

**global
explorer**

Welcome

Before you begin to explore the exhibition, have a read of the information below. These are the important bits:

- Throughout the exhibition you will need to use your mobile's two main **soft-keys**: these are the buttons below the bottom-left and bottom-right corners of its screen (take a look at the photo to the right). Labels on your mobile's screen will tell you what the buttons do in each situation.
- You will also often need to use your mobile's directional pad (between the soft-keys, or the **2,4,6,8** number keys) to change the selection on a display; you may also need to press the centre of the directional pad to make a selection or carry out an action.
- When you decide to enter the exhibition, adverts for each of the exhibits will be sent to your mobile. Your mobile will pick the most suitable of the lot, and list them for you to make a final choice. Don't worry if you cannot see many—or even more than one—straight away: keep exploring to unlock more.

TIP

When your mobile shows you the list of exhibits, look out for the exhibition **story-chart**: this will give you some clues about how to unlock all of the available exhibits ...



The exhibition

- The **Global Explorer exhibition** allows you, the visitor, to hunt down and investigate some unique locations from around the world.
- You will dig for **hidden locations** using a map and your **mobile** as a tool.
- If you are lucky, the facts that you reveal will open up opportunities for you to handle artefacts from your discovered places, learn about the locations and hear music made by the cultures that populate them.
- You will find that other visitors may hold the key to unlock the information that you wish to find—always be on the look-out for what others are up to—you aren't the only explorer out there ...

The project

The mobile phone software, the exhibition software infrastructure and the installations themselves have been designed to explore the interactive possibilities made possible when mobile phones **combine** with the technology situated in our surroundings. The project was funded by the Engineering and Physical Sciences Research Council (EPSRC) from 2005 to 2008.

Although traditionally discouraged from galleries and museums, mobile phones contain a wealth of cutting-edge, portable technology that can be utilised (as you will see) by exhibition designers to allow visitors to engage and play with their exhibits and content.

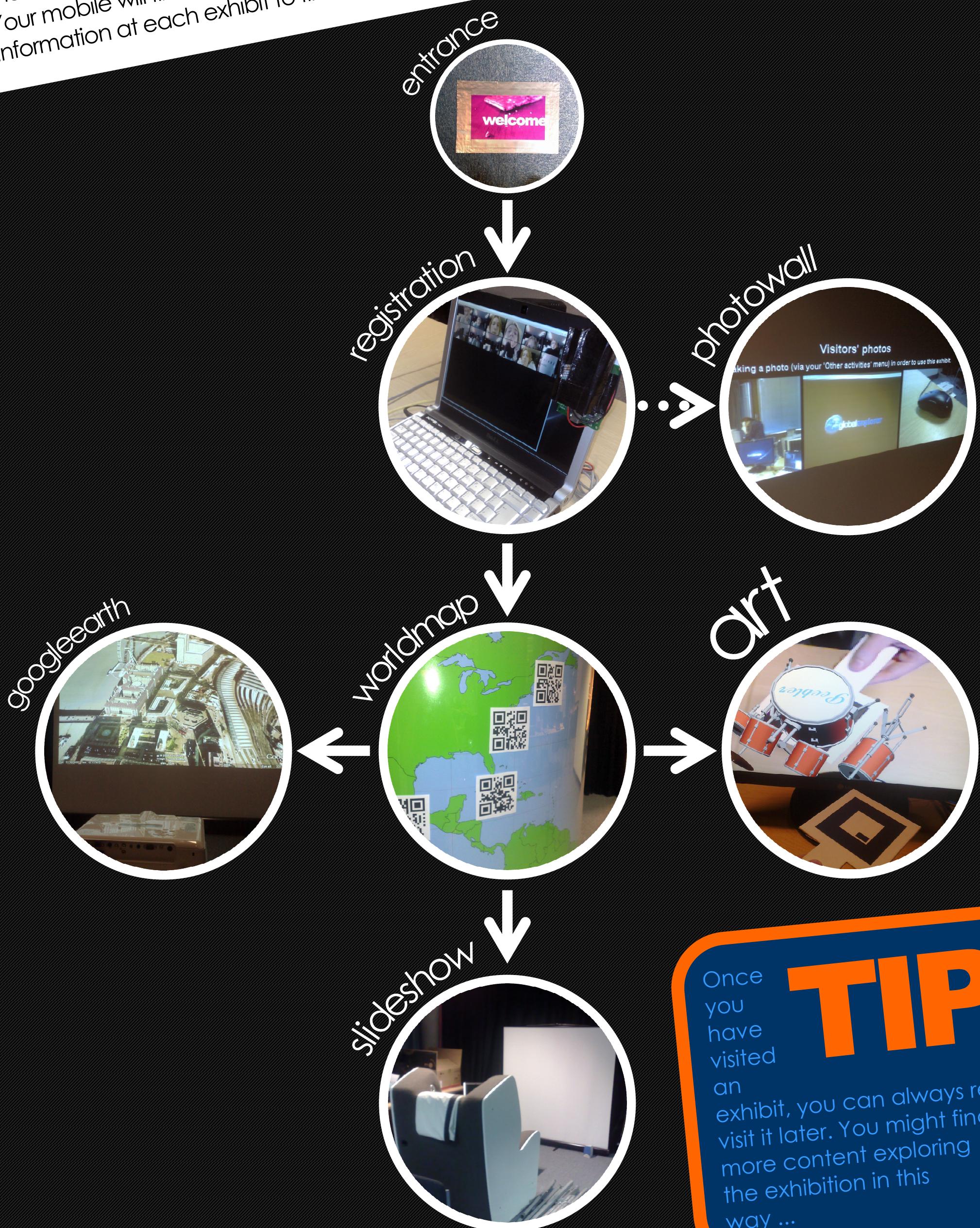
The six interactive exhibits in the exhibition exemplify six different types of combination of mobile and installation, illustrating the range of compelling experiences made possible through this coupling.

story chart



story-chart

The network below illustrates the links between the different interactive exhibits. Your mobile will filter adverts from the exhibits based on these links—pay close attention to the information at each exhibit to find out what you need to do to progress to the next...



Once
you
have
visited
an
exhibit, you can always re-
visit it later. You might find
more content exploring
the exhibition in this
way ...

TIP



world
map

how-to

This world map has lost all of its features—the names of cities, countries and continents have all been hidden so that only you, using your mobile, can reveal them.

The barcodes that you may have noticed on the map have been placed over particularly interesting locations. Once you have finished reading this information you will be able to scan the code using your mobile's camera and attempt to reveal a fact about the location hidden underneath.

Some of the hidden locations are **keys**—revealing them will not only give you more interesting facts, but will also unlock further exhibits at which you will be able to explore aspects of the key locations in more detail. Once you have found a key your mobile will let you know!



TIP

There is a technique to successful scanning: try and place the barcode in the centre of the viewfinder so that there is space on all sides of the code, as shown in the photos above. Also try to hold the camera steady from the moment you snap the code to the results; the Nokia N96 is particularly prone to motion-blurring!

A close-up photograph of a person's hand holding a paintbrush, applying orange paint to a canvas. The canvas depicts a landscape scene with green trees and a blue sky. The word "ART" is overlaid in large, bold, white capital letters.

ART

how-to

This exhibit uses the **Augmented Reality Toolkit** (ARToolkit) to create virtual objects on the computer screen in front of you.

When you connect your mobile to the exhibit, it will send barcodes to your mobile—one for each key location that you found at the World Map—which the web-cam on the top of the screen will track.

Once the web-cam sees a barcode that it recognises, the exhibit will generate a virtual object to sit on the code. Watch the computer screen to see how the object moves as you move your mobile: you can move the mobile closer to the web-cam to look at it in more detail, rotate your mobile to view it from the sides, and so on.

If you found more than one key at the World Map, use your mobile's **directional pad or keys** to flick left and right between different barcodes.

TIP

Take a look at the smaller computer screen while you are at the exhibit: this screen visualises the connections between barcodes and virtual objects. You may recognise the barcodes that have been sent to your mobile. You may also notice that some barcodes are connected to each other: this indicates that something special will happen if those two barcodes are seen at the same time by the web-cam. By working with another visitor you may be able to trigger this hidden event ...





google
earth

how-to

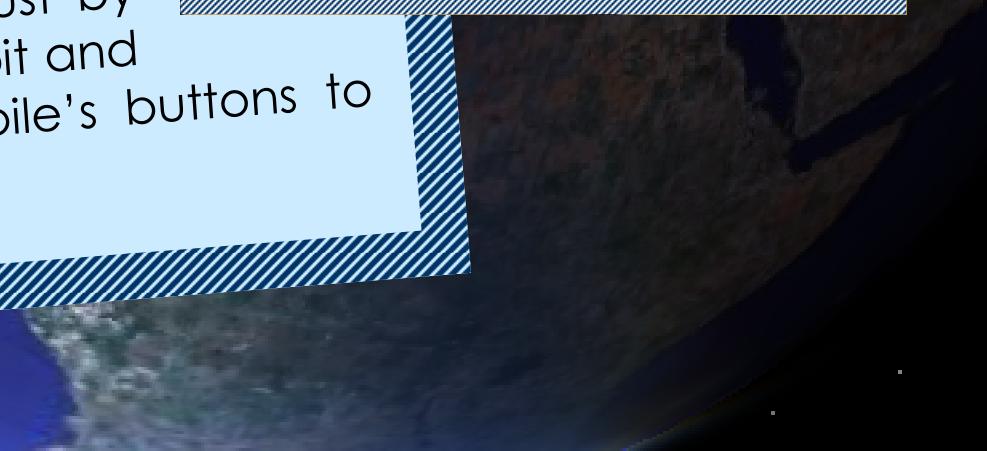


At the **Slideshow** exhibit and here at the **Google Earth** exhibit your mobile becomes a **remote control**. Much like a TV remote or a presenter's remote control, you can use your mobile's buttons (the **directional pad**, or the directional **2,4,6 and 8 keys**) to change what is displayed on the large screens.

Here at this exhibit, your mobile allows you to fly over the surface of the globe, zooming down to the surface to check out streets and buildings or flying back out to take in whole continents. You will also see reminders of any key locations you found at the **World Map**, and clues as to the locations of any keys that you still have to find: make sure you look all around the world carefully to locate these!

The Nokia N95 is among a growing number of mobiles that contain an **accelerometer**. An accelerometer is a sensor that detects the angle at which you are holding your mobile—in some phones this is used to tilt the display when you tilt the handset. There are many other possible uses for this sensor—if you have played with a **Wii** console you may have some ideas ...

At this exhibit it is possible to use the N95 to control your flight around the globe just by **tilting** the mobile. Connect to the exhibit and try it out. You can also use the mobile's buttons to move around and zoom in and out.





tip #1

suitable for all ages ...



If you watch other visitors at some installations you may notice that they can see things that you cannot.

In some cases you may just need to return to a previous installation (probably the **World Map!**) to find a key that you missed.

However, there are also other ways that content is hidden—you may find that **age** is the key to these hidden pieces of content. Why not **register again** and lie a little about just how old you are, or explore with another visitor of a different generation?