

<http://www.etienne-trouvers.com/blog/septembre-2005.html>

## The Museum Wearable

by Flavia Sparacino at MIT Media Lab (1999)

“The museum wearable is a real time storytelling device: it is a museum guide which in real time evaluates the visitor’s preferences by observing his/her path and length of stops along the museum’s exhibit space, and selects content from a large database of available movie clips, audio, and animations. The museum wearable targets individual visitors with special learning needs or curiosity, and offers a new type of entertaining and informative museum experience, more similar to immersive cinema than to the traditional museum experience.”



*Exploration of some of Gauguin’s artworks by the Museum Wearable adapted from the digital artistic reproductions (DAR) conceived by the artist Etienne Trouvers*

*A continuation of the work as seen above by Flavia Sparacino*

A later implementation of the Museum Wearable idea which gives the viewer a multimedia look into the history of the art.



“Original collaboration in between the Museum Wearable represented by Flavia Sparacino, chief technologist and creative director of the Sensing Places company, and MIT

researcher, and the work of original reproduction of Paul Gauguin's paintings, according to the principle of digital impression or digital artistic reproductions (DAR) developed by the artist Etienne Trouvers.

The Museum Wearable is a portable audio-visual augmented reality device that delivers to the visitor a dynamic and reconfigurable audio-visual documentary of an exhibition based on his progress in the museum space. As the wearer observes a work of art he will also see, through the "private-eye" display, a virtual projection on the wall of the museum of an audiovisual résumé that explains and illustrates what he's looking at. The Museum Wearable relies on custom designed "location bulbs" to determinate the visitor's location in the exhibition space. Thus, he doesn't have to press any button to start the animation, nor deal with any other similar interface. To sum up, the Museum Wearable is the most advanced version of the traditional audio guide as it provides a combination of both video and audio information automatically triggered by the location bulbs. By personalizing the visit of the museum and making it more attractive and intelligible thanks to the object-centered mini-documentaries, this device offers both an educational and entertaining alternative to the traditional museum experience."