The possibilities of information presentation and visitor participation in a museum have been extended through usage of modern information and communication technologies. Within the project Blended Museum we examine how the general visitor experience can be increased by employing novel distributed user interfaces.

Research Domains

**INTERACTION**
- Collecting Information
- Tangible Interaction
- Personalized Information Access
- Visitor Participation

**COMMUNICATION**
- Collaborative exploration of information
- Social Interaction
- Support of visitor groups
- Enhancing visitor communication

**ACTIVITY FLOW**
- Coherent access of personalized content
- Bridging the gap between Off-Site and On-Site
- Interaction with several innovative interfaces

**ENVIRONMENT**
- Flexible exploration of the physical environment
- Supporting orientation and wayfinding
- Aesthetic design of interfaces and environments

Activities

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