



Using Augmented Reality to Improve Visitor Experience in a Museum Setting

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Abstract:

The Museum's collection is comprehensive and diverse but to really engage with it our visitors need an understanding of anatomy and pathology. Yet, many of the Museum's visitors are high school students. So, the Museum is teaming up with the Lab for Innovation in Technology in Education (LiteRoom) to design an augmented reality self-guided tour of our diverse collection. The web-based application will highlight key areas of interest in our specimens. This will allow our visitors an unparalleled experience, by ensuring they can valuably engage with our great collection.