***Museum System.***

***Modules:***

* ***4K -*** Strategical implementation of lighting can influence perceptions about the state and changes around their environment via sensory organs. The lighting must evoke an emotional power of the artwork to the viewer and protect and preserve the integrity of the artwork for the future.
* ***Augmented Reality & Virtual Reality*** - A significant goal of museums is to educate, influence thoughts and emotions and immerse visitors in cultural history. Museums will be capable of connecting with visitors from a different perspective by incorporating technology and interactive solutions inside of exhibitions, engaging people not just mentally but physically as well, and enriching their visit and experience.
* ***Gamification -*** Gamification is the application of game design elements and game principles in non-game contexts. It can also be defined as a set of activities and processes to solve problems by using or applying the characteristics of the game element.

***Summary of the innovation***

It aims to satisfy the following objectives set at the beginning of the project:

* To make the experience of visiting museums more interactive and engaging
* To create a much more engaging and captivating way of storytelling by integrating a technological aspect (Augmented Reality and Virtual Reality) into the museum and gallery tour.
* To design spaces within the museum in such a way that objects and artefacts on display can come into focus through the modification of lighting within the spaces.
* To grant visitors access to the artefacts on display so as to break the barrier involving physical contact with the artefacts.