

informatics, virtuality... **microchips**, roaming networks... in the **nations' pockets**  
**software-enhanced** products and software-interface-as-product... **where is this going?**  
the future is not 'the **Matrix**' but neither is it pre WWII

we **need** to  
reap the **rewards** of the **information age**  
while firmly **remaining** in **our physical world**

**combine**  
**real & virtual**  
**atoms and digits; environment and infospace**

**apply** this principle to the **experience** of visiting **museums**

merging the **dynamic power** of **virtual** worlds with the **visceral thrill** of the **real** one we **inhabit**

increasing the **scope** of the present museum experience  
**incorporating** the **advantages** offered by **virtual interpretations** of museums

through **products** that have a similar **harmony** between real and virtual: **atoms** and **digits**.

**PURPOSE**

to **identify** how people **perceive** the **technologies** that **surround** them

examine the **relationships** duly **built**  
sometimes they are **stressful** and **imposing**, yet sometimes **serene** and even **pleasurable**

consider that as **people** using technology for our **own ends**

the internal **workings** are **irrelevant** to the **benefits**  
we **communicate** both **explicitly** and **implicitly**, then so should it

**design** the technology so it **takes our wishes** and **delivers** the results **back**

**humanise**  
**technology**  
**making it deliver on our level**

**Ambient Technology** will be

the **application** of technology in a **non-imposing** and **ubiquitous** fashion

such that its **benefits** come **readily** and **naturally** to the user

**without detracting** from their otherwise normal activities

pioneered use of media

not only is media increasingly pervasive and influential our lives, but the time-based narrative potential of new and newly-affordable media has been essential in conveying the sense of this project

extended the museum experience

the holistic approach to system design has allowed the user experience to break beyond the physical museum: linking and providing continuity between the home, museum and visits.

furthered 'soft products'

in this case products that are both software enhanced and physically soft. Both also contemporary trends: microchips becoming ubiquitous and organic forms with modern materials.

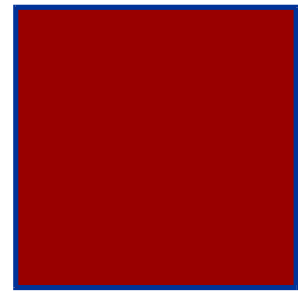
# KEY ACHIEVEMENTS

developed fully gestural interface

why learn a new, abstract, interface when we all share a perfectly good existing system. the developed interface works covertly - inferring input from sensing the user's activities - and overtly - taking commands from instinctive gestures.

created new paradigm in human-computer interaction

visually annotating an audio narrative is much more than the sum of the two parts, as anyone who's had to explain anything will know. The intelligently parsed, context aware narration, WOW and gestural control form a totally new notion in computing.



# MUSEUMS AMBIENT TECHNOLOGY FOR

an investigation into applying the benefits of many modern  
technologies to enhance the museum goers' experience

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