[The Augmented Telegrapher at Porthcurno Museum](https://www.scienceopen.com/hosted-document?doi=10.14236/ewic/HCI2018.135)

Citation - Michael James Scott, Alcwyn Parker and Edward J Powley et al. Towards an Interaction Blueprint for Mixed Reality Experiences in GLAM Spaces: The Augmented Telegrapher at Porthcurno Museum. DOI: 10.14236/ewic/HCI2018.135

A research done in 2018 with Microsoft HoloLens to find out which UI would be easier to work with in AR found that users should be given time to learn how to use the HoloLens before they are asked to perform more complex tasks. They also acknowledge that prolonged gesturing can lead to fatigue.

Another research between tangible and gesture-based interface in AR devices citing the research above also came with the following conclusion

- Using the tangible interface is preferable in contexts that are either time-sensitive or accuracy-sensitive.

- Interim feedback, such as visuals cues mediated by the mixed reality, are likely necessary to reduce the interaction gulf.

- and the gesture-based interface might see improvement by carefully positioning visual elements according to field of view, whilst also devising alternatives to a gaze-based cursor.

[Reflecting on Research: a Virtual GLAM Proposal](https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=9815949)

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[AR in Museums](https://static1.squarespace.com/static/51d98be2e4b05a25fc200cbc/t/5908d019f5e2314ab790c269/1493749785593/Augmented+Reality+in+Museums.pdf)

Citation - Ding, M., 2017. Augmented reality in museums. *Museums & augmented reality–A collection of essays from the arts management and technology laboratory*, pp.1-15.

People have already been accustomed to holding up their smartphone and other mobile devices to take pictures. Thus, scanning an AR object with the device can easily fit into the museum experience.

According to the findings by the Samsung Digital Discovery Centre at the British Museum, United Kingdom, young children might have trouble holding the phone or tablet steady with one hand while tapping the screen with the other to scan the displayed work. However, after seeing the interaction modelled by adults, children will also easily master the scanning process. They will enjoy a sense of accomplishment when they succeed, and their imaginations and curiosities may expand when using the live camera view.

One of the most well-known AR apps that has been designed and developed by art museums is the ArtLens 2.0 by [Cleveland Museum of Art](https://www.clevelandart.org/artlens-gallery/artlens-app).

The Blanton Museum of Art at University of Texas in Austin is a university museum that places priority on implementing new technologies.

The museum felt it was necessary to tell stories of the artwork in an informative and engaging way, since each plate displayed in the show had descriptions in three different languages – Persian, Judeo-Persian, and Latin, and it would be hard for English-speaking visitors to gain deep understanding of the art by simply looking at the labels.

Galleries - auctions, mini games, more info

Libraries - app to scan and read, options to borrow physical copies with credit score inbuilt.

[The Experience “Mondrian from Inside”. An Immersive and Interactive Virtual Reality Experience in Art](https://link-springer-com.libproxy.abertay.ac.uk/chapter/10.1007/978-3-030-87595-4_20)

Citation - Toscano, J.J.R., Fondón, I., Sarmiento, A. (2021). The Experience “Mondrian from Inside”. An Immersive and Interactive Virtual Reality Experience in Art. In: De Paolis, L.T., Arpaia, P., Bourdot, P. (eds) Augmented Reality, Virtual Reality, and Computer Graphics. AVR 2021. Lecture Notes in Computer Science(), vol 12980. Springer, Cham.