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.
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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