MUSEUMS THROUGH THE LOOKING GLASS

a system of products as project conclusion

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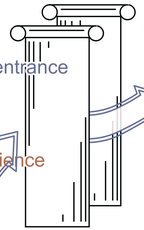
here is the museum entrance



you'll meet a hire desk

the museum-guide system is optional to use and otherwise has no presence

so lets start the experience

this might be you

start here for a fresh look at tommorrow's museum visit

FEATURE

Personalisation

configures guide to the visitor's self-determined profile

Originally conceived as a physical icon system - forming a material interpretation/realisation of a closed questionnaire - this is where the visitor and guide get aquainted, and vice versa. During design development it became clear that the user should also be led into using the guide, and so these both are implemented in the 'Taster Tunnel' area as shown below.

Headphones

Comms Pod

CPU etc.

Looking Glass

PRODUCT

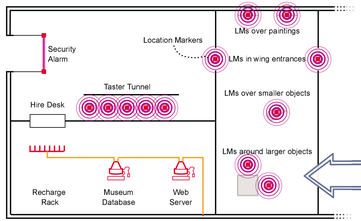
Audio Annotator

acts as personal guide/curator

The main design outcome of this project, embodying the project's essence from the publics' point of view. The product can be easily understood as an evolution of the audio guides currently found in some museums and art galleries, though this is not how the product was derived. Rather it forms the central conclusion to the project's research in enhancing a museum visit.

and be given an annotator

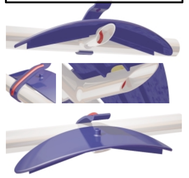
an 'audio annotator' becomes your personalised guide for the visit



the annotators know about objects in 'hotspots'

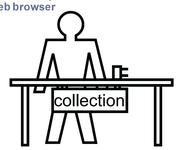
the 'museum integration infrastructure' consists mainly of infra-red location markers which correspond to a virtual museum model/database

RECHARGE RACK
ANNOTATOR OFF-LINE SUPPORT



we're through: time to return the guide

but its not over yet: extend the experience to your home by a virtual revisit through your web browser

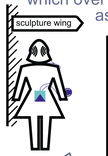


FEATURE

Visitor & System Follow - Up

accomodating for off-line functionality

The annotator is stored on a recharge rack which also acts as system - annotator data link. A statistical model of museum use is refined with every visit's upload, and a copy is sent to a web-server which generates from templates and the visit information a personalised site.



which over your visit will talk to you as if you had your own tour guide

FEATURE

Context Adaptive Narration

Automatic location and context-of-use triggered & tailored narrative.

The audio/visual narration system tailors the presentation around each exhibit to not only the visitor, but the visit itself. It builds a user profile which refines with use, and combined with knowledge and inferences made from the visit history, asseses its exhibit database to create a uniquely personallised narrative. This is based on Italian research: 'HyperAudio'.

and even point things out for you

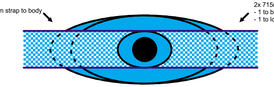
the 'looking glass' visually annotates the audio narrative and doubles as a magic wand

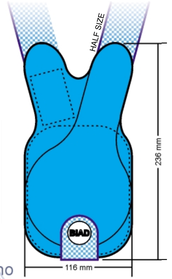
FEATURE

Visual Annotation

Supports audio narrative

A key innovation of this system, the ability to visually annotate the audio narrative transforms it's effectiveness. A novel implementation of highbrow research topic 'Augmented Reality', this apparatus is unprecidented in its simplicity. The key is the user solving the registration (correctly aligning the image onto the real world) problem themselves: simply by framing a silhouette.





REGULAR
AUDIO ANNOTATOR

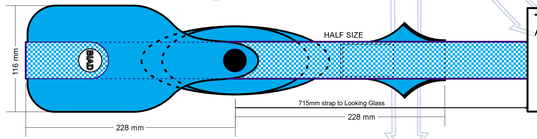
so onto the product's physical design

the museum can chose from three models of audio annotator : regular, classical and techno

COMMS POD
AUDIO ANNOTATOR SHARED COMPONENT

CPU HOUSING
AUDIO ANNOTATOR SHARED COMPONENT

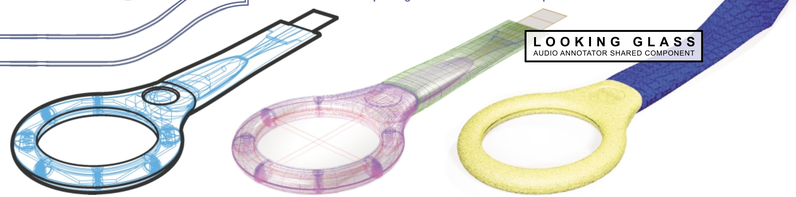
BATTERY
AUDIO ANNOTATOR SHARED COMPONENT



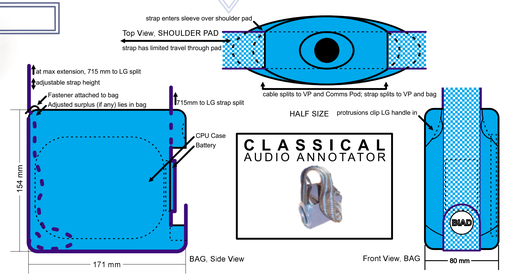
TECHNO
AUDIO ANNOTATOR

and each audio annotator shares the following components

the different models repackage the functional core encapsulated in four assemblies



LOOKING GLASS
AUDIO ANNOTATOR SHARED COMPONENT



CLASSICAL
AUDIO ANNOTATOR