

MUSEUM4PUNKTO &  
NYU BERLIN

— POSSIBLE USE CASES

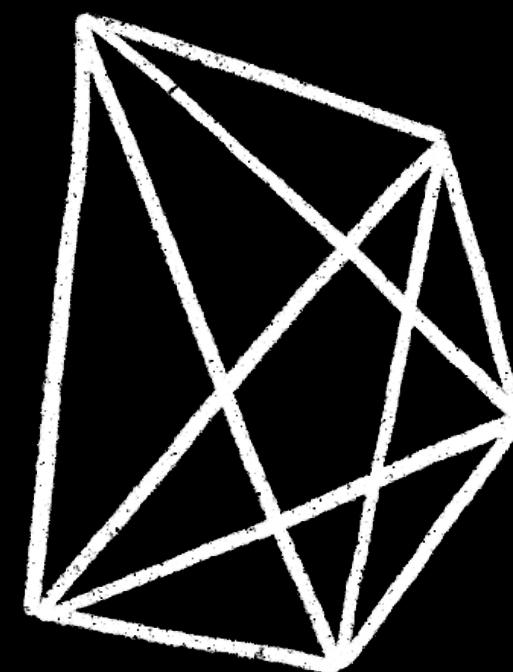
24<sup>th</sup> APRIL 2019



NYU



BERLIN



museum4punkt0

HOW CAN WE SUPPORT  
THE VISITORS' VISUAL ANALYSIS  
OF MUSEUM EXHIBITS WITH  
AR AND MIXED REALITY?



**Blickschule /  
Visual Analysis  
with AR**

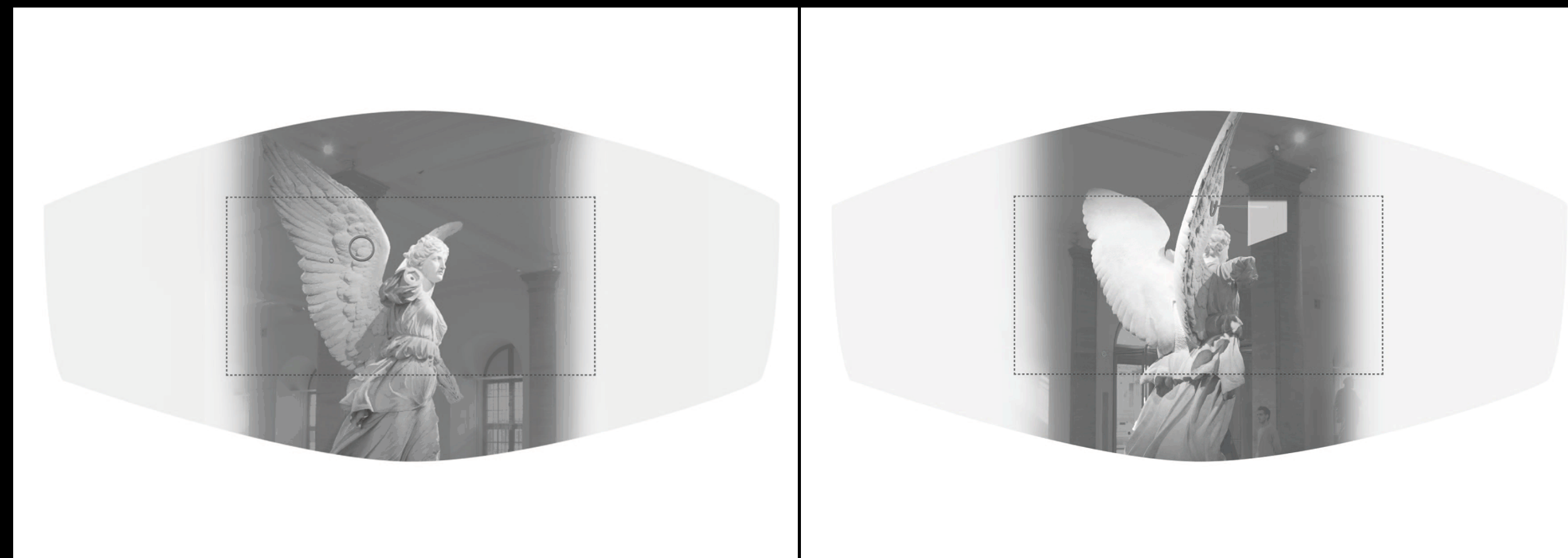
## → VIKTORIA AT THE DEUTSCHES HISTORISCHES MUSEUM

### **OBJECT-CENTRIC MIXED-REALITY MEDIATION – A RESEARCH COOPERATION BETWEEN MUSEUM4PUNKT0 AND THE FU BERLIN (HCC)**

Within a research project with the Human-Centered Research Team at the FU Berlin, museum4punkt0 has done a recent user survey, collecting data about the interaction and viewing interests of museum visitors in the Deutsches Historisches Museum concerning the statue of Viktoria (1885). How can the findings help for developing an AR-based interface providing informations about the statue? What are challenges concerning inclusive design and adaptability?

### MATERIAL

- recent study and survey of visitor behaviour and viewing interests
- contact to the Deutsches Historisches Museum



### CONTACT

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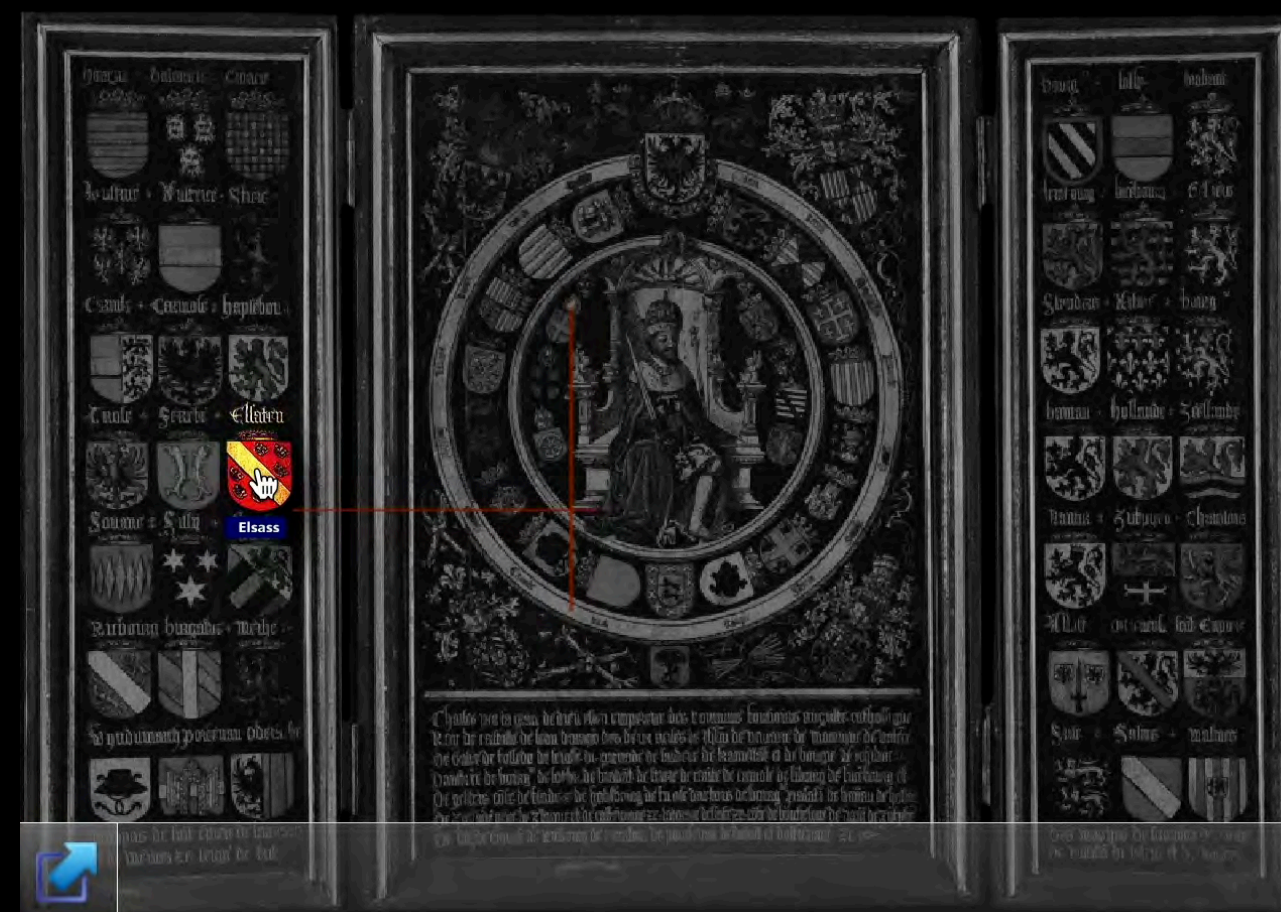
# → AR CONCEPTS FOR THE PERMANENT EXHIBITION AT THE DEUTSCHES HISTORISCHES MUSEUM

## PANEL WITH ARMS OF THE TERRITORIES OF EMPEROR CHARLES V (16th century)

The panel shows Emperor Charles V in the middle and 21 coats of arms around him. In 2006, an online tool was created for decoding the symbols (in Flash). Maybe it's time for a contemporary update?

## MATERIAL

- archived tool ( <https://www.dhm.de/archiv/mm/wappentafel/> )
- contact to the Deutsches Historisches Museum



## CONTACT

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## → AR CONCEPTS FOR THE PERMANENT EXHIBITION AT THE DEUTSCHES HISTORISCHES MUSEUM

### AUGSBURG LABOURS OF THE MONTH (16TH CENTURY)

The picture cycle with four paintings is a model of urban life at the beginning of the modern age from the perspective of the Augsburg patricians. You can watch them for hours and will find more and more details about the festivities of these days month by month. AR could help to understand the strange habits of these ancient folks.

### MATERIAL

- contact to the Deutsches Historisches Museum



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# → AR CONCEPTS FOR THE PERMANENT EXHIBITION AT THE DEUTSCHES HISTORISCHES MUSEUM

## GLAS MAN (1935)

The first time presented in 1930, the glass man shows the inner construction of the human body. It was a symbol for modern sciences and was meant to help educate biological and medical knowledge. Today, the object is out of function. How could AR be used to highlight the different body parts and organs again?

## MATERIAL

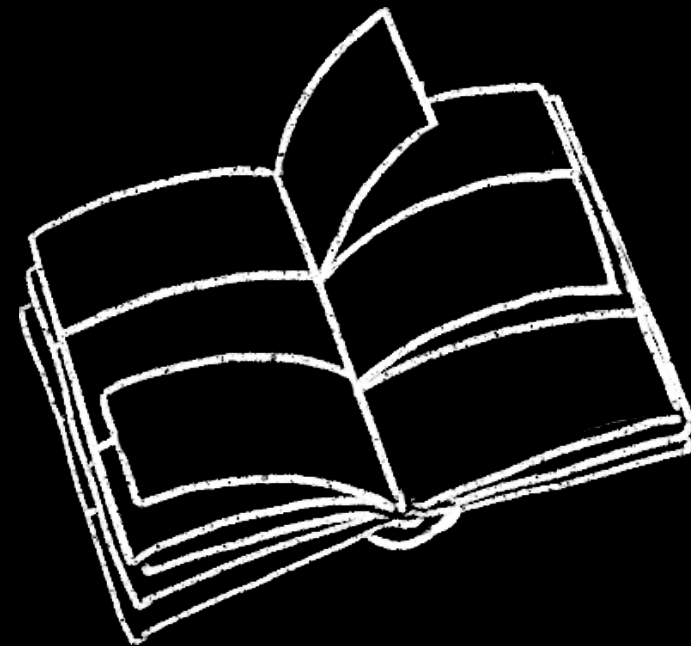
- contact to the Deutsches Historisches Museum



## CONTACT

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HOW CAN PLAYABLE BOOKS  
BE DIGITISED AND RE-  
ACTIVATED?



**Bewegungsbücher /**  
**/ Playable Books**



# → THINK: GAME!

## IN COOPERATION WITH THE STAATSBIBLIOTHEK BERLIN

These books from the 18th and 19th century are often regarded as early versions of interactive game-play that we nowadays know very well from digital media. Can elements of the playable books be translated into our digital realm and be used as elements of modern gameplay?

## MATERIAL

- workshop material with children (age 8-10) regarding their game play behaviour
- Unity application / code with assets of prototype
- analog replica of historic playable books
- digital reproduction (2D) of playable books



## CONTACT

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# → DIGITISATION AND REACTIVATION OF PLAYABLE BOOKS WITH AR

IN COOPERATION WITH THE STAATSBIBLIOTHEK BERLIN

The 18th and 19th century interactive books used a variety of analog techniques to create interactive and playable books. How can these mechanics be brought back to life with the help of new technologies like AR when digitising these books?

## MATERIAL

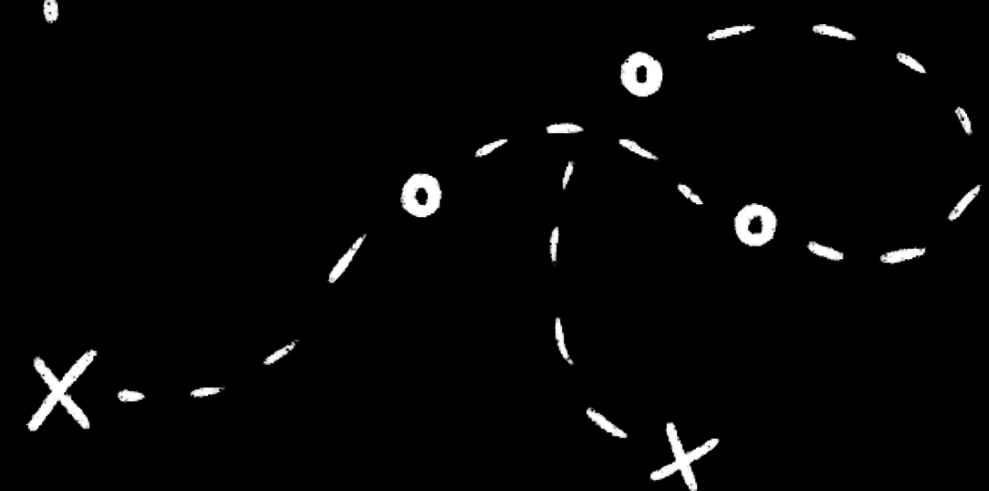
- Unity application / code with assets of prototype
- analog replica of historic playable books
- digital reproduction (2D) of playable books



## CONTACT

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HOW CAN WE REINTEGRATE  
MUSEUM OBJECTS INTO THEIR  
URBAN AND HISTORIC CONTEXT  
AND INVITE PEOPLE TO PLAYFULLY  
INTERACT WITH THEM?



**AR Schnitzeljagd /**

**/ AR Scavenger Hunt**



# → URBAN AR - THE CITY AS A MARKER

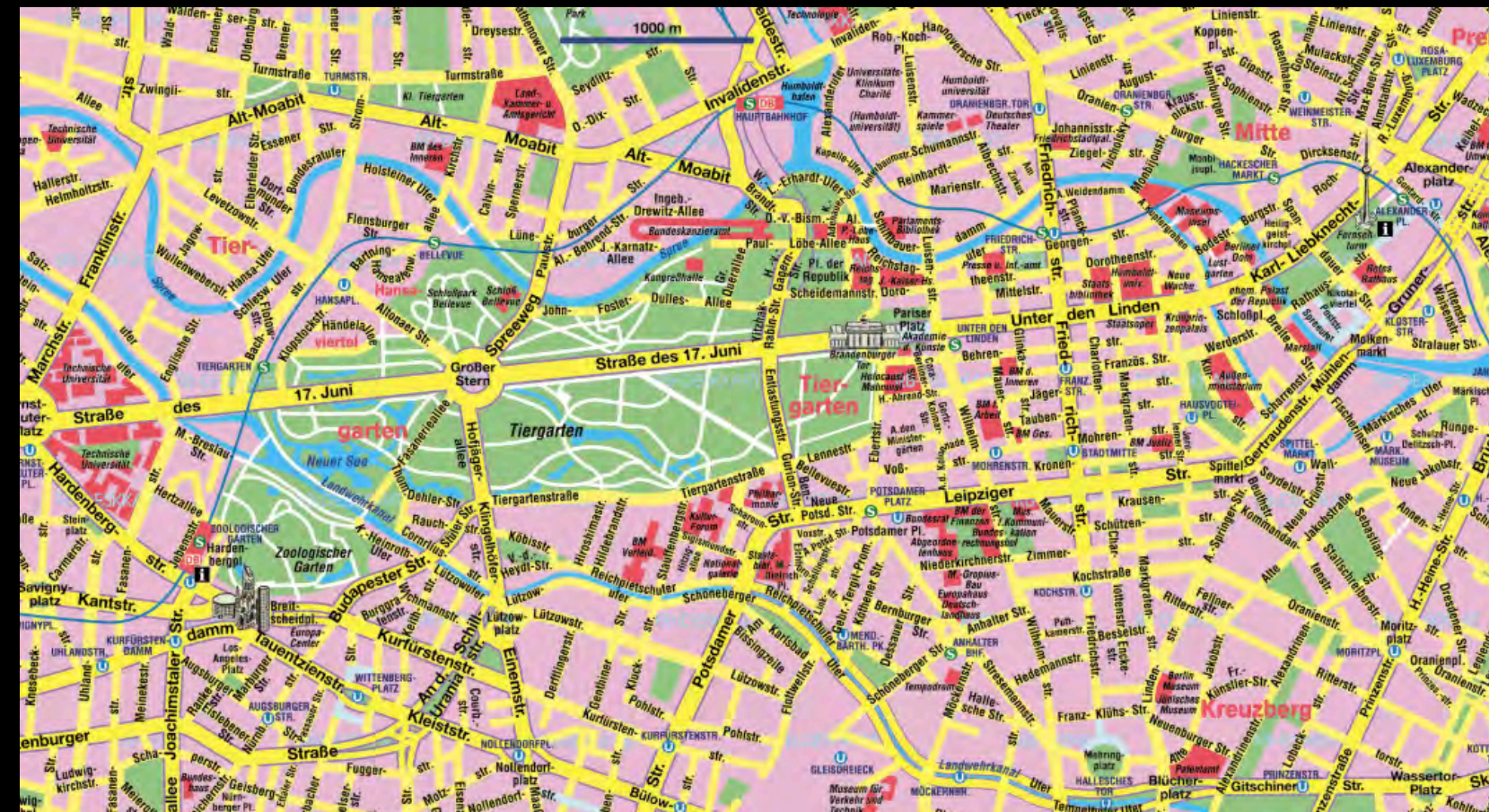
How can objects / museum artefacts be re-contextualised in a scavenger hunt through the city of Berlin? What are possible themes and techniques?

## MATERIAL

- possible contact to Museums in Berlin

e.g.

- The Golden Twenties in Berlin
- Bauhaus and Architecture
- Jewish Life in Berlin
- Colonial pasts and presents
- ...

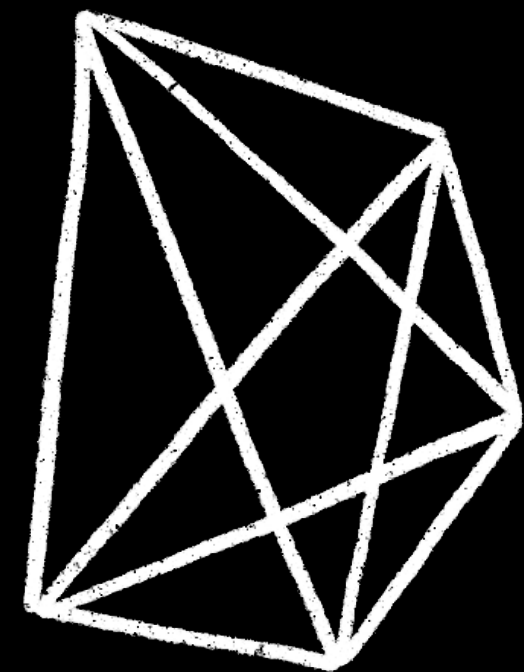


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THANK YOU FOR YOUR  
ATTENTION!



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