

Information Design for cultural tourism I - - -U - - -V

# Information Design for cultural tourism

digital technologies in the service of people

Raimonda Riccini Università **luav di Venezia**  multi**media** 

alternativemedia citizenmedia **democratic** media digitalmedia hypermedia indipendentmedia interactivemedia **meta**media newmedia oldmedia participatorymedia socialmedia traditionalmedia

## multimedia

is media and content that uses a combination of different content forms.

## multimodal

provides the **user** with multiple modes of interfacing with a system.

provides several distinct tools for input and output of data.

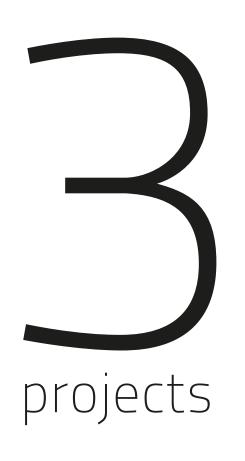
# design of the other things

## **design** today cuts acros' disciplinary boundaries.

- scientific and cultural experimentation
- services and the territory
- technology and society
- education and the reproduction of the local tradition an identity

innovation museum territory tradition

**exhibition**design experiencedesign interaction design information interfacedesign servicedesign• mobiledesign **>usercentered**design •webdesign



progettovetro
designingmuseum mobile experience
canovaccio

Collection and memories of glass factories

Rosa Chiesa

#### brief

the archive as a place of knowledge's production.

#### aim

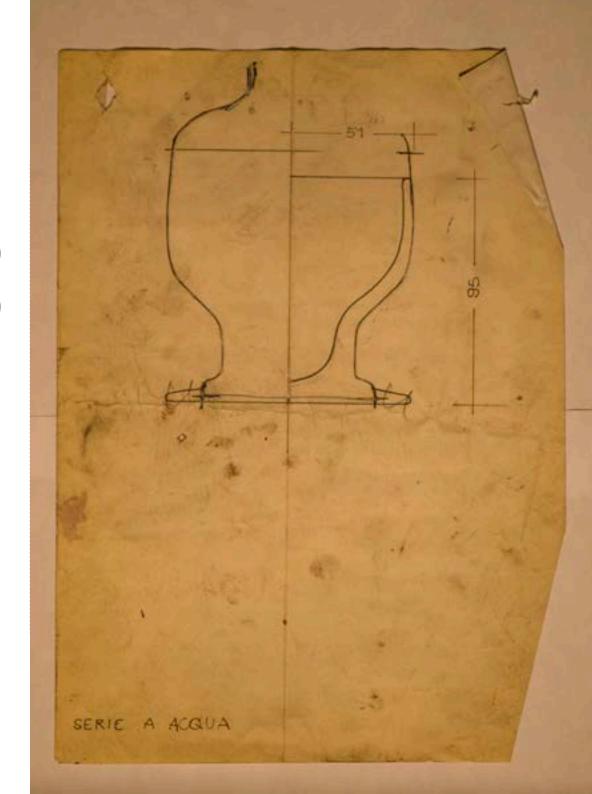
preservation and valorization of Murano glasses' cultural heritage.

digitalization as a collecting tool to facilitate information sharing and to avoid logistic difficulties.













# designing museum mobile experience

why and how mobile devices should contribute to communication strategies in museums

Marco Mason

#### brief

investigate rules and methods of mobile services for the museum.

#### aim

show best practices in application and service design development for the museum's context.





### canovaccio

An interactive system that helps people to organize and be involved in cultural events in venetian public spaces

### Maddalena Mometti Daniele Savasta

@lxD Lab 2011 Philip Tabor + Gillian Crampton Smith

#### brief

design an interactive service that create an hybrid level between the real and a virtual Venice.

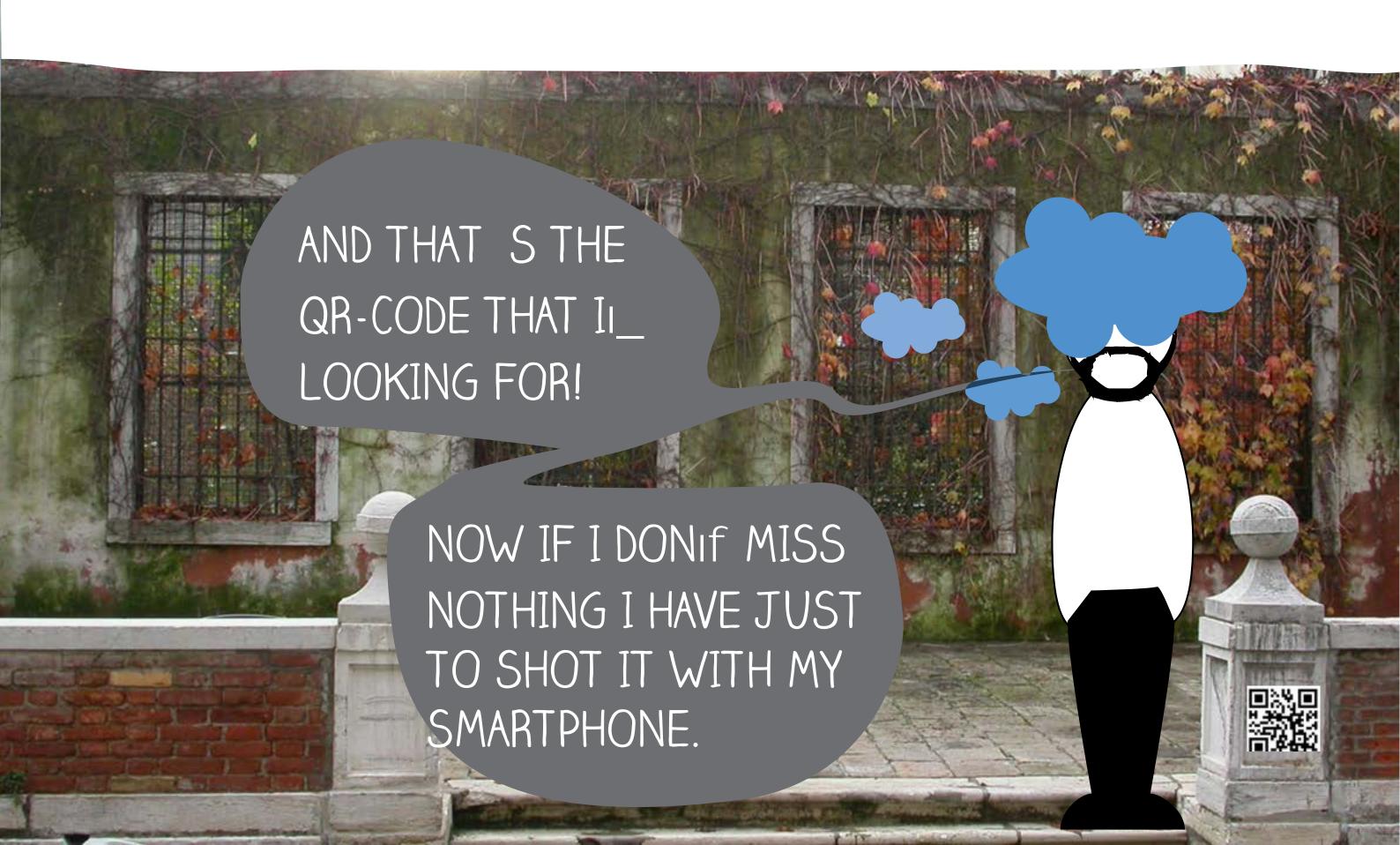
#### aim

promoting cultural exhibition in a more usable and engaging way both for performers and visitors.

# ONCE IN VENICE, IN A NEAR FUTURE, A MONGOLIAN DANCER, WALKING IN THE CITY



# A SECOND LATER

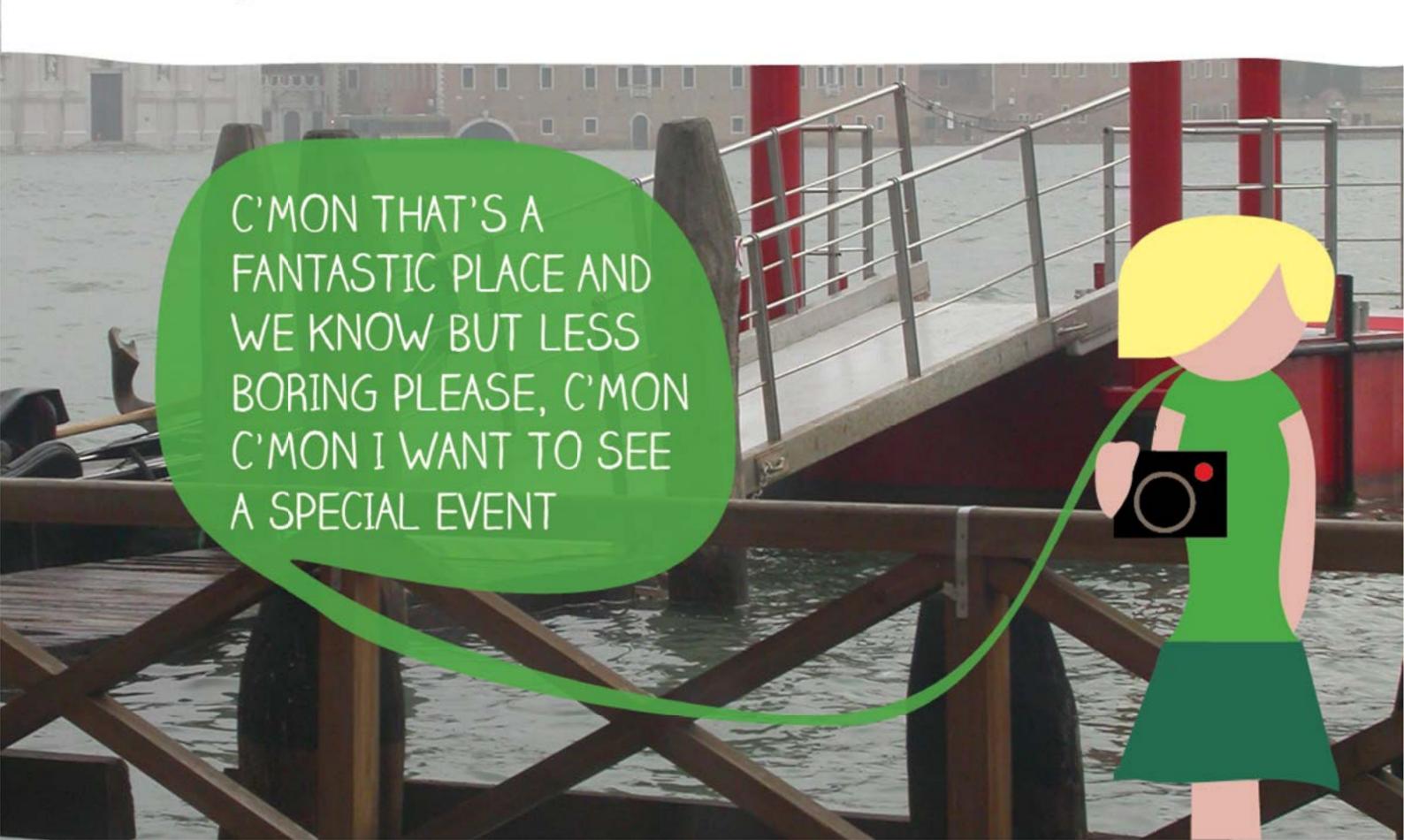


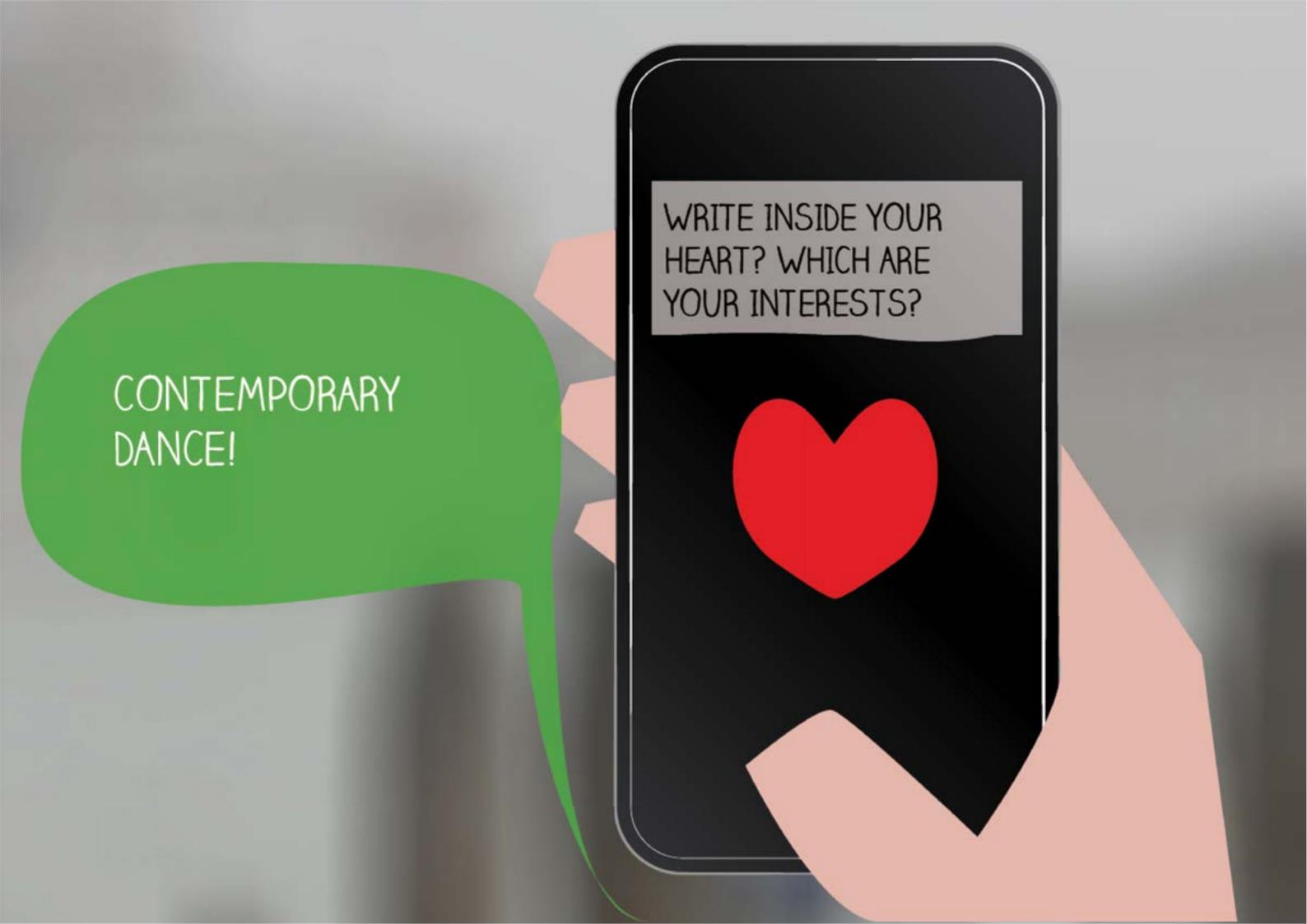






# THE SAME DAYS AS PREVIOUS IN VENICE (AGAIN) A TOURIST, WALKING IN THE CITY (AGAIN)





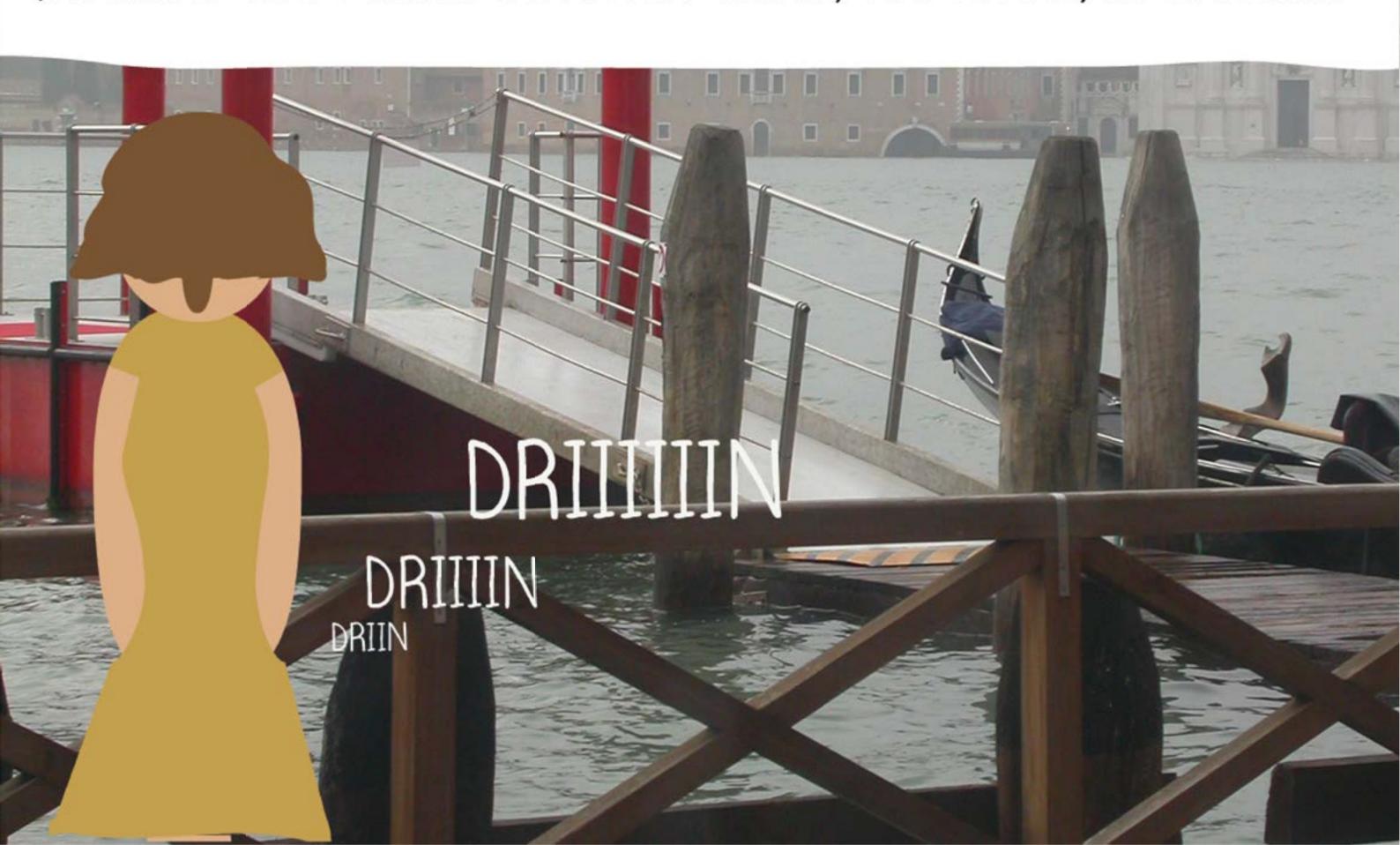
C'MON I'LL NEVER FORGET IT, IT'S TOMORROW YOU CAN'T BE SERIOUS.

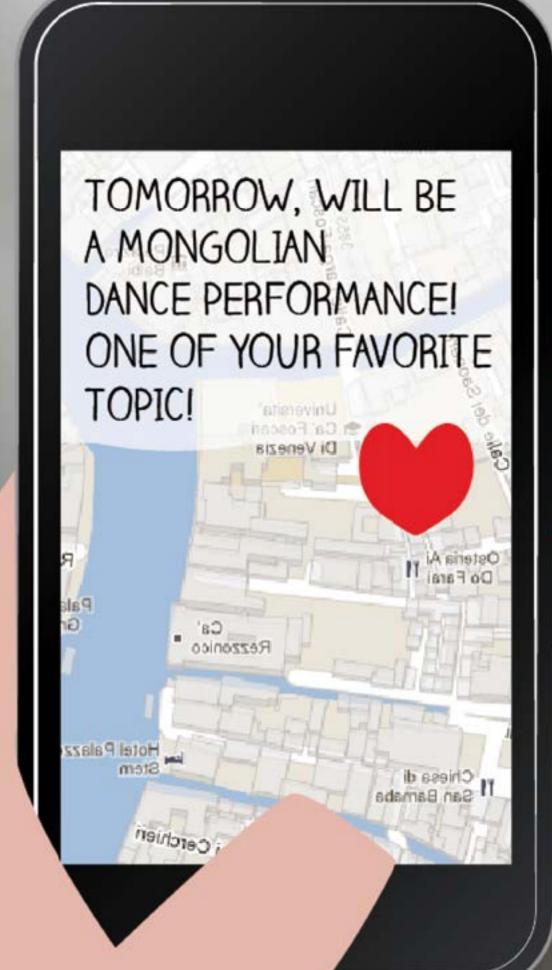
SETUP YOU'RE ALARM OR YOU GONNA FORGET THAT!



DRIIIII

AT THE SAME MOMENT AS PREV. IN THE SAME CITY (VENICE IF YOU FORGET IT) AN ART CRITIC, YOU KNOW, IS WALKING





ANOTHER ONE IN THE SAME WEEK I CAN'T BELIEVE IT I HOPE THAT THIS IS GOOD AS THE LITUANIAN

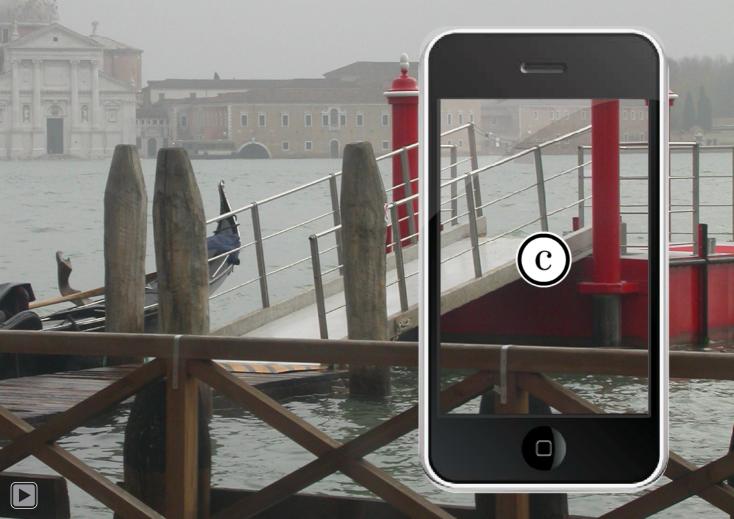
THE DAY AFTER IN VENICE,
THE ALMOST FAMOUS MONGOLIAN DANCER,
IS DANCING IN THE CHOOSEN PLACE











# Thank you

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Interaction Design Lab Philip Tabor+Gillian-Crampton Smith