# Research Question

1. To show the relationships between the use of mobile devices and stationary screens... and to provide indications of the kinds of information delivery that draws on their respective strengths… [1].
2. Creating a framework for integrating digital technologies to enhance visitors experience, based-on video-based natural movements and gestures and context-aware content [2].
3. How geographical notions of space and place can aid designers in creating meaningful interactions [3].
4. How research on interaction principles, participatory design and museum learning can inform the design: new interaction technique and new evaluation method [4].
5. How to *activate objects on display* in exhibitions? And how to *create engagement among visitors and encourage them to actively explore exhibitions* (rather than passively pass through and observe exhibitions)? [5]
6. How to support cooperation and interaction among museum visitors? – mobiles and public displays [6].
7. How to provide an installation that is both tool-like (information display) and art-like (new experiences, aesthetic, open-ended)? [7]
8. What makes a museum installation engaging? [8] (type of visitors: age, gender, interests – interaction patterns: time per user, total per day).
9. How to detection of a visitor's identity at the beginning of the visit in order to enable better adaptation to the visitor's needs, and as a result improve the museum visit experience? [9].
10. What is the impact of a mobile guide on the actual behavior of museum visitors? [10].
11. How to support group activity and enhance group interaction in a museum? [11].
12. How to model and represent the user(s) and the context of the visit and how to reason with regard to the information that is available? [14]
13. How to use affective interfaces to filter content in a museum mobile guide? [16]
14. How to enrich the visit while not replacing the real objects in the museum that must remain in the focus of the visit? [17]
15. How to allow rich information space suitable for a great variety of visitors? [17]
16. How to encourage interaction among visitors? [17]
17. How to prepare multimedia [image, video, text] for mobile personalized guides? []

# Challenges [12]

* The user interface should be intuitive and let the visitors focus on the exhibits, not on the technology.
* Content and delivery must provide relevant information and at the same time allow visitors to get the level of detail and the perspectives in which they are interested.
* Personalization may play a key role in providing relevant information to individuals.
* Yet, since visitors tend to visit the museum in small groups, technology should also contribute to and facilitate during-the-visit communication or post-visit group interaction.

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