

Wireless Museum Guide Project

In a museum, there are exhibit pieces (art, historical, etc) and guests that visit and explore these pieces. In a modern museum, guests rent an electronic guide in the entrance for a small fee and during their visit they can get information on pieces. The information is a prerecorded text for each piece or a subset of the pieces that are interesting. Usually, there exists a unique number written on the wall for pieces with information, a guest types in that number to his/her guide and the information is played back.

In this project, we plan to implement an enhanced version of this device. With our guide, museum administration will be able to track the guests, monitor their visiting pattern (their walking path, how much time they spend on each piece, etc). In addition, instead of typing a number to get information, when a guest comes in front of a piece, using wireless communication, the guide will sense the piece and start play back of information automatically. Communication can be handled using bluetooth or wireless access points, etc according to your own design proposal. We will decide together which technology fits best.

The device can also have a small monitor (such as ones on Microsoft Zune, iPhone, iPod) and some visual information can also be given together with voice. Museum staff should be able to prepare video clips easily using a backend tool and uplad them into the device.

For the guide, we prefer not to manufacture a new device but use an existing technology, such as Microsoft Zune, provided that it fits above specs. You can develop software on Zune device using Microsoft XNA Library and C#.

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