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The Museum Experience: Learning and Engagement through the Emergence
of New Interactive Technologies

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Abstract

The premise of this paper focuses on how new innovative technologies are having an impact on learning and engagement within art museums. The paper provided three different case studies which all presented innovative interactive technologies. Two case studies from the ARTLENS gallery, one which analysed an interactive multi-touch display, and another which incorporates eye tracking technology. The last interactive is from the Lumin exhibit at the Detroit Institute of Arts which predominantly centered on augmented reality technology. Using the Contextual Model of Learning Framework by Falk and Dierking, in addition to other academic sources and theories, a qualitative analysis was conducted to see how learning and engagement is being initiated within these interactive technologies. All three case studies placed an importance on personalization and free-choice for each visitor. Although there were certain issues that are highlighted through the analysis of the case studies, overall the interactive exhibits all have the potential to provide a new method of engagement and learning within the art museum space.