14 Impulses about Experience Technology in Museums
Curated by Robert Eysoldt, ZEROOVERHEAD Consulting, Berlin

INTRODUCTION
Would You like to Be Immersed?
Short introduction and overview of the 14 exciting impulses.
Robert Eysoldt, Creative Consultant, ZEROOVERHEAD CONSULTING

Where is the Imagination in a Total Immersion?
A brief insight into the immersive techniques of the past and present, as well as an outlook on the future of the imaginary.
Thomas Bremer, Professor of Game Design, DE:HIVE Institut, HTW Berlin-University of Applied Sciences

How to Use Digital Tools to Enhance Visitor Experience in Museums?
About the search for new ways to enter into a long-lasting exchange with museums from which all other museums can participate - the example museum4punkt0.
Monika Hagedorn-Saupe, Joint Project Lead and Coordinator, museum4punkt0, Stiftung Preussischer Kulturbesitz

VR EXPERIENCE
How Do You Live in a Story?
History and Strategy of telling stories in immersive media.
Philipp Wenning, VR-Director, Co-Founder, INVR.SPACE

What Happens When You Shrink Visitors to the Size of a Woodlouse?
How to use VR as a tool to unknown experience perspectives.
Lutz Westermann, Managing Partner, hapto GmbH

How to Create Vast Virtual Worlds for a Musealogic Dialogue?
Utilizing VR and AR for exhibitions.
Patrik de Jong, Creative Director, Artificial Rome

AR EXPERIENCE
AR Is the Answer, but What Is the Question?
What cultural institutions can teach us about digitalization.
Raphaël de Courville, Co-founder, NEEEU Spaces GmbH

Is Your Smart Device the Key to Location Based Information?
We don't know! But AR will be the door opener to wherever you want to go!
Sebastian Winkler, CEO, shoutr labs

All by Myself or Can We Move from Single to Group Experiences for the Masses?
About the advantages of interaction with large groups in VR and AR.
Axel Steinkuhle, CEO, Evrbit

EXPERIENCE FOR ALL
How Can You Create Experiences for All Visitors?
Providing inclusive and enjoyable experiences for visitors with and without disabilities in cultural places.
Alexandra Verdeil, General Manager Germany & Austria, Tactile Studio

AUDIO EXPERIENCE
The Good, the Sound and the Bad — Are You Well Immersed?
Sound immission makes people leave — ways to create inspiring aural realities.
Max Kullmann, STILLE ALS LUXUS

AI IN MUSEUMS
How to Support Knowledge Workers in Exhibition Design?
From digital curation tools to smart exhibits.
Joachim Quantz, Head of Research, ART+COM Studios

Can AI Explain Itself?
Ideas for showcasing AI in exhibitions and museums.
Andreas Daniel Matt, Managing Director, IMAGINARY
Sebastián Uribe, Senior Technology Consultant, IMAGINARY

Closing words.
Robert Eysoldt, Creative Consultant, ZEROOVERHEAD CONSULTING