, was presented in 2001 (Dalgard et al., 2008)

In this way, the sense of the word Kansei, be identified by understanding and using the known characteristics associated with the sense and finally, the physical characteristics of the building determined (shut, 2002, p. 27) In the previous section, with regard to the field of semantic features Kansei words, to develop the area of the building characteristics were examined. Data from the field of design features, including a wide range of physical and technical characteristics, which, through the provision of more wins, the study of existing models, and technologies used in similar designs were collected. In the composition phase, in order to translate words Kansei, the physical characteristics of the groups were used to classify the table. In this method, the feeling associated with the word Kansei known, the feature of the project is that it involves a sense of recognition and the physical and technical characteristics of the plan meets Kansei words are characterized. Design features should, in addition to meeting the terms Kansei, or the needs and demands of users, are compatible with each other, to have the ability to run. Finally, each words Kansei, were in a tree to subgroup (Table 13), and the relationship between each of the senses of sight, taste, smell, hearing and touch is defined, and then for each of the groups. a material character were mentioned, followed by a general solution has been presented, and then the design will start. This table shows the strategies that they can use any of a variety of emotions, the user prompt. The use of any of these strategies, plans can be varied to create. Using the elements of color, form and texture are known, as well as proposed solutions, the ideas discussed evenly.

Table 13: Using Nagamachy The combination of design museum

Solution	Attention	Word
Is an attractive form of special materials used, and the form is not like other museums	Sight	Special
The form is beautiful	Sight	Good form
The form is eye-catching and software	Sight	Comfortable
The soft material is used, the material that is not too hot or cold, rough texture is not	Touch	
Soft music plays	Hearing	
ecotec single form, form folding, cable form, Euclidean geometry, the use of positive and negative space in design, minimal design,	Sight	Modern
Aluminum, chromium, Corinne	Touch	
Plexiglas, a single material	Touch	Hearty
The use of soft forms	Sight	
Lively and varied use of color and form	Sight	Happy
Happy Music Player	Hearing	
Forms and soft design lines, the use of curved forms	Sight	Supple
Made of soft and flexible	Touch	
Application forms	Sight	Affectionate
Form and color is beautiful	Sight	Appealing
Made of special materials and new	Touch	
Music has a absorber	Hearing	
The smell is pleasant and attractive	Smell	

Table 13 shows the solutions that can be designed to use each of them in different emotions, the user prompt. It explained, all the solutions proposed solutions are not available. For example, in describing the word flexible, modes may vary in form and materials, the building was made. Use of each of these solutions can create a variety of designs. According to studies, observations and review of the principles and standards of Design (Museum), which was a building that is designed for this group should be the appropriate size, and user time that is convenient. The attractive appearance, and provides users with joy and peace. Using the elements of form, color and texture are known, as well as proposed solutions, the museum paid ideas.

Conclusion

Due to the fact that architecture is acquired knowledge, through observation and some part of it, through the experience gained, the architect should have enough experience to design a variety of different users, and users with different needs have varied. To gain this understanding, an architect should be a long life, and a great chance to take advantage, in terms of its design as a result of using different methodologies, to identify the elements of design, architect Representative help better to fix this needs to be close. Using this method, the designer of the project almost to the point optimizes (optimizes), emotions have users currently using this method can, architects measurable components of fitness to the point, what about the computers, It is not yet near. For this reason, the need was felt that, in what way can we find the point of equilibrium, or balance point in the design of the museum is an architect ?, how much experience is necessary, in order to reach this equilibrium ?, Beauty How are defined in different cultures ?, these are some of the questions that, in the face of all the designers involved at any level, the solution can be found, how?, so the user information, for Design Museum, visited by Kansei Engineering.

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