EMOTIONS SPEAKING

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WHAT IS EMOTIONS SPEAKING?

A digital museum experience based on emotionally-led storytelling and tangible interaction

The context: The Museum of the Ancient Agora of Athens

Goal: Trigger visitors' attention, reflexivity, and immersion.

THE CONCEPT

- Provide visitors with different (emotive) perspectives related to a historical figure and with indirect references to the artifacts.

- Tangible object - necessary and integral part of this experience.

- Create an "invisible" interface for way-finding and locating the points of interest within the museum.
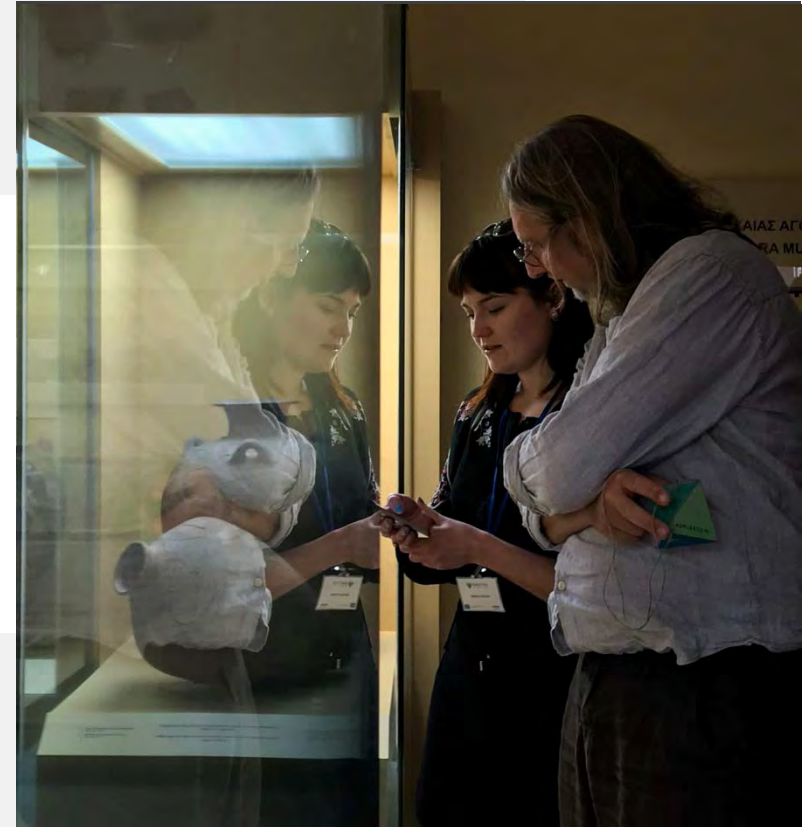
DEMO

EXPERIENCE OVERVIEW

- Sound-Based - Minimalistic design

- Close connection between tangible object and storytelling

Interface consists of three parts that operate in tandem:

- Handheld device with headphones

- Light-weight polygonal object made out of cardboard

- Simple beacons-based indoor positioning infrastructure

OBSERVATIONS

- Interesting and engaging experience

- Tangible Interaction increase curiosity

- Beacons – insufficient method of indoor geo-localization

FUTURE WORK

- Run the experiment without beacons
- Run three separate experiments:
    - No Tech
    - Only mobile application
    - Mobile application and Tangible Interaction

THANK YOU

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