

**museum**4punkt0

# Briefing AR-Application Oceania Map / Boat Cube xstream Digital

Stand: 23.04.2019



**Staatliche Museen zu Berlin**  
Preußischer Kulturbesitz

23.04.2019

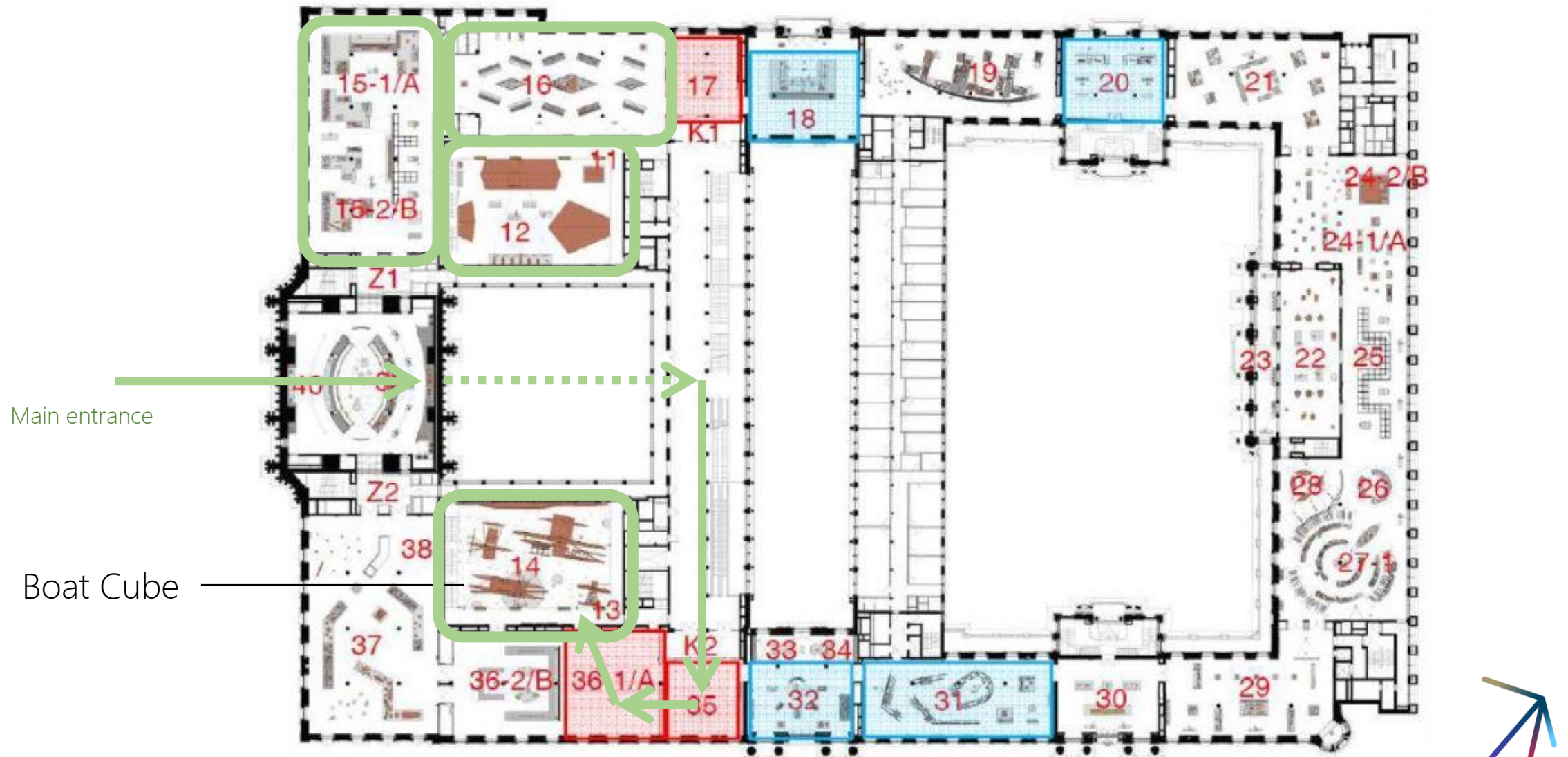
Gefördert durch:



Die Beauftragte der Bundesregierung  
für Kultur und Medien

aufgrund eines Beschlusses  
des Deutschen Bundestages

# Orientation in Humboldt Forum



# Boat Cube in Humboldt Forum

preliminary room view



23.04.2019



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

**museum**4punkt0





# Boat Cube in Humboldt Forum

preliminary room view



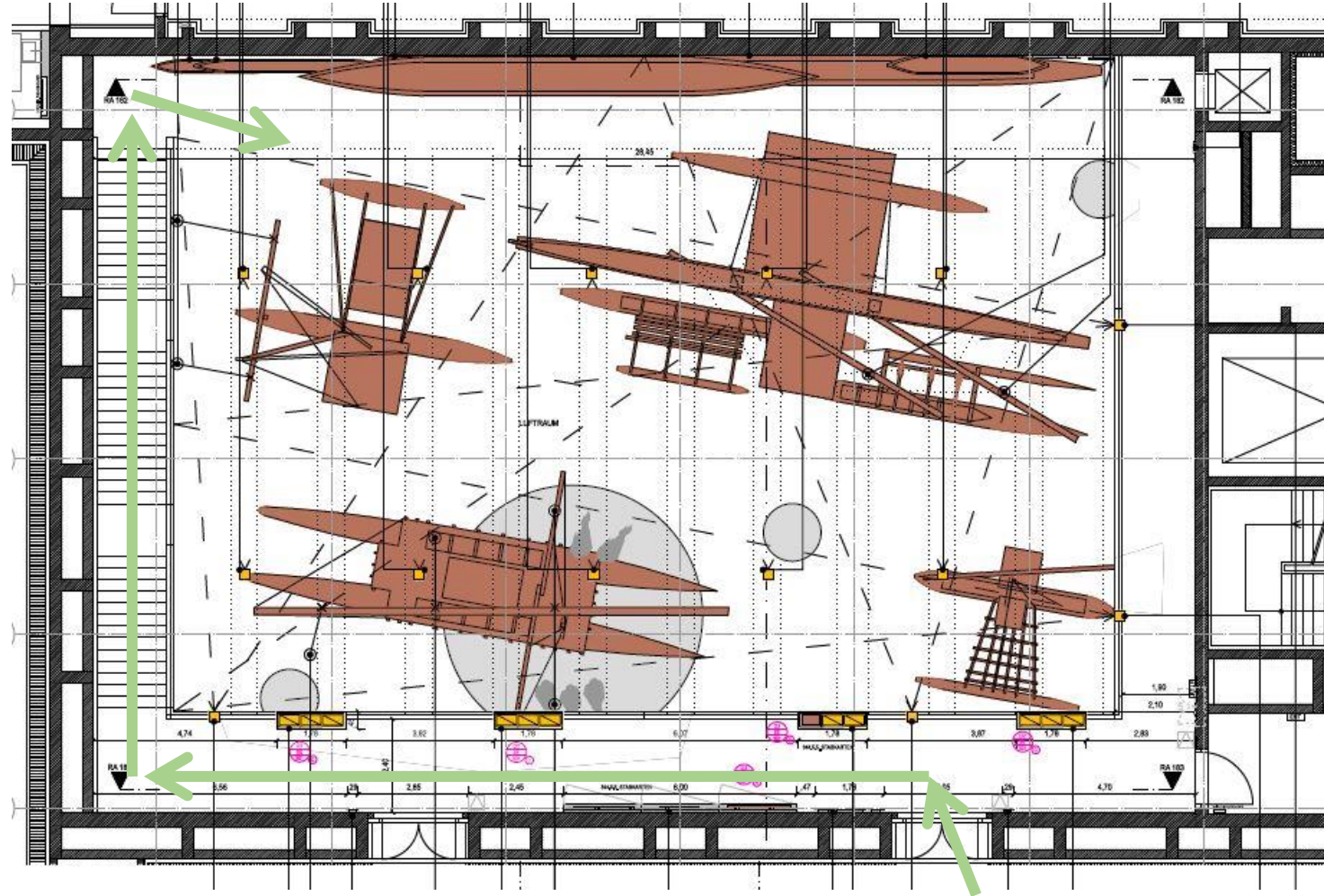
*Oceania map*

*as orientation and  
contextualization of  
the main exhibits*

*> South Sea Boats*



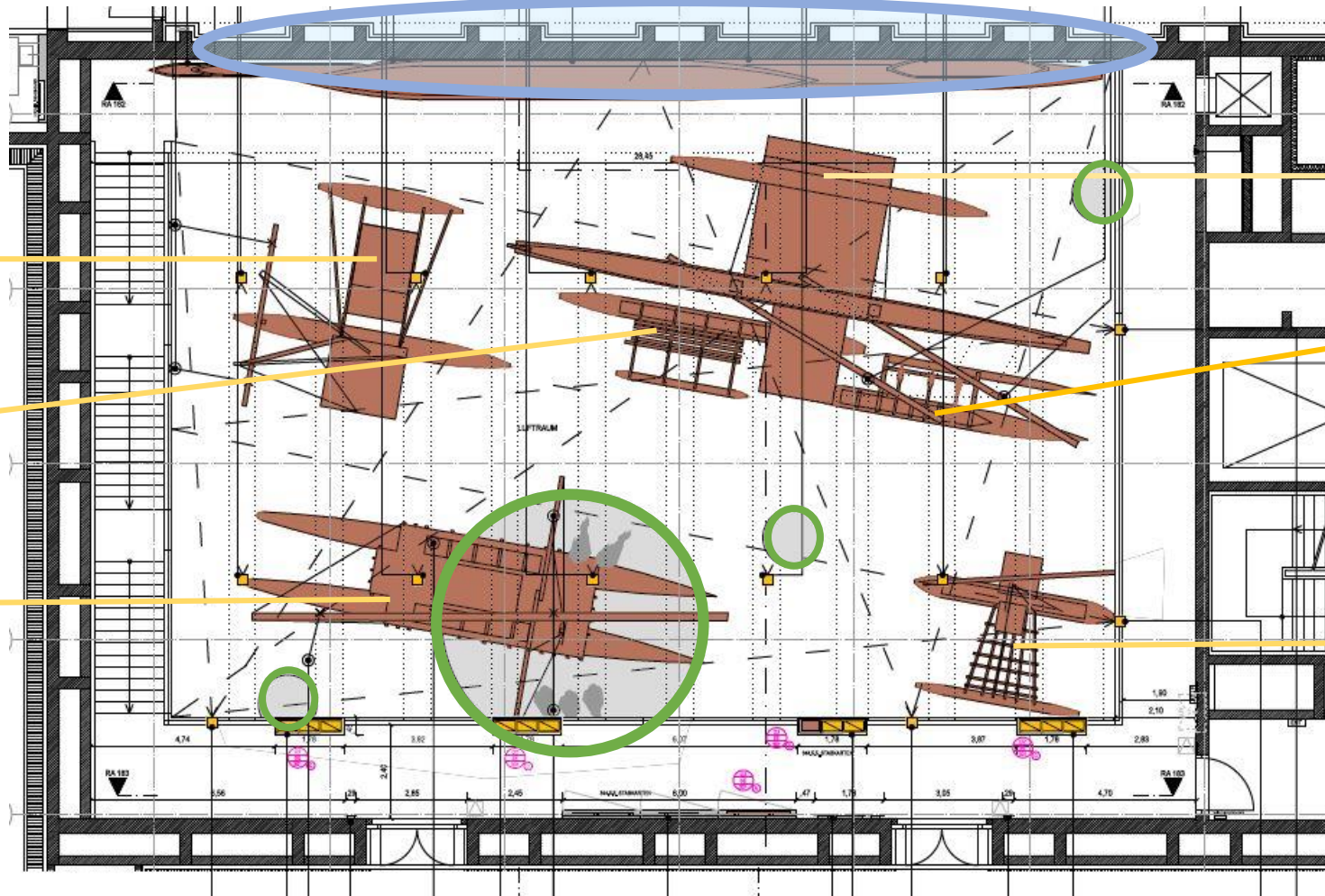
# Boat Cube in Humboldt Forum





# Boat Cube in Humboldt Forum

*window to the Museum of Natural History Berlin*



Sta. Cruz  
trade



Tuvalu  
clima



Fiji  
settlement



Luf  
identity

Samoa  
ressources



Marshall  
navigation



Family areas /  
Hands-on

23.04.2019



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

**museum4punkt0**



# Boat Cube in Humboldt Forum

fixed digital media

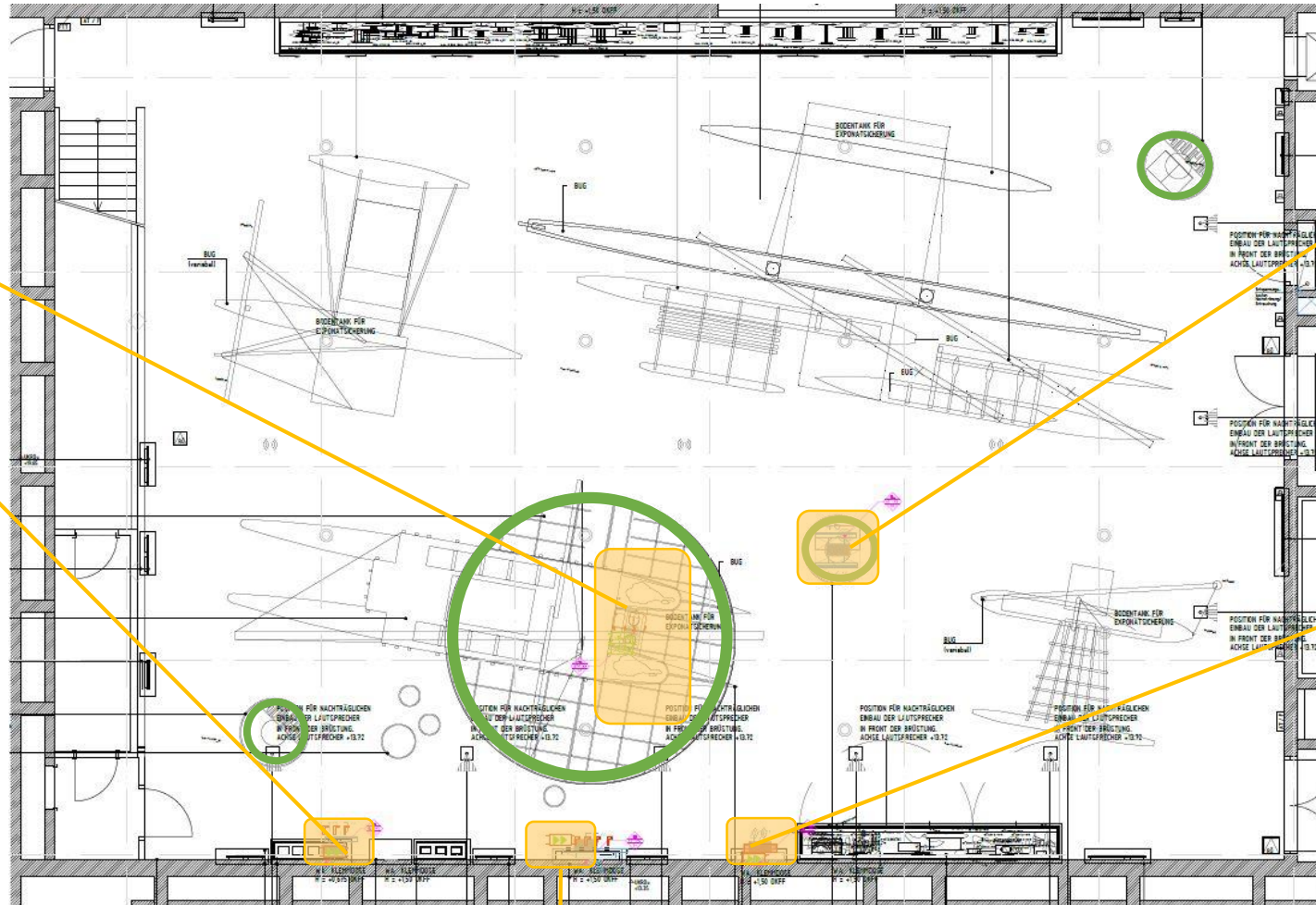
VR game

documentary film  
boat building

children's film

interactive films  
boat stories

documentary film  
ressources



23.04.2019



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

**museum4punkt0**



# Boat Cube

## key messages of the exhibition

The Pacific is huge

The Pacific is a significant element for connections between people in Oceania

Special boats and special knowledge is needed for using the sea in its diversity

scope of tasks  
xstream Digital

### Integration

to visualize interconnections between modes of knowledge/contextualize

### Participation

to involve visitors, experts, source communities

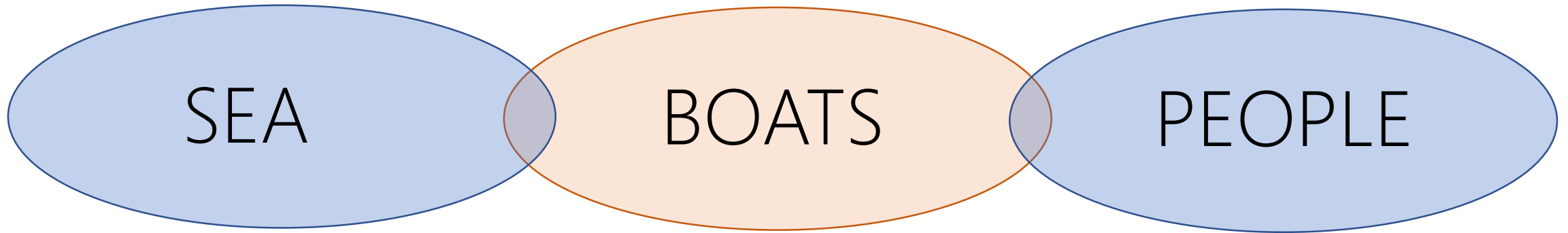
### Storytelling

to reinforce multiple perspectives



# Boat Cube

key outcomes of the exhibition



to bind objects to  
their former context(s)

connections between  
people and the sea

meaning of the sea for people in the  
South Pacific and for us

scale

movement

knowledge

global relevance today

# Boat Cube

key outcomes of the exhibition



to bind objects to  
their former context(s)

connections between  
people and the sea

meaning of the sea for people in the  
South Pacific and for us

scale

movement

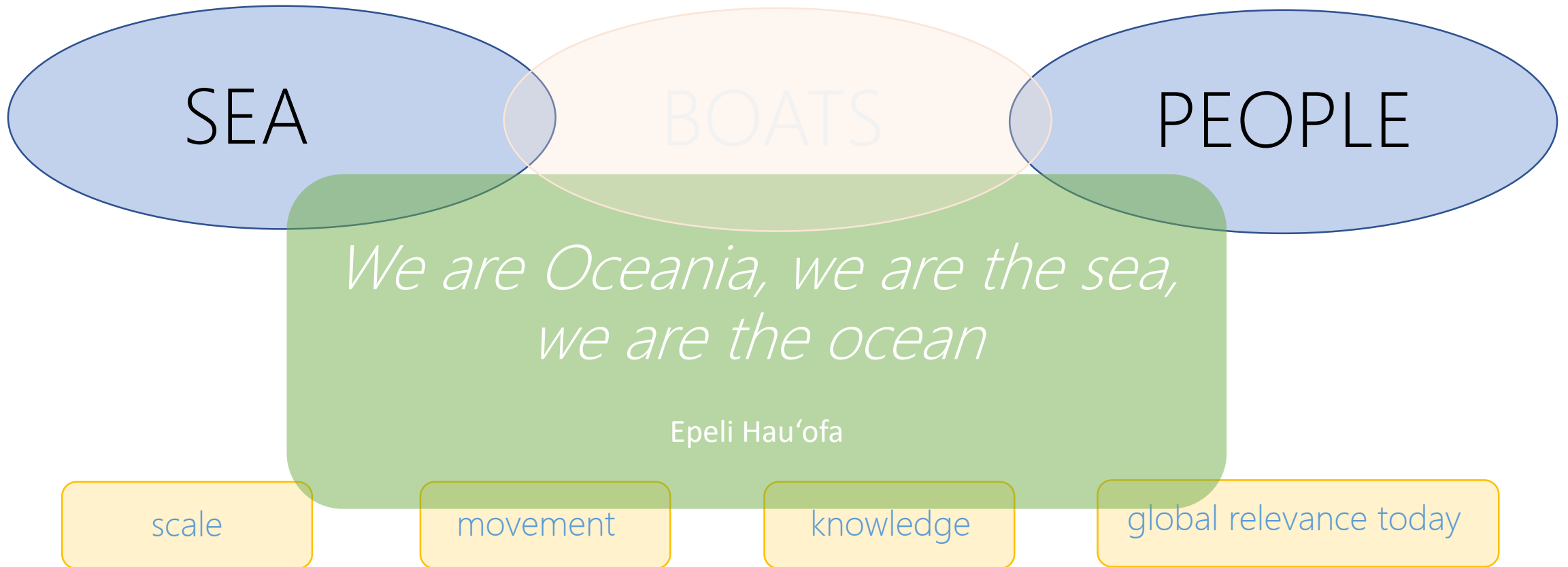
knowledge

global relevance today



# Boat Cube

key outcomes of the exhibition





# AR-App individual visitors

preliminary room view

## Boat Cube

### Main theme

- > climate change in Oceania

### Targets

- > to augment the permanent exhibition
- > live/current voices, multiple perspectives

### Format

- > mobile AR-App (BYOD)
- > *display-based Storytelling (scenography)*



# AR-App individual visitors

AR Low-Fidelity-Prototype

proof of concept



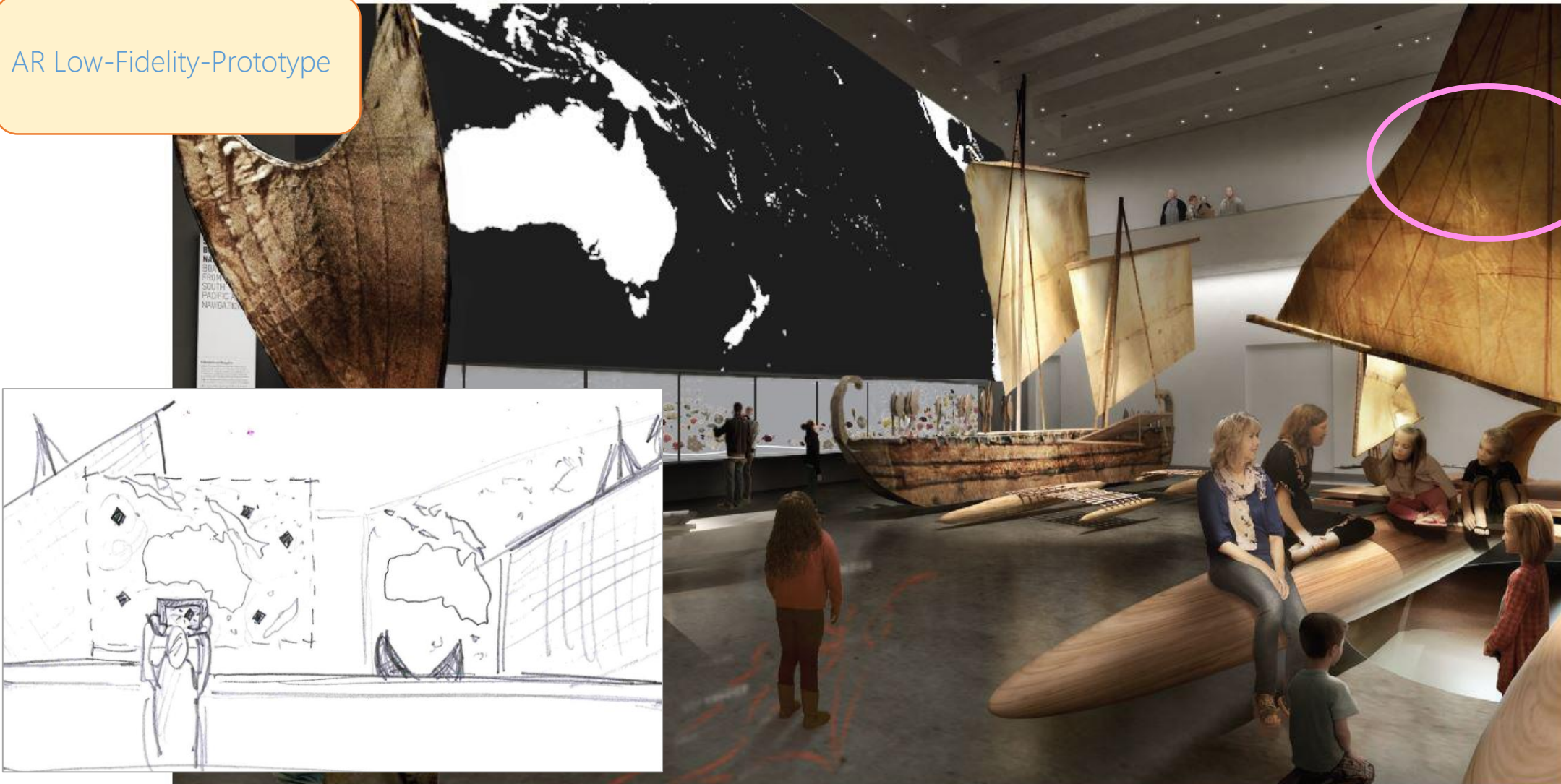
ISSUES AR<>WALL MAP

- >visitors' flow (entrance)
- >view from balustrade
- >exhibits without barriers
- >low lighting (50 lux)



# AR-App individual visitors

AR Low-Fidelity-Prototype



23.04.2019



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

**museum**4punkt0





# AR-App individual visitors

AR Low-Fidelity-Prototype  
SwellAR



23.04.2019



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

museum4punkt0

# AR-App individual visitors

AR Low-Fidelity-Prototype  
SwellAR

proof of concept



23.04.2019



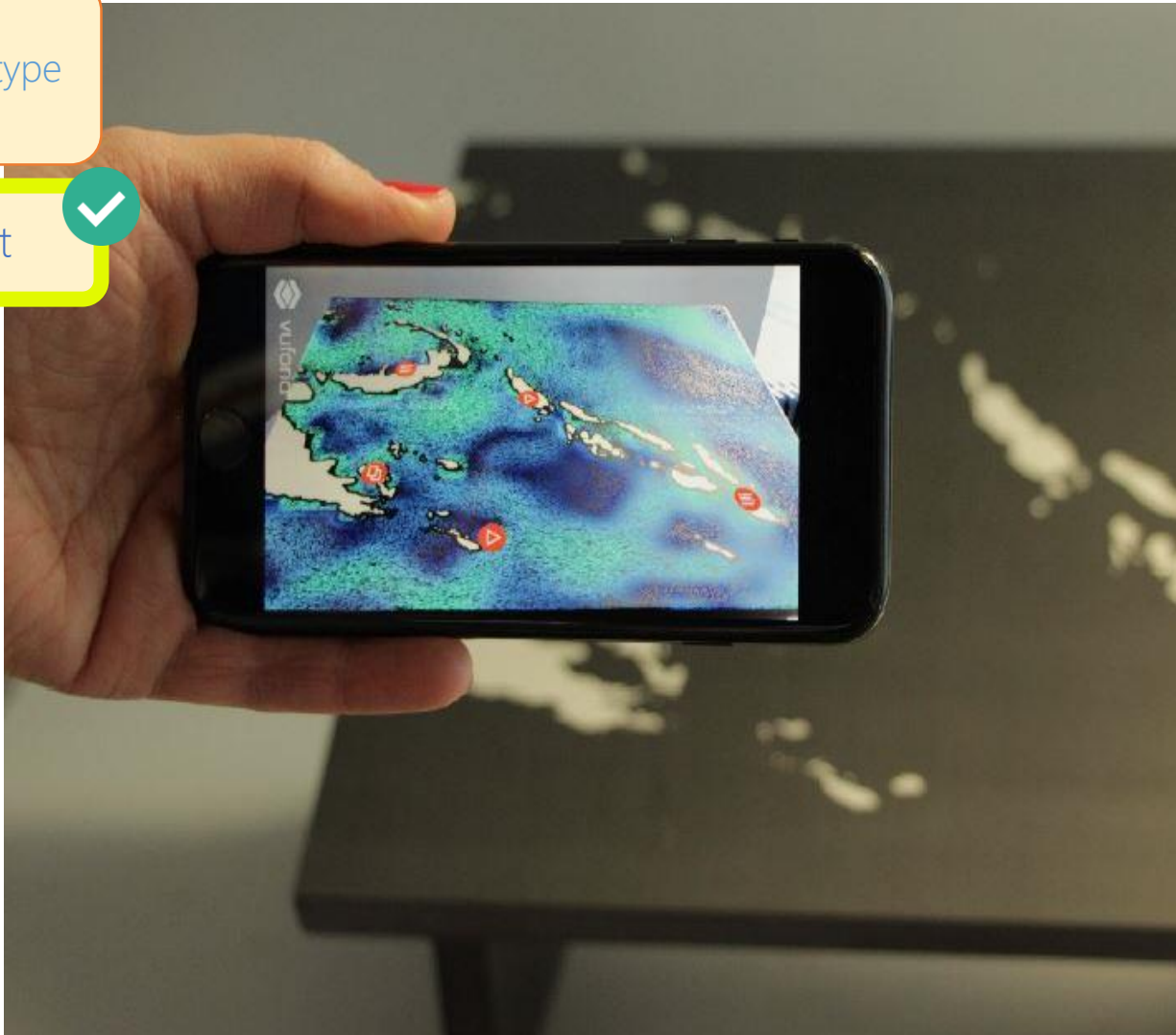
Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

  
**museum4punkt0**

# AR-App individual visitors

AR Low-Fidelity-Prototype  
SwellAR

proof of concept



## KEY OUTCOMES PROTOTYPING

- > app navigation is intuitive, accessibility to the meanings needs to be increased*
- > connectivity between voices needs more development*
- > integration in the visitors' path/scenography is missing*



# AR-App individual visitors

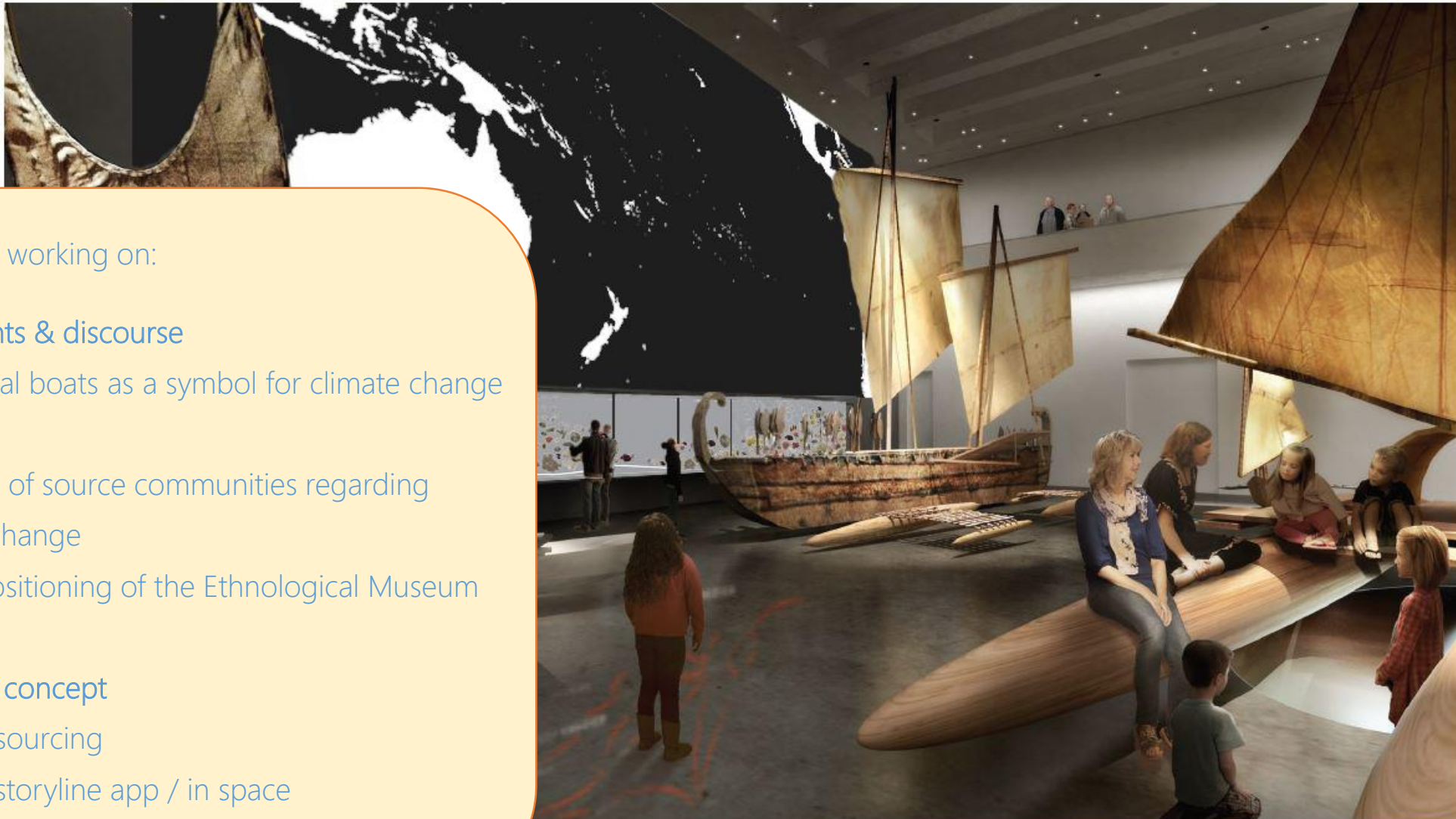
currently working on:

- > contents & discourse

- historical boats as a symbol for climate change activism
- agency of source communities regarding climate change
- own positioning of the Ethnological Museum

- > media concept

- digital sourcing
- digital storyline app / in space
- user/visitor behaviour



Staatliche Museen zu Berlin  
Preußischer Kulturbesitz

**museum**4punkt0



# AR-App individual visitors

## QUESTIONS

How could the scientifically collected data (ocean currents in the prototype) be made more accessible, also in terms of understandability?

How could the storyline of the AR-App be meaningfully embedded in the narrative in the room of the permanent exhibition?

Does sonification, as a supplement to visualization, open new approaches? i.e. translating scientific data into sound waves/voices in the exhibition.



**museum**4punkt0

Thank you for your  
attention.

Cristina Navarro / Dietmar Fuhrmann

c.navarro@smb.spk-berlin.com

d.fuhrmann@smb.spk-berlin.com



**Staatliche Museen zu Berlin**  
Preußischer Kulturbesitz

23.04.2019



Gefördert durch:



Die Beauftragte der Bundesregierung  
für Kultur und Medien

aufgrund eines Beschlusses  
des Deutschen Bundestages