

HORIZON
2020

Meaningful Personalization of Hybrid Virtual Museum Experiences Through Gifting and Appropriation

Résultats

Informations projet

GIFT

N° de convention de subvention: 727040

[Site Web du projet](#)

DOI

[10.3030/727040](https://doi.org/10.3030/727040)

Projet clôturé

Date de signature de la CE

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Date de début

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SOCIETAL CHALLENGES - Europe In A Changing World - Inclusive, Innovative And Reflective Societies

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€ 2 440 303,00

Contribution de l'UE

€ 2 440 303,00

Coordonné par

IT-UNIVERSITETET I
KOBENHAVN



Denmark

Ce projet apparaît dans...



Comment les technologies numériques peuvent jouer un rôle crucial dans la préservation du patrimoine culturel européen

16 Février 2021



CORDIS fournit des liens vers les livrables publics et les publications des projets HORIZON.

Les liens vers les livrables et les publications des projets du 7e PC, ainsi que les liens vers certains types de résultats spécifiques tels que les jeux de données et les logiciels, sont récupérés dynamiquement sur [OpenAIRE](#) .

Livrables

Documents, reports (18)

[Framework Evaluation Report](#)

A document summarising the results of the application and evaluation of the Framework.

[Design of the Beta Toolbox](#)

A report giving the overall design, requirements and specification of the Beta Toolbox.

[Report on Framework for Processes and Guidelines](#)

[Report on Study of Public Gifting Experiences](#)

[Anthology on Meaningful Personalization](#)

[Report on Study of Intimate Gifting Experiences](#)

[Europeana Dissemination Report](#)

[Final Report on the Gifting Platform](#)

Report from the study of populating the platform with example templates and experiences that demonstrate the value of gifting as an approach for meaningful engagement. The report will show the marketing and communications plan with examples of how this can be applied by museums across the EU.

[Communication Strategy](#)

The communication strategy outlines a plan for communicating the project activities and outcomes to the public.

[Evaluation Report on Lead User Change Process](#)

Final report summarising results of evaluation, including observations, interview results, re-use of cultural asset including lessons learned and recommendations including organisational model and culture, skill requirements, management styles, the best environment for supporting knowledge flows, etc.

[The GIFT Framework](#)

A website containing all relevant guidelines, tools, templates, other relevant knowledge developed in the project, formatted in a way to be practical and applicable for lead users in the museum sector and CCI.

[Report on Open Beta](#)

[Final report: Lifecycle Analysis](#)

[Design of the Final Toolbox](#)

A report giving the overall design, requirements and specification of the final Toolbox.

[Evaluation Strategy and Change Process Report](#)

A report describing the evaluation strategy, summarising key factors that will be measured against, identifying members of the core evaluation group (beneficiaries) and the Lead User Panel, and detailing the process to be followed to capture data.

[Final Conference Report](#)

[Interim Evaluation Report](#)

Interim results of evaluation after conclusion of first iterations of prototypes focusing on museum evaluation and prototype evaluation, with suggestion for improvements and changes for second iterations.

[Report on Closed Beta](#)

Open Research Data Pilot (1)

[Data Management Plan](#) 

Websites, patent filings, videos etc. (1)

[Project Website](#) 

The GIFT website will host all relevant information about the project, the consortium as well as all major developments and outputs resulting from the project. Project reports and research articles will also be made publicly available on the website.

Demonstrators, pilots, prototypes (5)

[Gifting Platform](#) 

[Release of the Final Toolbox](#) 

Documented software release of the Beta Toolbox.

[Release of the Beta Toolbox](#) 

Documented software release of the Beta Toolbox.

[Prototype: Intimate Gifting Experiences](#) 

[Prototype: Public Gifting Experiences](#) 

Publications

Conference proceedings (12)

[Customizing Hybrid Products](#) 

Auteurs: Steve Benford, Boriana Koleva, William Westwood Preston, Alice Angus, Emily-Clare Thorn, Kevin Glover

Publié dans: ACM CHI Conference on Human Factors in Computing Systems, Numéro 2018, 2018

Éditeur: ACM

DOI: 10.1145/3173574.3173604

Monuments For A Departed Future: Designing For Critical Engagement With An Ideologically Contested Museum Collection

Auteurs: Karin Ryding, Anders Sundnes Løvlie

Publié dans: MW18, 2018

Éditeur: Museums and the Web

Word by Word: A mobile game to encourage collaborative storytelling within the museum

Auteurs: Timothy Wray, Elin Ingimundardottir, Greta Stanciauskaite, Anders Sundnes Løvlie

Publié dans: MW18, 2018

Éditeur: Museum and the Web

GIFT: Hybrid Museum Experiences through Gifting and Play 31-40

Auteurs: Jon Back, Benjamin Bedwell, Steve Benford, Lina Eklund, Anders Løvlie, William Preston, Paulina Rajkowska, Karin Ryding, Jocelyn Spence, Emily Thorn, Annika Waern, Tim Wray

Publié dans: Proceedings of the Workshop on Cultural Informatics co-located with the EUROMED International Conference on Digital Heritage 2018 (EUROMED 2018), 2018, Page(s) 31-40

Éditeur: CEUR

[Deepening Visitor Engagement with Museum Exhibits through Hand-crafted Visual Markers](#) 

Auteurs: Susan Ali, Boriana Koleva, Ben Bedwell, Steve Benford

Publié dans: Proceedings of the 2018 on Designing Interactive Systems Conference 2018 - DIS '18, 2018, Page(s) 523-534, ISBN 9781-450351980

Éditeur: ACM Press

DOI: 10.1145/3196709.3196786

[Inalienability - Understanding Digital Gifts](#) 

Auteurs: Jocelyn Spence

Publié dans: Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems - CHI '19, 2019, Page(s) 1-12, ISBN 9781-450359702

Éditeur: ACM Press

DOI: 10.1145/3290605.3300887

[Seeing with New Eyes - Designing for In-the-Wild Museum Gifting](#) 

Auteurs: Jocelyn Spence, Benjamin Bedwell, Michelle Coleman, Steve Benford, Boriana N. Koleva, Matt Adams, Ju Row Farr, Nick Tandavanitj, Anders Sundnes Løvlie

Publié dans: Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems - CHI '19, 2019, Page(s) 1-13, ISBN 9781-450359702

Éditeur: ACM Press

DOI: 10.1145/3290605.3300235

Designing a “No Interface” Audio Walk

Auteurs: Tilde Pedersen, Edith Terte, Anders Sundnes Løvlie

Publié dans: MW19, 2019

Éditeur: Museum and the Web

The GIFT Framework: Give Visitors the Tools to Tell Their Own Stories

Auteurs: Anders Sundnes Løvlie, Steve Benford, Jocelyn Spence, Timothy Wray, Christian Hviid Mortensen, Anne Olesen, Linda Rogberg, Ben Bedwell, Dimitrios Darzentas, Annika Waern,

Publié dans: 2019

Éditeur: Museum and the Web

[Card Mapper - Enabling Data-Driven Reflections on Ideation Cards](#)

Auteurs: Dimitrios Darzentas, Raphael Velt, Richard Wetzels, Peter J. Craigon, Hanne G. Wagner, Lachlan D. Urquhart, Steve Benford

Publié dans: Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems - CHI '19, 2019, Page(s) 1-15, ISBN 9781-450359702

Éditeur: ACM Press

DOI: 10.1145/3290605.3300801

[Object-focused mixed reality storytelling - technology-driven content creation and dissemination for engaging user experiences](#)

Auteurs: Dimitrios Darzentas, Martin Flintham, Steve Benford

Publié dans: Proceedings of the 22nd Pan-Hellenic Conference on Informatics - PCI '18, 2018, Page(s) 278-281, ISBN 9781-450366106

Éditeur: ACM Press

DOI: 10.1145/3291533.3291588

[Affective Critical Play](#)

Auteurs: Karin Ryding

Publié dans: CHI PLAY '19 Extended Abstracts, 2019, Page(s) 63-67

Éditeur: Association for Computing Machinery

DOI: 10.1145/3341215.3356337

Book chapters (2)

Complexities of collaborating: Understanding and managing differences in collaborative design of museum communication

Auteurs: Line Vestergaard Knudsen, Anne Rørbæk Olesen
Publié dans: The Routledge Handbook of Museums, Media and Communication, 2019, ISBN 9781-138676305
Éditeur: Routledge

Design Methods for Museum Media Innovation. Enhancing Museum User Negotiations by Discursive and Material Explorations of Controversies

Auteurs: Anne Olesen, Line Vestergaard Knudsen
Publié dans: Media innovations and design in cultural institutions, 2018, Page(s) 33-51, ISBN 978-91-87957-92-5
Éditeur: Nordicom

Peer reviewed articles (1)

[Challenges of practicing digital imaginaires in collaborative museum design](#) 

Auteurs: Anne Rørbæk Olesen, Nanna Holdgaard, Ditte Laursen
Publié dans: CoDesign, 2018, Page(s) 1-13, ISSN 1571-0882
Éditeur: Taylor and Francis Inc.
DOI: 10.1080/15710882.2018.1539109

Autres produits de recherche

Autres produits de recherche via OpenAire (3)



[Design for existential crisis in the anthropocene age](#) 

Auteurs: Light, Ann; Powell, Alison; Shklovski, Irina
Publié dans: Association for Computing Machinery (ACM)

[Hybrid Museum Experiences : Theory and Design](#) 

Auteurs:
Publié dans: Uppsala universitet, Människa-datorinteraktion

[Designing for Interpersonal Museum Experiences](#) 

Auteurs: Løvlie, Anders Sundnes; Eklund, Lina; Waern, Annika; Ryding, Karin; Rajkowska, Paulina
Publié dans: Uppsala universitet, Människa-datorinteraktion

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European Union, 2025

