# 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].

# References

1. Ghiani, G., Paternò, F., Santoro, C., & Spano, L. D. (2009). UbiCicero: A location-aware, multi-device museum guide. Interacting with Computers, 21(4), 288-303.
2. Sundaram, D. B. G. Q. H., & McMahon-Ward, F. Multimedia Systems for the Next Generation Museum.
3. Ciolfi, L., & Bannon, L. J. (2007). Designing hybrid places: merging interaction design, ubiquitous technologies and geographies of the museum space. CoDesign, 3(3), 159-180.
4. Taxén, G., Hellström, S. O., & Tobiasson, H. (2003). The well of inventions–learning, interaction and participatory design in museum installations. Archives & Museum Informatics, 2.
5. Fritsch, J., Dalsgård, P., & Dindler, C. The Energy Table–Augmenting the Exhibition Space at The Danish Electricity Museum. In Scandinavian Student Interaction Design Conference (SIDER) 2006.
6. Dini, R., Paternò, F., & Santoro, C. (2007, September). An environment to support multi-user interaction and cooperation for improving museum visits through games. In Proceedings of the 9th international conference on Human computer interaction with mobile devices and services (pp. 515-521). ACM.
7. Hirose, M. (2005). Virtual reality technology and museum exhibit. In Virtual Storytelling. Using Virtual Reality Technologies for Storytelling (pp. 3-11). Springer Berlin Heidelberg.
8. Boehner, K., Sengers, P., Medynskiy, Y., & Gay, G. (2005). Opening the frame of the art museum: Technology between art and tool. Digital Arts and Culture (DAC), 123-132.
9. Hsieh, C. K., Liu, I. L., Lin, Q. P., Chan, L. W., Hsiao, C. H., & Hung, Y. P. (2010). Treasure transformers: Novel interpretative installations for the national palace museum. In Arts and Technology (pp. 112-119). Springer Berlin Heidelberg.
10. Hornecker, E., & Stifter, M. (2006, November). Learning from interactive museum installations about interaction design for public settings. In Proceedings of the 18th Australia conference on Computer-Human Interaction: Design: Activities, Artefacts and Environments (pp. 135-142). ACM.
11. Dim, E., & Kuflik, T. (2012, July). Early detection of museum visitors identities by using a museum triage. In 20th conference on User Modeling, Adaptation, and Personalization (UMAP 2012), Montreal, Canada.
12. Lanir, J., Kuflik, T., Dim, E., Wecker, A. J., & Stock, O. (2013). The Influence of a Location-Aware Mobile Guide on Museum Visitors' Behavior. Interacting with Computers.
13. Belinky, I., Lanir, J., & Kuflik, T. (2012, June). Using handheld devices and situated displays for collaborative planning of a museum visit. In Proceedings of the 2012 International Symposium on Pervasive Displays (p. 19). ACM.
14. Kuflik, T., Stock, O., Zancanaro, M., Gorfinkel, A., Jbara, S., Kats, S., ... & Kashtan, N. (2011). A visitor's guide in an active museum: Presentations, communications, and reflection. Journal on Computing and Cultural Heritage (JOCCH), 3(3), 11.
15. Damala, A., Cubaud, P., Bationo, A., Houlier, P., & Marchal, I. (2008, September). Bridging the gap between the digital and the physical: design and evaluation of a mobile augmented reality guide for the museum visit. In Proceedings of the 3rd international conference on Digital Interactive Media in Entertainment and Arts (pp. 120-127). ACM.
16. Ardissono, L., Kuflik, T., & Petrelli, D. (2012). Personalization in cultural heritage: the road travelled and the one ahead. User Modeling and User-Adapted Interaction, 22(1-2), 73-99.
17. Wojciechowski, R., Walczak, K., White, M., & Cellary, W. (2004, April). Building virtual and augmented reality museum exhibitions. In Proceedings of the ninth international conference on 3D Web technology (pp. 135-144). ACM.
18. Goren-Bar, D., Graziola, I., Kuflik, T., Pianesi, F., Rocchi, C., Stock, O., & Zancanaro, M. (2005, January). I like it—an affective interface for a multimodal museum guide. In Workshop on Affective Interactions at the 9th International Conference on Intelligent User Interfaces (IUI-05). San Diego, CA, January (pp. 10-13).
19. Katz, S., Kahanov, Y., Kashtan, N., Kuflik, T., Graziola, I., Rocchi, C., ... & Zancanaro, M. (2006, March). Preparing Personalized Multimedia Presentations for a Mobile Museum Visitors' Guide-a Methodological Approach. In *Museums and the Web*.
20. Lanir, J., Kuflik, T., Wecker, A. J., Stock, O., & Zancanaro, M. (2011). Examining proactiveness and choice in a location-aware mobile museum guide. Interacting with Computers, 23(5), 513-524.