MUSEUMS & THE WEB
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Lindsey K. Davis
MUSEUMS & THE WEB

- Coordinates conferences, workshops and seminars
- Publishes articles and monographs
- Consults for cultural organizations worldwide

GOAL: provide professionals in archives, museums, and cultural heritage informatics with timely and challenging opportunities for exchange and training, and to develop written record of activity in the field.
BACKGROUND AND INTERESTS

- Educational technology and museums
  - Gaming in museums
  - Smart apps in museums and historical tours

Tools for success

- Solutions that work
- Networking
- Brainstorming
SEMINARS

• Gaming
• Augmented Reality
• Digital Collections
• Prototyping for Museums
• Open Source App Programs
DEVELOPING SMART DEVICE APPLICATIONS - SIMPLY

- http://izi.travel/
- http://livecode.com/
IZI. TRAVEL

One app for cities and museums
Interactive and multimedia
Online or offline

Audio guides in museums and cities across the world

Walk around the city accompanied by your personal GPS tour guide
LIVECODE

Open Source Software

- Interface
- Language
- Live Coding
USER CENTERED DESIGN

• Elements of Game Play
  • A good game “hooks you”
  • Inherently educational
  • Provides narrative
  • Core Dynamics (What the player is doing and thinking while playing)

• Prototyping
  • Low-fidelity representations to learn and test before proceeding.
RESOURCES

• www.museumsandtheweb.com
• http://eduweb.com
• https://izi.travel
• http://livecode.com
• http://designinginsights.com

Contact Information

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