

Imagined Conversations Project Overview

Breathing Life Back into the House

Annexure A Project Overview

Imagined Conversations Project Overview

Breathing Life Back into the House

Imagine stepping into a historic house not as a visitor, but as a time traveller. You close your eyes and the room awakens you hear:

The delicate clink of a teacup being set down.

Children laughing in the garden.

Horses cantering down the avenue.

Pages turning as a quill scratches furiously across paper.

Footsteps echoing softly on wooden floors.

A distant conversation, muffled but alive.





Let's give the house
back its heartbeat.



This is *Imagined Conversations* — a multi-sensory activation of the house museum that doesn't prescribe a single story, but rather invites the imagination to roam.







- **Immersive soundscapes:** Using directional, location-specific audio, different areas of the room will come alive with subtle, carefully crafted sound moments — inviting visitors to “overhear” slices of lives once lived. The soundscape will form the backbone of the narrative. Audio to be delivered over multi-speaker array suitable for directional and spatialised playback.
- **Projections of silhouettes:** Ghost-like figures at key points in the space hint at moments unfolding — someone paging through a book or sipping tea — Each moment is carefully timed to link directly with the surrounding soundscape, anchoring the visual in specific historical context.
- But not all moments are mundane. In one sequence, a figure writes feverishly, then crumples the page in frustration. In the next, hushed whispers at the doorway are followed by a sudden exit — a silhouette (at the window) mounting a horse and galloping down the entranceway. What just transpired? The scenes are not literal reenactments, but charged with suggestion — inviting visitors to imagine the tensions, secrets, and stories that once lived in these walls.
- **Scents as story triggers:** The comforting aroma of fresh linen, a trace of clean linnen, ink and paper — each smell helping root the visitor more deeply in a sense of lived space.
- **Educational layering:** For school groups, we'll offer a “comic writing” activity called *Imagined Conversations* — a playful but powerful storytelling exercise. Students respond to the sensory experience by filling in speech bubbles or internal thoughts on illustrated scenes from the house. What might they have been saying? Thinking? Hiding?







WORKING IN THE THEATRE

MANUAL CINEMA



COOKALONG CHOCOLATE PORT



Why this matters:

- It turns the house into a living organism — no longer a static relic, but a stage for curiosity, memory, and play.
- It fosters *empathy*, *creativity*, and *engagement* — particularly for young visitors.
- It avoids a singular narrative, instead honouring the complexity and multiplicity of lives once lived here — known and unknown, heard and unheard.
- This isn't about *recreating* the past — it's about *reanimating* it. Not through facts alone, but through sensation. By inviting people to feel, wonder, and imagine, we shift the museum experience from observation to participation.
- A house with a heartbeat.

Sound and Smell

- https://www.youtube.com/watch?v=e5q6J9KCASM&list=PLGEexwHnVFyKSVjsSXotXXBR_AIIVIiw&index=3
- https://www.youtube.com/watch?v=jc-xq7ve5o0&list=PLGEexwHnVFyKSVjsSXotXXBR_AIIVIiw&index=4



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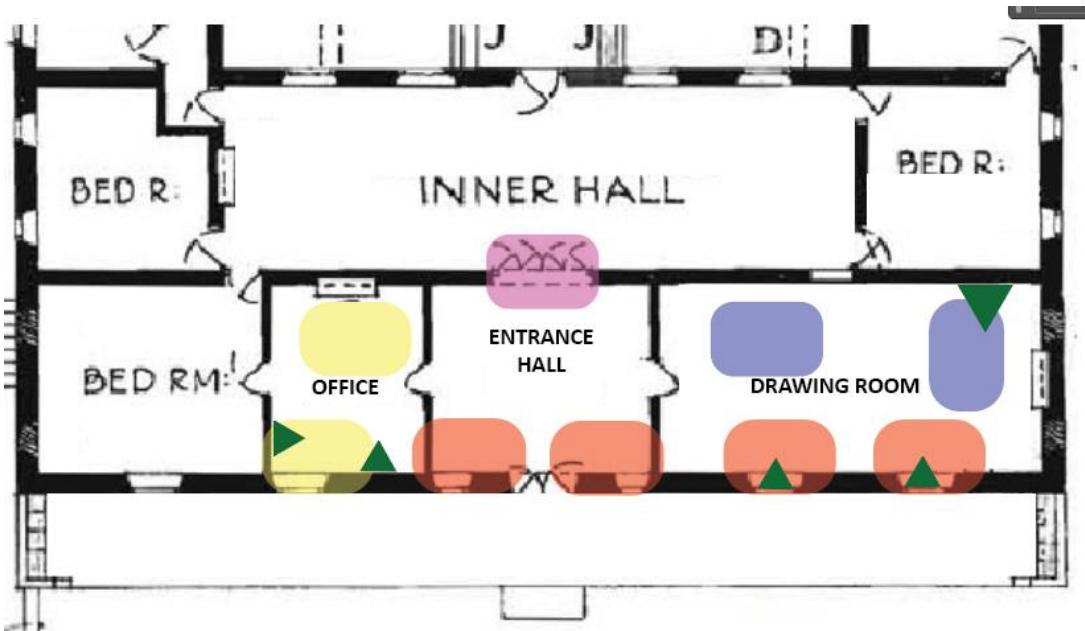
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QTY:

ADD TO CART

- Baked Bread
- Barnyard Manure
- Fresh Linen
- Fresh Dirt
- Garlic
- Pipe Tobacco
- Coffee

Phase 1 Zones



KEY	VISUAL AREAS	AUDIO ZONES			
	Zone 3	Zone 4	Zone 1	Zone 2	
	Office x2 Drawing Room x3	Zone 3 Office	Zone 4 Children	Zone 1 Outside activity	Zone 2 Drawing Room

