

AR Gallery Tour w/ Google Glass

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KERPLUNK!

Open to kids of all ages
Tour and art activity
Instructors guide in and out of gallery
Kids view art as long as they would like
Instructors answers questions
Students leave with a finished art project
Students DO NOT leave with info about

PURPOSE

Enhance the involvement of the user into the cultural discovery process, challenge him/ her to imagine the social, historical and cultural context and align them to a meaningful and worthy visit experience. We aim to extend the visitors' perception and memory and to increase their consciousness level, in order to create new expectations, new demand and consequently new business and opportunities. Our purposes will be achieved by strengthening the cultural objects readability, their contextualization and their thematic analysis.





FEATURES

Tap side of glasses to get info about what is being looked at.

Notify/remind user to engage with the device to augment the experience

Help options

Mode indicators

Classification functions for generating more features: contextualization, communication, personalization and museum data management.

Personas & Basis for Scenarios

ANT: follow a specific path and spend a lot of time observing almost all the exhibits

FISH: visitors who move most of the times in the center of the room without looking at exhibit's details (this could be a great problem for our tool to solve)

BUTTERFLY: visitors who don't follow a specific path, are guided by the physical orientation of the exhibits and stop frequently examining their details

GRASSHOPPER: visitors whose visit contains specific pre-selected exhibits, and spend a lot of time observing them



PRE-INTERVIEWS





home



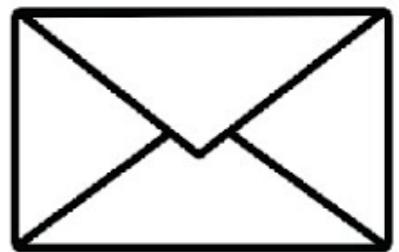
artist



puzzle



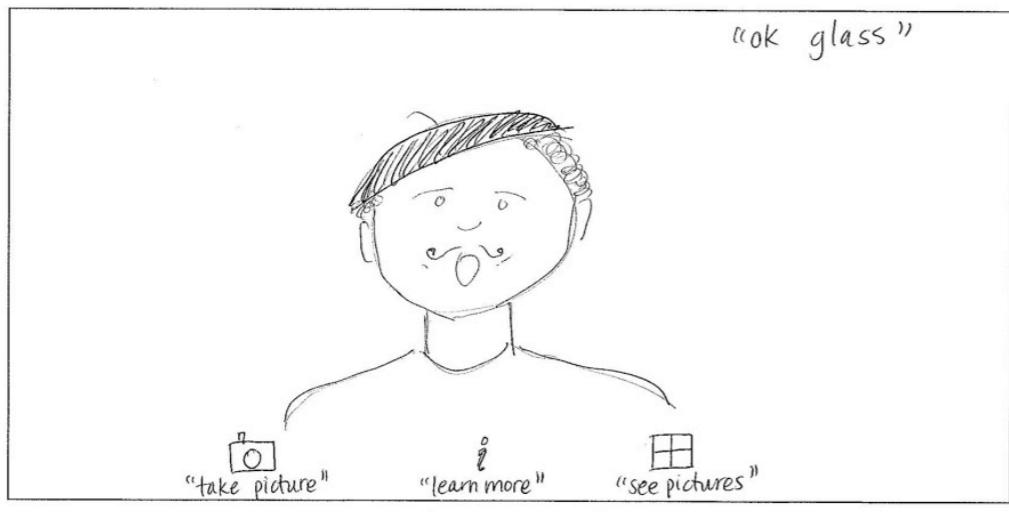
picture



email
the
artist

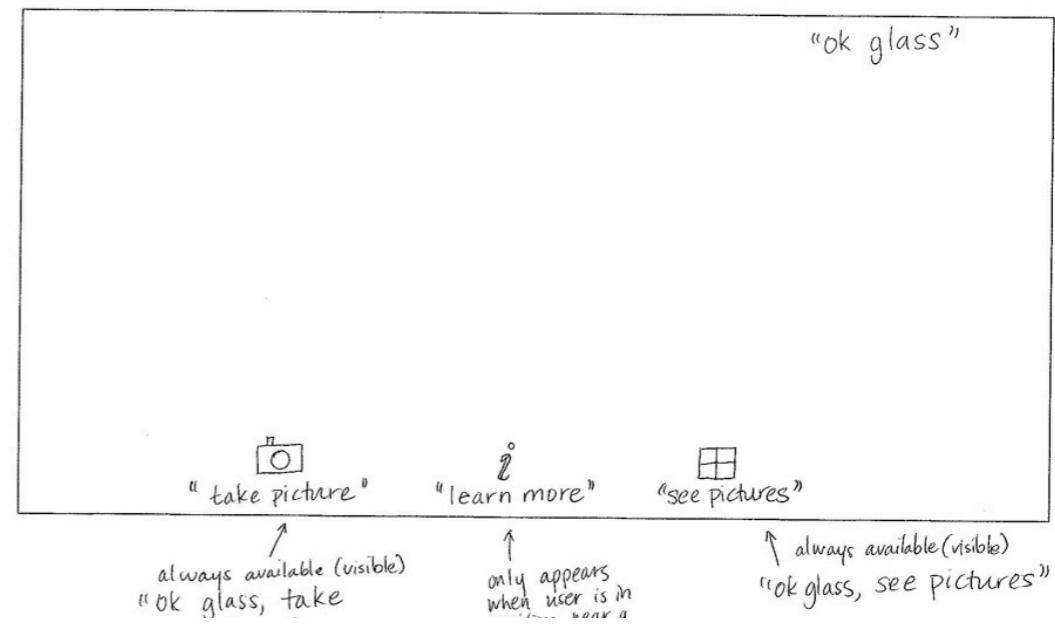
Developing our draft paper prototype

Welcome screen



- artist welcomes the user
- artist explains the process of using program
- icons are highlighted when he gives instructions
- artist welcome starts immediately after user enters gallery, and only plays ones as an intro

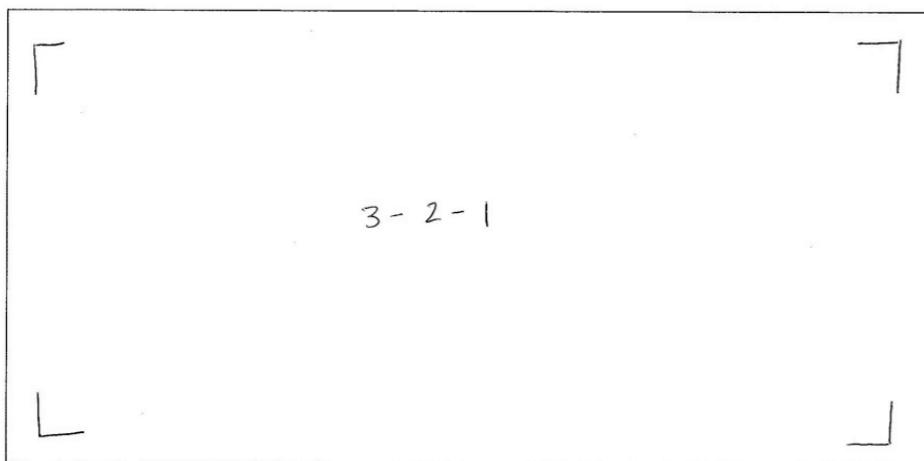
"ok glass, take picture"



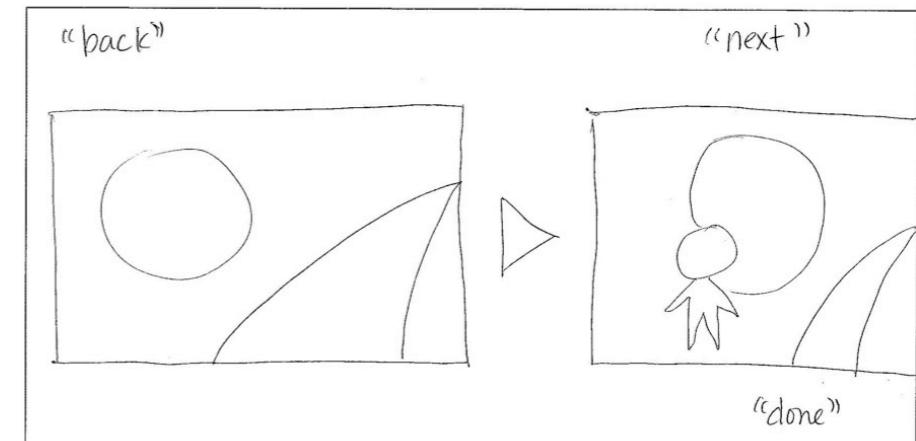
↑ always available (visible)
"ok glass, take"

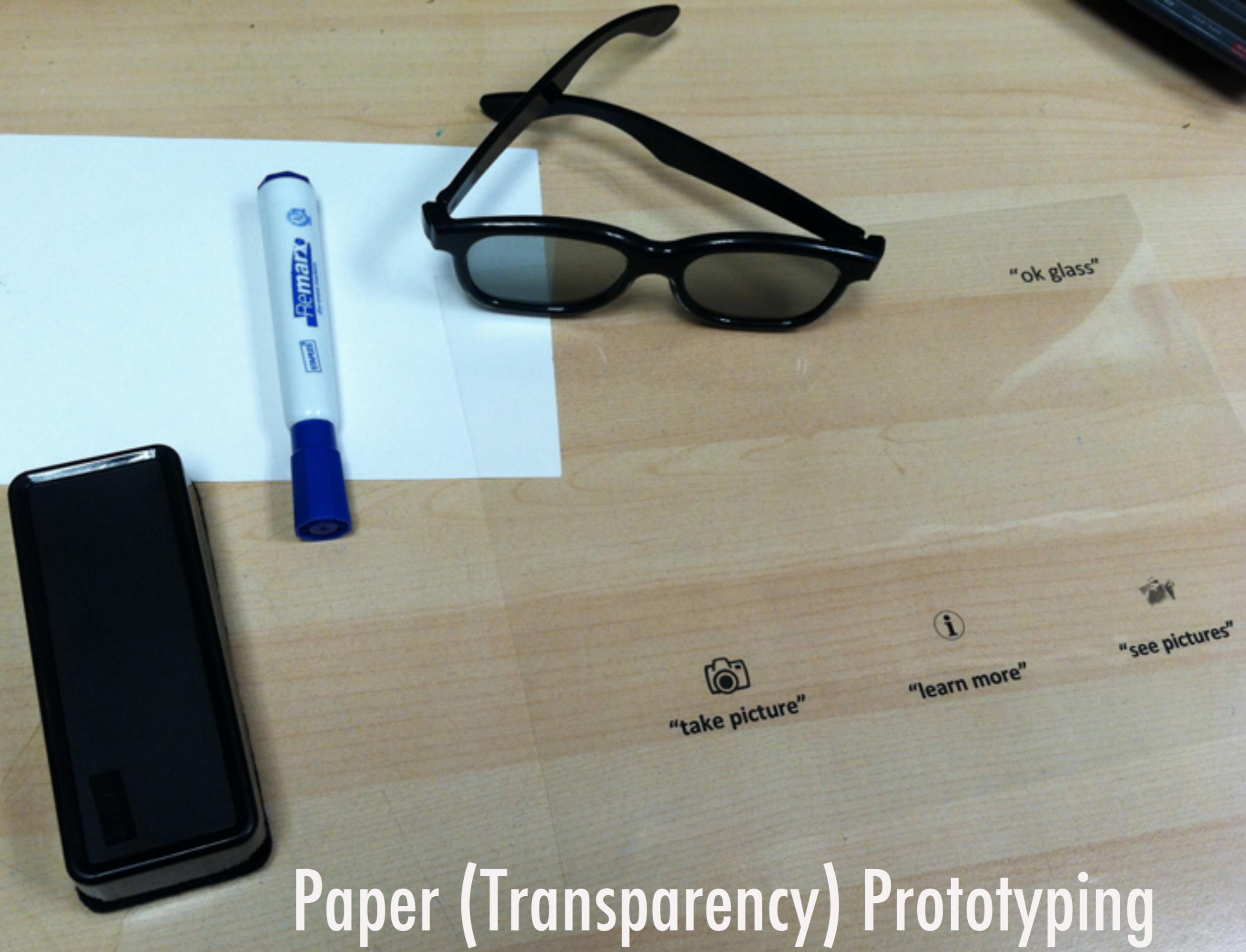
↑ only appears
when user is in

↑ always available (visible)
"ok glass, see pictures"



- @ 3 second delay before count down begins.
- "snap" picture is taken
- default back to "home page"





Users



Hearing from the artist,
in person, can be boring!

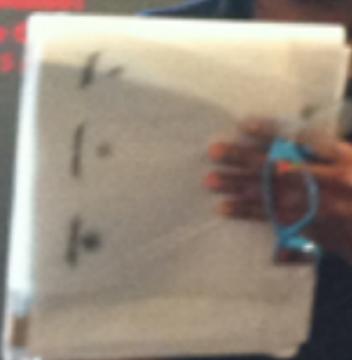


TIBON
March 9 -

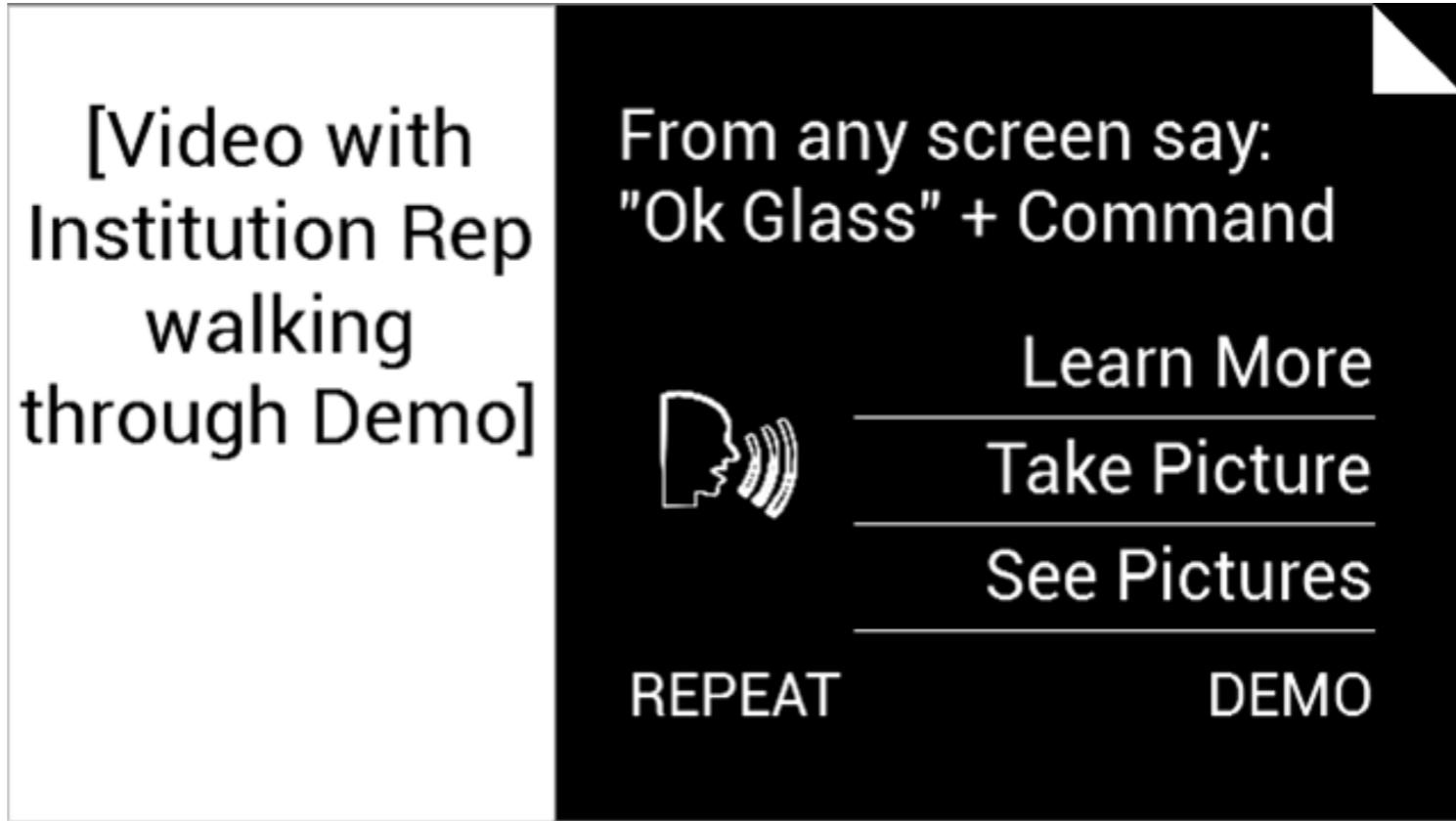
March 23, 2013
Solo Exhibition

In under the watchful eye of multi-dimensional
and deeply perceptive artist
Tibon, the white, the
black have joined "Togetherness".

Exhibition
opening
Dinner
March 15, 2013



Technical Prototype



You are viewing:
Globe Poster: Not to be Missed!

"ok glass..."

"learn more"

"take pictures"

"see pictures"



WIZARD OF OZ technique
All users had an easy experience.
One user used the “get help” feature.

MOVING FORWARD

Using Google Glass technology to enhance the gallery experience is a plus. If programming for the device is made simple and clear for young people, they will benefit from the program. Creative Alliance could benefit greatly from this technology and should consider investing in a programmer who could develop this further in time for the glass release to the general public.

- MORE YOUTH TO TEST
- ACTUAL DEVICE TO TEST ON
- VARIETY OF SHOWS TO TEST
- ENHANCE THE WIZ OF OZ TECHNIQUE
- CONSIDER ADDING MORE FEATURES

You are viewing:
Curator Chloe Helton-Gallagher

 "ok glass, go home" 