# 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 hot 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)?

# References

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