Interactive Technologies in Museology and Education

## Kivanc Cubukcu – Reo-Tek
NAMES - 2014

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- Interactive Systems

- Why Interactive?

- Why Digital Interactive?

- Our Interaction Philosophy

- Goals of Digital Interactive Systems

- Types of Digital Interactive Systems

- Future of the Digital Interactive Systems

About Reo-Tek

- Interdisciplinary team about 20 people
- Develops interactive technologies for museums, schools and for entertainment

First Turkish 3D Scanner Software and Hardware - 2005
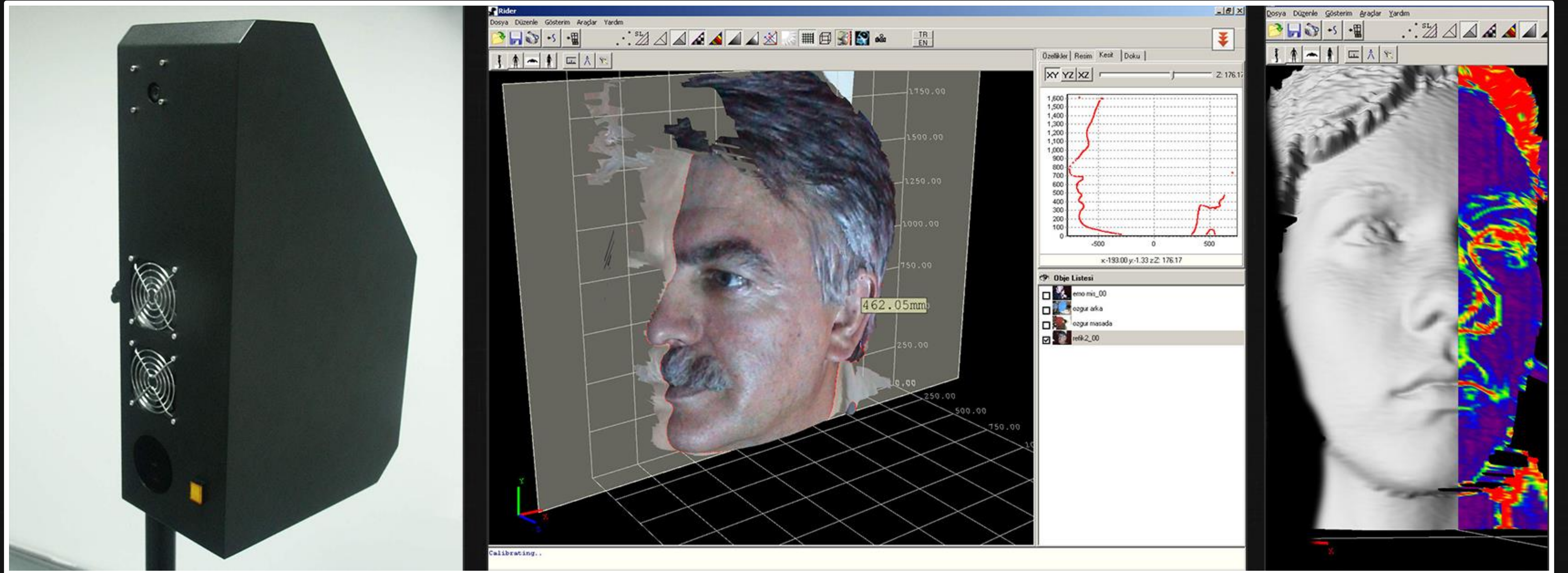
Purpose of digitazitation of cultural heritage

First Turkish Interactive Floor Projection - 2005

Interactive floor projection at Antep Zeugma Museum
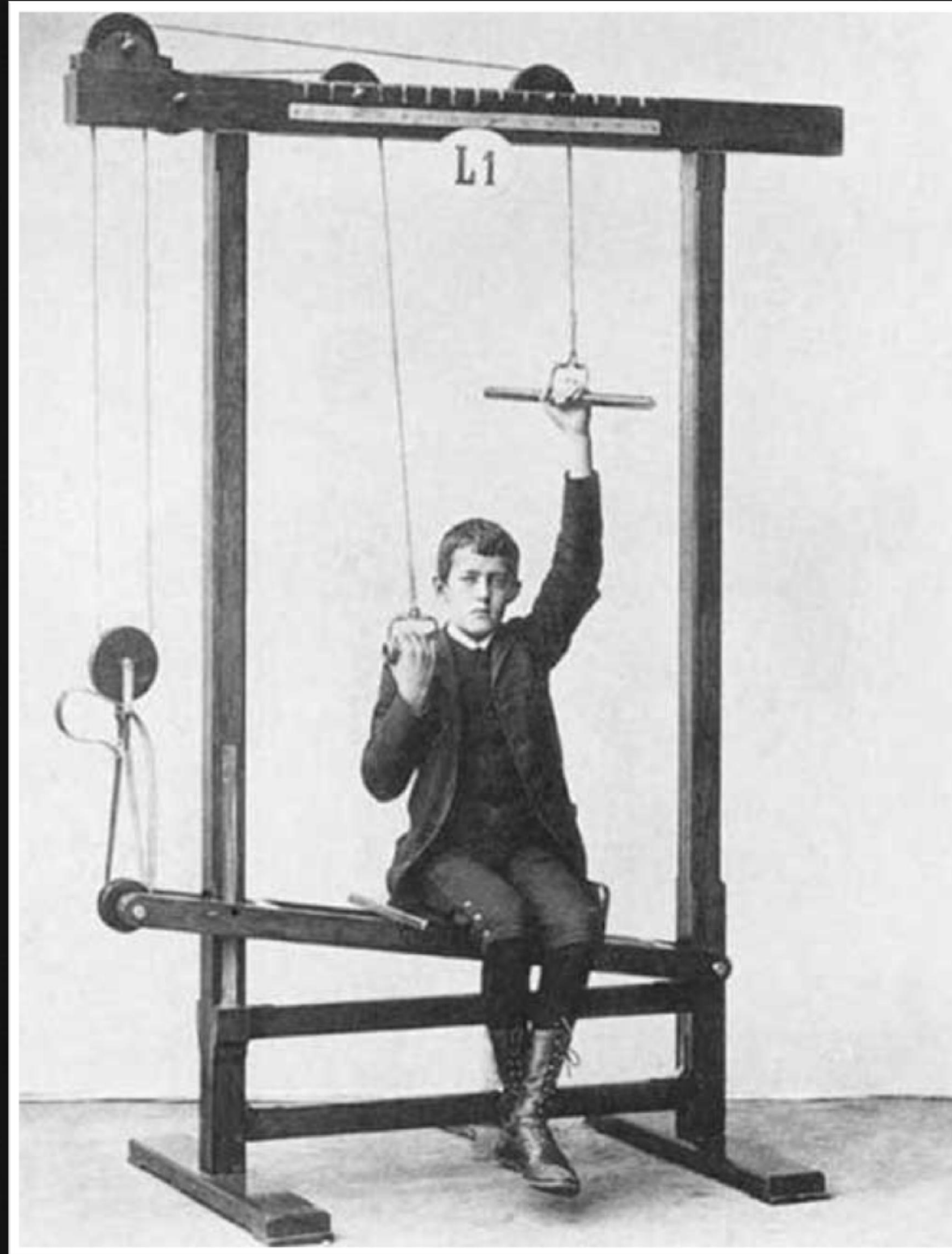
Kaman Kalehoyuk Archelogical Museum – 2010

Ancient City Reconstruction and Tour

Interactive Systems

Output generated by user input.

Interactive Systems

Science Museums

Principles of light
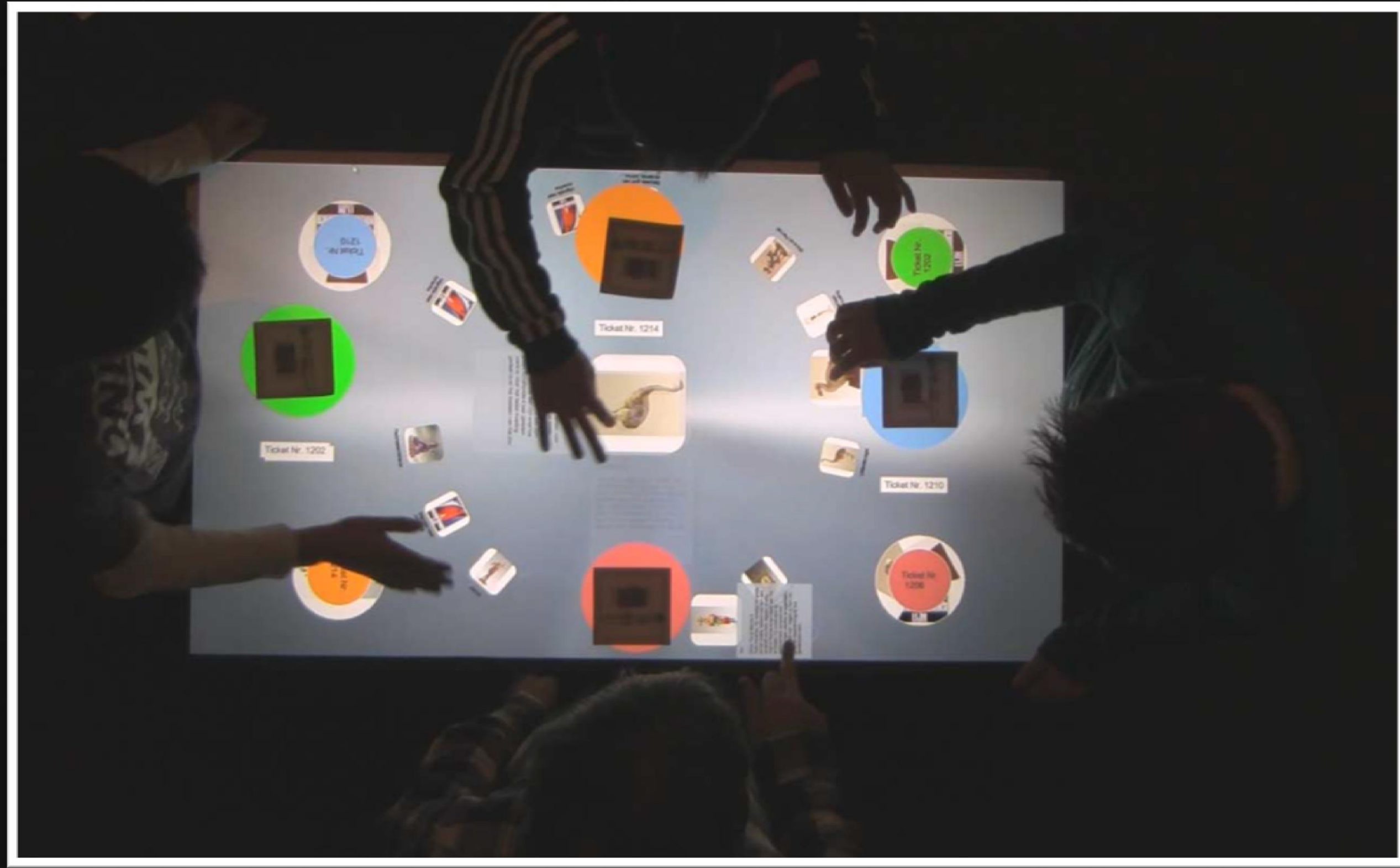
Science Museums

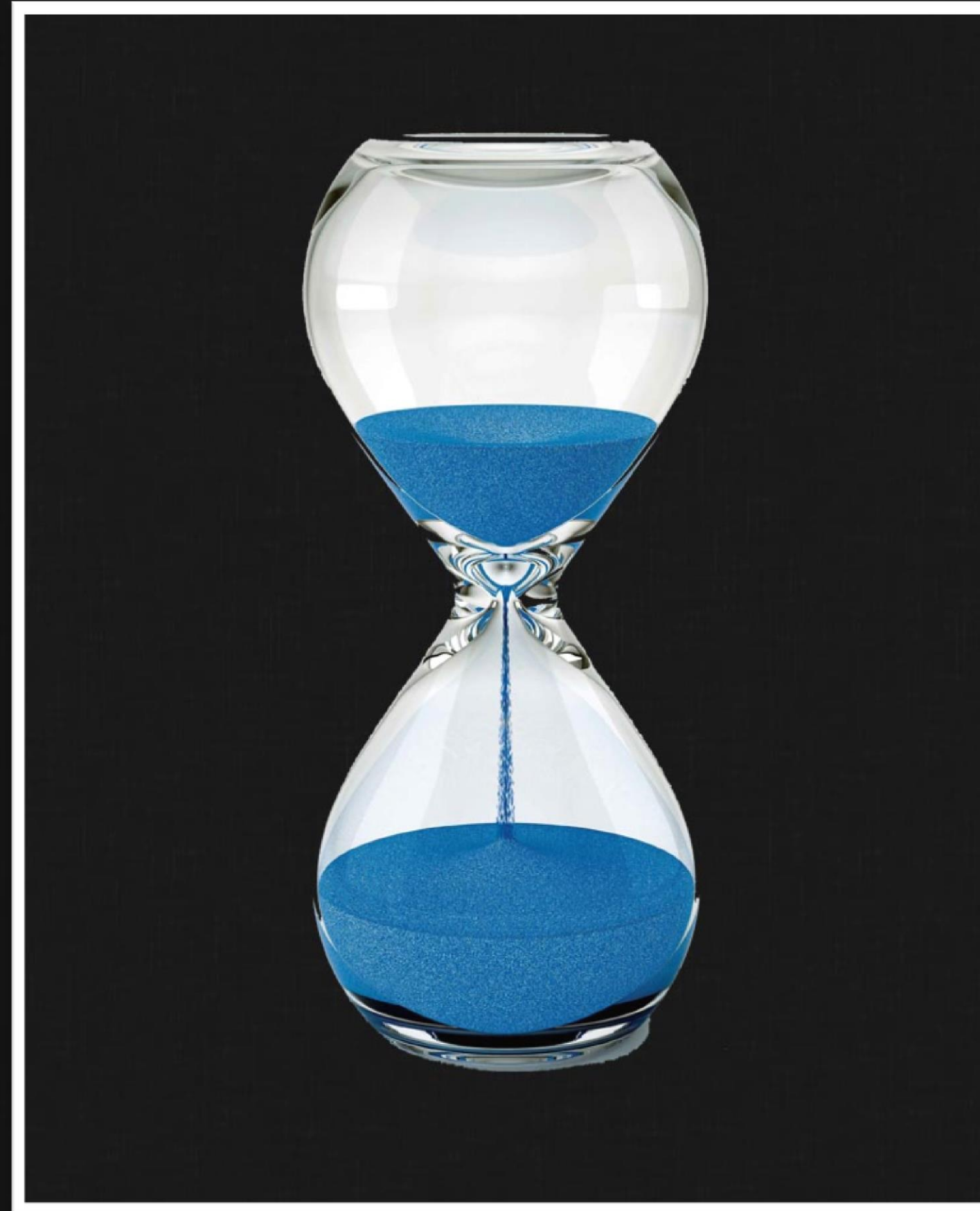Principals of a dynamo system

Principals of a pulley

Science Museums

Principals of a tornado

Why Interactive?

Interactive learning is parcipitant

Interactive learning has higher long-term impact

Why Interactive?

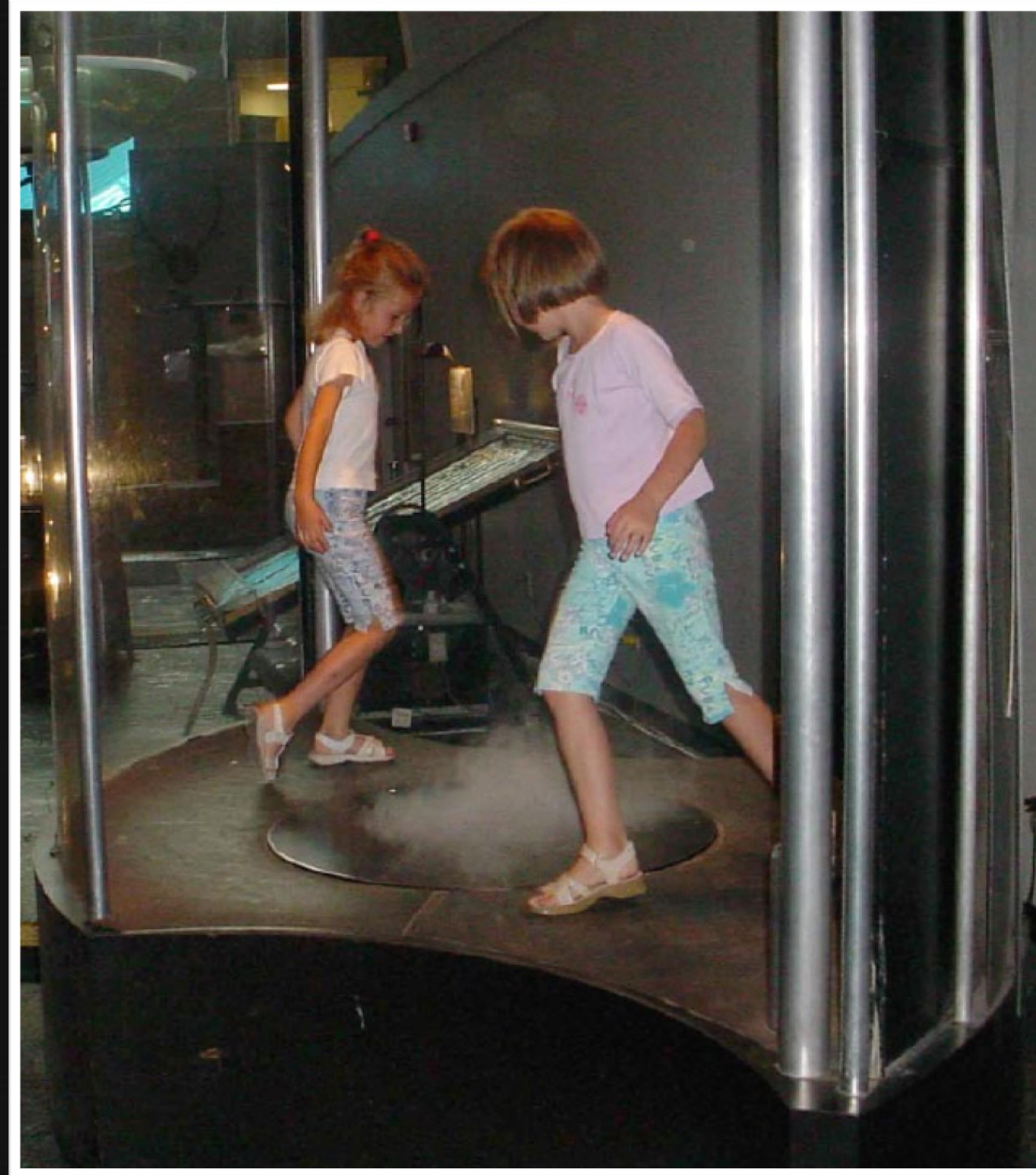Interactive learning is so much fun!!!

Why Digital Interactive?

Less space, more info

It's an everyday activity

Less risk than physical interactive systems

Our Interaction Philosophy

INPUT

CONTENT

OUTPUT

Goals of Digital Interactive Systems
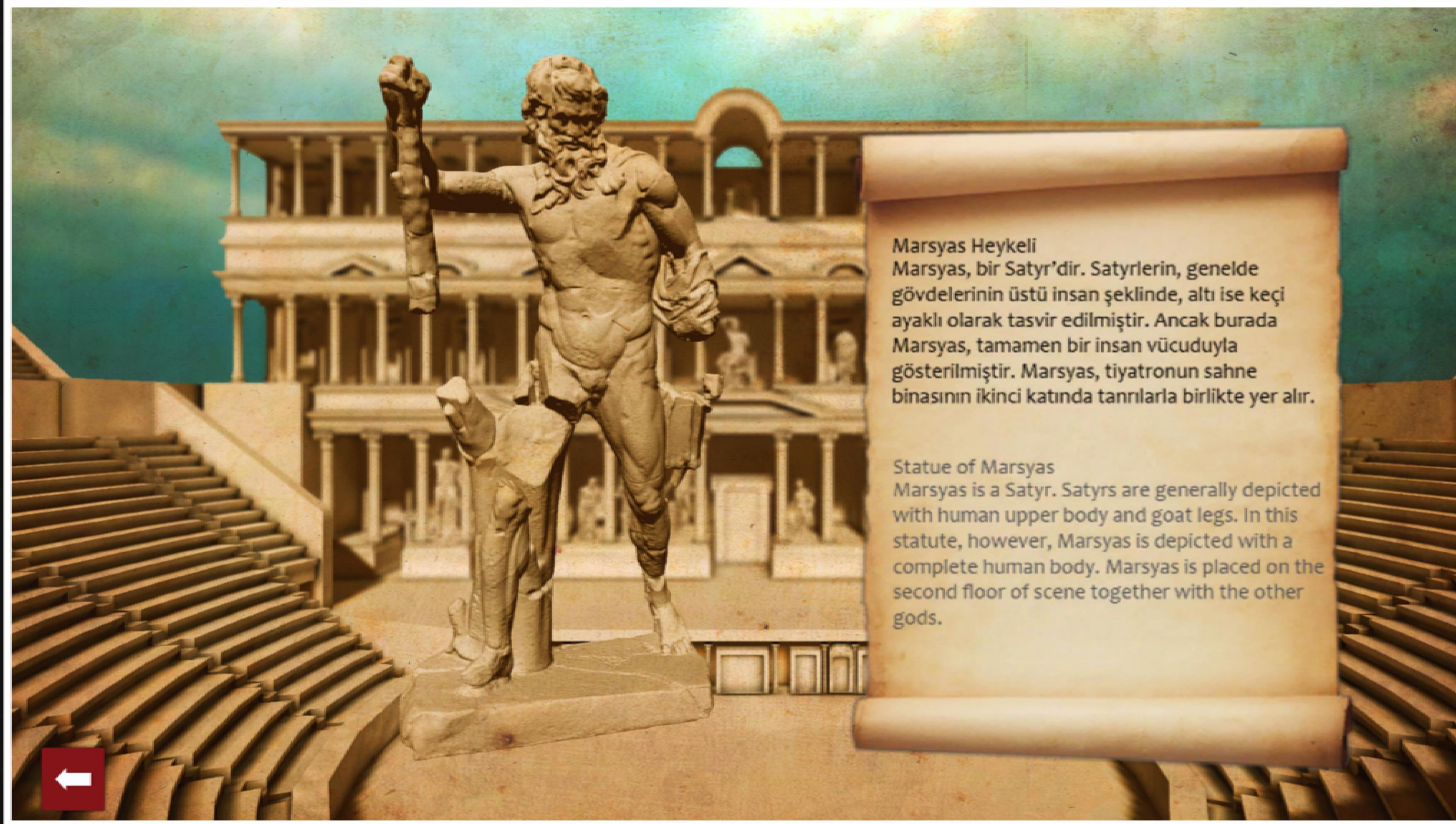
Inform the visitor

Create an enjoyable experience
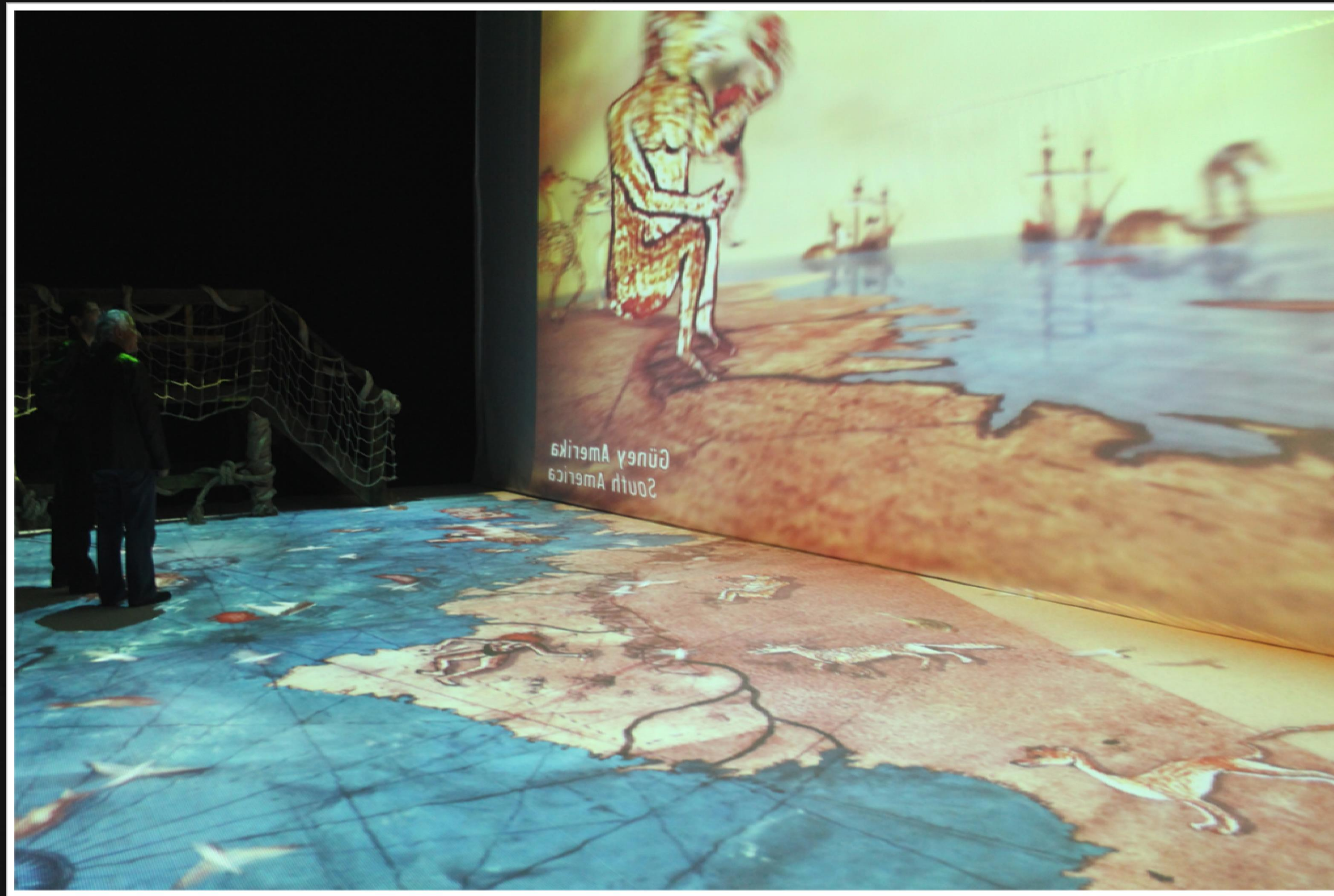
Informative Interactive Systems

Inform the visitor with the least boring way possible
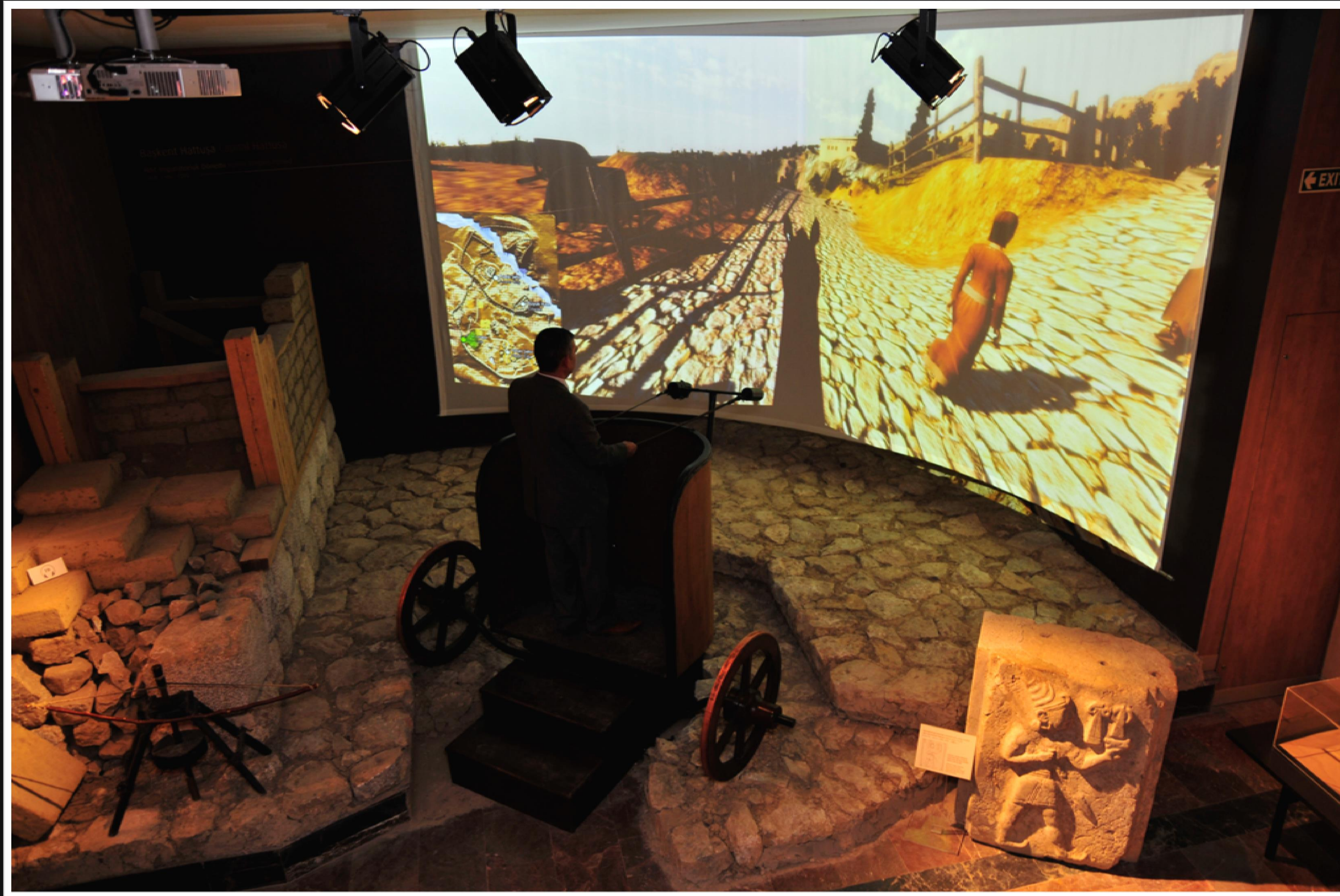
Game-Like Interactive Systems

More scenario oriented, have gamification

Large Scaled Interactive Systems

Less informative, more immersive
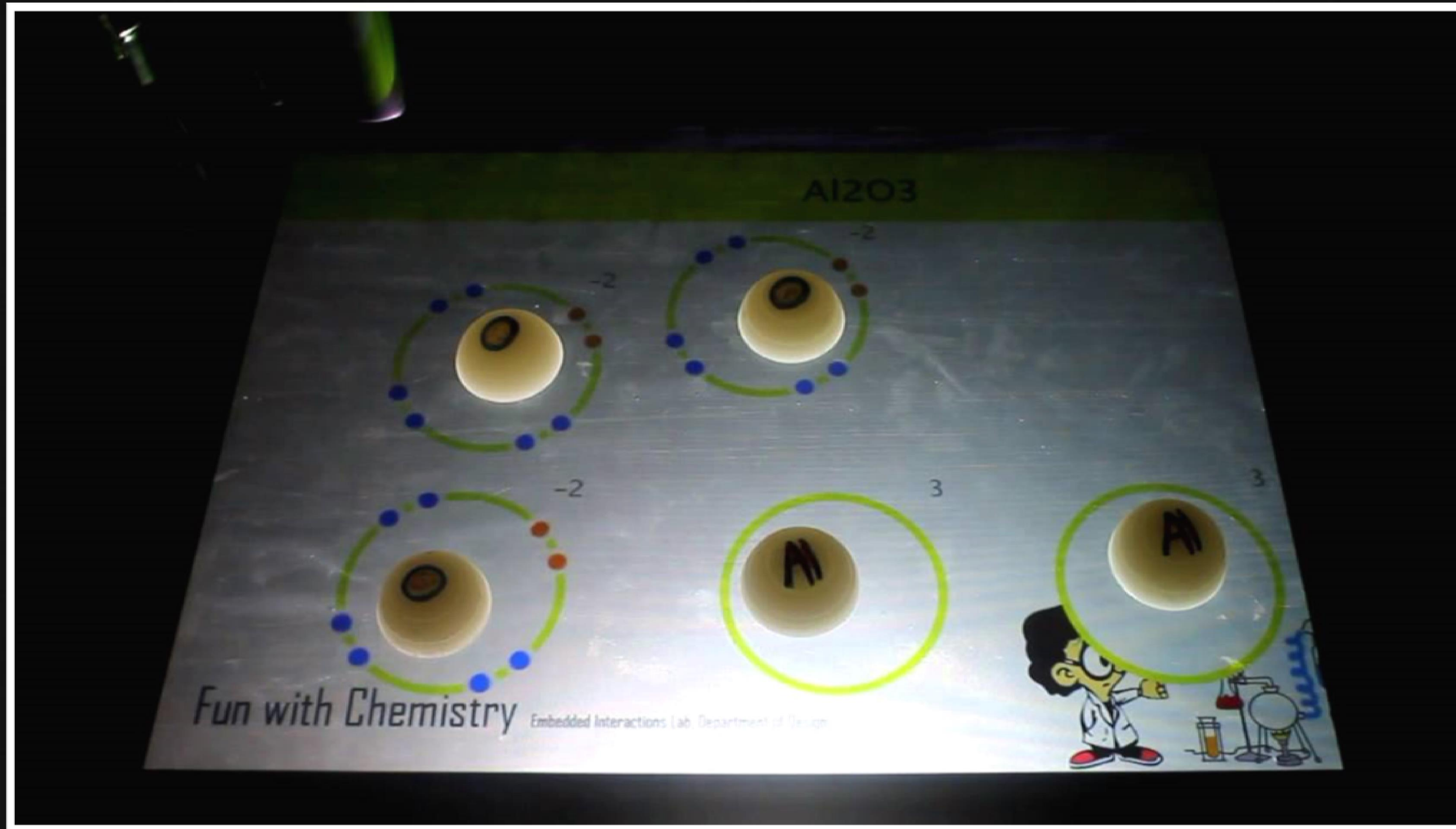
Hybrid Interactive Systems

Both large-scale and informative

Future of Digital Interactive Systems

Tangible Systems

Tangible system teaching chemical bonding
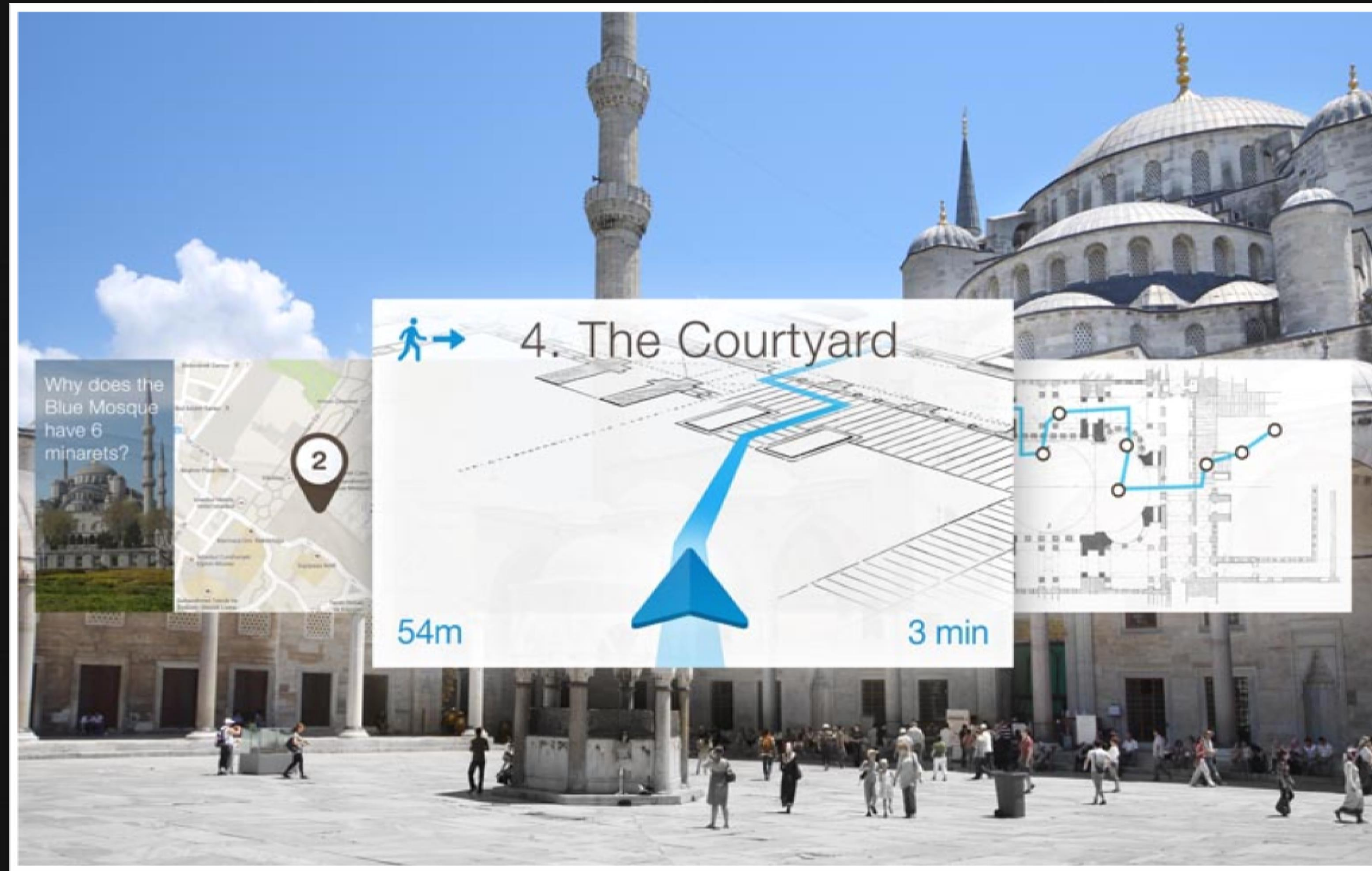
Virtual Reality Systems

Oculus Rift VR glass

Augmented Reality Systems

Google Glass in an art museum

Indoor Tour Systems

Indoor navigation systems and museum advisor

Thank You!