

The Museum of Museums: A Mobile Augmented Reality Application

Authors : Qian Jin

Abstract : Museums have been using interactive technology to spark visitor interest and improve understanding. These technologies can play a crucial role in helping visitors understand more about an exhibition site by using multimedia to provide information. Google Arts and Culture and Smartify are two very successful digital heritage products. They used mobile augmented reality to visualise the museum's 3D models and heritage images but did not include 3D models of the collection and audio information. In this research, service-oriented mobile augmented reality application was developed for users to access collections from multiple museums(including V and A, the British Museum, and British Library). The third-party API (Application Programming Interface) is requested to collect metadata (including images, 3D models, videos, and text) of three museums' collections. The acquired content is then visualized in AR environments. This product will help users who cannot visit the museum offline due to various reasons (inconvenience of transportation, physical disability, time schedule).

Keywords : digital heritage, argument reality, museum, flutter, ARcore

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