

eMuse

The mobile information system for exhibitions, events, cities and tourism

<http://www.e-muse.info/>

eMUSE is a system for the creation of interactive museum guides for smartphones. Its generic approach allows the creation of multimedia guides and information systems for museums, exhibitions, open-air venues, tourism etc.

Current projects:

Magische Orte – Osnabrücker Landschaft

Worpswede – Die Museen

1914/2014 – 100 Jahre Erster Weltkrieg – Osnabrück

Quadriennale 2014 Düsseldorf

Weserburg – Museum of Modern Art Bremen

Heinrich Vogeler – Die Ausstellung

Heimathafen

eMuse is compatible with all Apple iOS-devices (iPad, iPod touch, iPhone) and with Google Android mobiles (most common mobile operating system in Germany) .

eMUSE is a versatile and transferable, yet cost efficient device for information, communication and entertainment.

eMUSE refers to the user's media experience and provides new possibilities of presentation in museums. Guided tours can be recalled individually, e.g. on your cell phone.

eMUSE offers a wide level of provision of media cultural infrastructure to support museums in processes of acquiring knowledge, cultural activity and communication in a lively and playful way.

eMUSE is a mobile, interactive system for information and communication for varied fields of application. Virtual guided rounds can be administered centrally in the content management system. A variety of rounds can be generated, accounting for particular criteria, e.g. rounds for each floor; a special offer could be a “director’s cut” tour. A rating function for exhibitions can generate a visitors’ “Best of” round, which can be tailored to target groups.

Specific rounds may include:

- Interactive rounds for children
- Rounds made for children by children with contents such as photo, video and audio recording
- Rounds for deaf-mutes
- Rounds in context of correlating artists/exhibits

With eMUSE visitors benefit from areas of knowledge where they collect information in a systematical, structured way and in a location-dependent context. The system inspires imagination, knowledge or even a new behavior in the respective venue. Differences between the visitors regarding their motivation, age, prior knowledge and their specified interests are considered – playfully, informatively, active.

A central information management facilitates data administration and implementation

Every visitor can get data access with his own familiar device. The Wi-Fi connection to the data server can be used by the visitors in return for a feedback.

The emphasis is on aesthetics and user friendliness of the application. The interface is intuitively accessibly designed for ease of use, it even allows unversed users to easily understand the operating mode and encourages them to overcome their inhibition to technical handling.