A Moundville Interactive Experience

# Abstract

The Moundville Archeological Park is one of the greatest resources of archeological data on Native Americans and as such has a wonderful collection of priceless artifacts. In fact, there are so many artifacts that there is a great demand for the ability to display and disseminate information about the historical significance of this site to the general public. This coupled with the desire for an immersive educational experience has created a need for a new perspective on the museum experience, both for the indoor museum exhibits and the experience of the outdoor park.

This proposed system will address the education concerns of the Moundville Archeological Park by embracing smartphone technology as a way to provide an innovative and engaging experience to visitors. Such an immersive educational experience will provide the museum with a modern outlet for educating the public and allowing the visitors to view archeology in a new and exciting way.

The purpose of this document is to give a general outline of the proposed system from a more narrative perspective. This narrative will outline the general understanding of what is the general composition of the system, the roles of each component, and the requirements and needs addressed by each component.

# System Outline

The general structure of the system has two main domains, a mobile application for the visitors of the park and a web portal for the administrative purposes of updating and maintaining the data made available to the visitors. Both domains focus on the end goal of providing visitors access to information about artifacts written in concise articles with photographs or artistic renderings. The mobile application can also be thought of as three main methods or experiences with which visitors can interact with the park.

# Administrative Portal

The main focus of the administrative portal is as a method of updating and maintaining a catalog of articles on major sites or artifacts. The administrator would access this portal through a web browser and use it to view current articles, add new articles, edit existing articles, and delete articles if needed. Other additional uses of the portal will be to update locations of specific sites or where artifacts were discovered by interacting with a map of the park and printing out QR codes for articles to be placed at exhibit locations.

# Mobile Application in General

A mobile application will be developed for visitors to download onto their Android smartphone by scanning a QR code displayed in the museum. This application will open onto a “splash screen” which will display a general welcome message and give the user a menu of three separate experiences to choose from. These experiences are listed “Scan an Exhibit Item”, “Park Map”, and “Discoveries Near Me”.

# Scan an Exhibition Item

A simple method for interacting with exhibits, this experience will allow a visitor to scan a QR code which will bring up the article associated with that exhibit.

# Park Map

Using a custom Google Map, this experience will pull up the map of the park on the visitor’s smartphone. Pins placed on the map through the Administrator Portal will populate the map. Visitors can then hover over the pins to display titles of the locations and click on the pins to bring up the article associated with the location.

# Discoveries Near Me

While outside viewing the mounds, a visitor can use this experience to pull up a list of articles related to their current location. This experience will populate a list of artifacts, sites, and related photographs or artistic renderings for the visitor to browse through. When a visitor clicks on an item in the list, this action will bring up the associated article. This list will show only artifacts and sites associated with the visitor’s immediate location, within a predetermined area.

# Personnel Involved

Software Development Team

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