



Expanding the Auditory AR Feature of the App Future Walk by Staatliche Museen zu Berlin - Preußischer Kulturbesitz

A Case Study for the Course: Augmenting the Gallery

25.10.2021 / Ceren Topcu - hello@cerentopcu.com

The App Future Walk

Download Links: [Google Play](#) / [Apple Store](#)

The Future Walk App invites museum visitors to experience the Kulturforum Berlin and its museums in an immersive, interactive way. During the experience, visitors are led through the Kulturforum by an unknown contact from the faraway future and find themselves engaged in a series of exciting quests. The museum objects, artworks, and architecture become narrative artifacts re-interpreted and bound together by a futuristic story, incorporating cinematic soundtrack and augmented reality features. The project aims to enhance the visitor experience through interactive storytelling by creating playful and memorable encounters between visitors and exhibits.

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The app offers four different location-based, immersive journeys for the Gemäldegalerie (Old Masters Picture Gallery), Kunstgewerbemuseum (Museum of Decorative Arts), Musikinstrumentenmuseum (Musical Instruments Museum), and an open-air tour in the area of the Kulturforum.

The Future Walk app can be extended for further museums and cultural sites by using the same story universe and gaming experience.

This app is part of the project museum4punkt0 - Digital Strategies for the Museum of the Future, sub-project "(De-)Coding Culture. Cultural Competence in Digital Space". Further information: www.museum4punkt0.de

App UX Design & Development: NEEEU Spaces GmbH Berlin

How does it work?

1. Download the app for free.
2. You can start the Future Walk anywhere.
3. Choose the museum you want to visit first: Gemäldegalerie, Kunstgewerbemuseum, Musikinstrumenten-Museum or Kulturforum (outdoor area).
4. Go to the Kulturforum Berlin and get a ticket for your museum visit. The app also offers a free tour through the streets of the Kulturforum.
5. Enjoy the walk, take a pause and come back whenever you want to continue the experience. Each tour lasts between 45 minutes and an hour or longer - depending on your own pace.

Tickets to the Future Walk museums and further information

www.smb.museum/future-walk

The most important features at a glance:

- Audio track and chat communication with Andrea
- Augmented Reality shows hidden information
- Content is automatically triggered depending on the location in the museum via Bluetooth beacons or outside via GPS.
- Audio description of the spoken text is available
- More in-depth information about the objects is offered on extra detail pages.
- No personal data is stored by the app.
- Languages available: German and English

How does the auditory AR work now?





Design Challenge:

How can we create an auditory augmented reality interaction to play a musical instrument (without the instrument) in the Museum of Musical Instruments Berlin?

Task

Creating an auditory augmented reality interaction for playing a musical instrument (without the musical instrument) in the Musical Instrument Museum Berlin.

Curatorial Request:

Do not interrupt the visitors, who aren't using the app.

Content provided: Sound of the instrument, info about the instrument
The map of the museum, The app, The original script of the app



Harpsichord
Built by: Andreas Ruckers (d.Ä)
Location / Year: Antwerp, 1618
Cat.-No:2224

For building harpsichords, the name Ruckers is as substantial as Stradivari is for building violins or Mercedes Benz for building cars. Over several generations that family was able to set new standards in specifics of building their instruments which finally radiated all over Europe. For three generations the Ruckers family crafted outstanding harpsichords in Antwerp and therefore coined Flemish harpsichord making essentially.

Hans Ruckers (around 1550–1598) at the same time was an organ builder and became member of the Guild of Saint Lucas in 1579, which was a union of artists and artisans in Antwerp. Ioannes Ruckers (1578–1642) was the eldest son of Hans, who reached adulthood. He, like his father, was an organ builder, too and finally inherited his father's workshop. In the field of building harpsichords and virginals, he presumably was the principal member of the Ruckers family. Andreas the Elder (1579–1651 or 1653) worked in a joint workshop together with his brother Ioannes. In opposite to Ioannes, Andreas did not join the Guild of Saint Lucas.

His son, Andreas the Younger (1607–1654/1655) became a member in 1637 or 1638, which supposedly went hand in hand with his gaining of independence. With both signing their instruments almost identically, for us today it is quite difficult to distinguish harpsichords built by Andreas the Elder from those built during the early working period of Andreas the Younger. Since the 17th century there is no other example of a family of harpsichord builder, who manufactured such a wide range of different types of quilled keyboard instruments. At least 20 clearly distinguishable types of harpsichords, virginals and combination-instruments emerged in the Ruckers workshops.



Content:

- Sound of the Harpsichord
- Info about the instrument
- The app
- The original script of the app (with the AR-Flow)

<https://drive.google.com/drive/folders/1NMr85NBvAvxLPvR4e-mU8avaZBSI1rtnJ?usp=sharing>