

# Catalogue of mapping ideas

## Information about the object - interpretation (off-site, on-site)

- Multi-modal views: same objects in spatial and conceptual maps; same objects on screen, animate into different positions
- Animating, bringing to life the art/objects
- Touching the artwork through the interface
- Learning about the artist, the context in which the artifact was built
- Curators adding multimedia information (youtube videos, books, songs, testimonials, etc.)
- Showing relationships of the artifact with the past and the present

## Visitors adding information to the object (off-site, on-site)

- Adding tags
- Adding media and comments to the object (videos, photos, audio)
- Footprints, leaving notes for other people

## Relationships among objects (off-site, on-site)

- Draw up relationships between works/objects/artifacts/etc.
- Provides point of entry for receiver to also explore rest of space
- Pointers to other artifacts in the museum (same artist, same period, same technique, same theme, etc.)
- Visitors that enjoyed this artifact also liked...

## Links with other museums

- Sharing content across museums
- Vast array of maps connecting/interacting with each other: mega-museum
- Travel patterns (& "Did you know?")
- Link to things, events, happenings in community
- Visitors that enjoyed this museum also went to...

## Itineraries (preparation off-site, usage on-site)

- Create one's own experience and path within the content
- Seeing where others are in the virtual map, what they're looking at, in real-time
- Electronic breadcrumbs/post-it notes
- Follow footprints of famous/credible people
- Interest maps: what are people interested in?
- Ability to subscribe to interest maps (possibly with people with credibility/fame)
- It is important to consider the flow of visitors, most museums have space issues and they do not want people wandering around). A way to solve this, for example, is allow the preparation of the itinerary beforehand and suggest then the best way to organize the best, or define a set of itineraries to pick from.
- Itineraries that adapt to the visitors (with young children, children, teenagers, older visitors, but also studies / career...)

## Wayfinding (on-site, off-site just for information)

- Better sense of where one might find works (particularly, generally)
- Easier access (don't have to go to a wall for a map)
- Accessibility. E.g., providing easily accessible paths for wheelchairs

## Social interaction (off-site, on-site)

- Social aspect: where (spatially, conceptually) are my friends and colleagues enjoying content?
- Entertainment value
- Real-time/offline conversations in the virtual, hybrid virtual-physical space
- Tease at social value (shared exploration, etc.)
- Tease at the unspoken thoughts when an ad hoc group of people stand at the same object silently
- Social sharing: link to email, Twitter, Facebook, etc.
- Interactive postcards: send a virtual map (say, zoomed into a cluster of objects) w/ note

## Post-visit activities

- Post-visit affordances
- Data recovery, exploration for scholars, researchers

**General**

- Enabling better searching experience
- Accessibility