AC/E
Spain's Public Agency for Cultural Action
www.accioncultural.es

Degree of Technology Usage in Museums

Legend:
- Low use
- Medium use
- High use

Definition →

	Further information	Interaction with the work	Educational uses	Co-creation	Co-funding	Experimentation and interaction with content	Immersive experience
Definition	Provides complementary and specific information on works, exhibitions or spaces	Helps us establish a direct relationship with the pieces by activating mechanisms in response to our commands	Provides educational content designed for specific audiences	Facilitates the creation of stories and content jointly with the community that supports the institution	Collective patronage whereby institutions turn to their community to fund specific projects	Offers the possibility of actively discovering the stories and concepts exhibited/publicised at the institutions	Provides all-enveloping interaction with the works and the premises
Touchscreens — Screens that respond to being touched on the surface by providing information and interacting with the user							
QR codes — Two-dimensional modules in the form of barcodes for storing information							
3D — Technology that creates or recreates objects and spaces in 3 dimensions							
Augmented reality — Viewing an environment or real object through a technological device that provides virtual information, recreating a mixed reality							
Geolocation — Automatic detection of geographical location							
Beacons — Small devices that broadcast a shortwave signal in Bluetooth							
Sensors and monitoring — Technological devices that detect movement, weight or physical traits, responding in a predetermined manner							
Wearables — Technological devices worn on the body that detect or respond to stimuli and movements							
Robots — Electromechanical machines that perform actions predetermined by a computer programme							
Labs — Spaces for experimentation and co-creation with museum content and technology applied to it							
Web 2.0 technology — Technology that uses Internet platforms to provide information, co-creation, interaction and collaboration between users							

Infographic compiled by Dosdoce.com