

Blended Museum

Enhancing Visitor Experience through Interactive Media

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The project Blended Museum strives to intersect the virtual with the real museum, creating new visitor experiences and enhancing familiar ones in unprecedented ways. Students learn how to use new technologies, applying those to convey information in a smart and novel way. Working together with other interdisciplinary students on the design and execution of an exhibition constitutes the main part of this series of courses.



Physical Computing

Bridging the gap between the analog and digital world is the main goal of physical computing. In this hands-on-course students come up with creative ideas for the application of new technologies in the context of exhibition and installation design.

Media & Exhibition Design

This course brings together students from the fields of communication design, architecture, HCI and history to work on innovative technological and creative exhibition concepts. Additionally speakers from different areas of exhibition design are teaching students about their respective fields.

Creating Exhibitions

The conceptualization, planning and realization of an exhibition in cooperation with students of the HTWG Konstanz marks the final part of this series of courses. Building and presenting interactive exhibits and installations is a unique possibility for students in the field of HCI.



More Information

For further information about projects, courses and publications please visit <http://hci.uni-konstanz.de/BlendedMuseum>

