

MUPOP Digital meets physical

Let your visitors control your interactive exhibitions with their smartphones

MuPop allows you to easily set up ad-hoc expositions on large digital screens. Visitors use their smartphones to interact with the exhibition, by browsing the collection, zooming in on details, listening to explanations in their language of choice, and responding to questions.

Interactions





Swipe, point or pinch and listen to the underlying story



Sound and Vision is the institute for media culture; an inspiring, creative and accessible meeting place for private individuals and professionals. They interpret current developments concerning people, media and society from a media-historical perspective.

The interaction that the Pop-Up Museum offered was an enrichment of the regular museum experience. The museum staff was impressed with how easy it was to use the system and how innovative the concept was

Lizzy Komen

Project manager R&D, Sound and Vision

Digitalised art returns to physical space

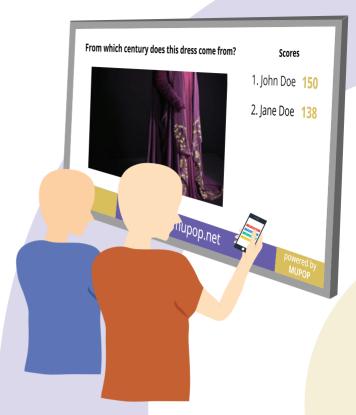
Provide visitors with a new way to experience art. As a smartphone is all a MuPop exhibition requires, it can be placed inside the museum, but just as well outside of it - in locations such as waiting rooms, classrooms and public squares.

Use existing hardware

A MuPop exposition can be shown on the large digital screens that are often already there. Visitors control the exhibition with their own smartphone no need to install an app.

The benefits at a glance:

- Intuitive navigation
- Reuse of digital collections
- Personalised experience
- Multilingual audio
- Smartphone in the pocket
- Requires standard internet only
- Low installation costs
- DIY setup



Add game elements to your exhibitions

KU LEUVEN

KU Leuven is an institution for research and education with international appeal. The university's libraries are host to a wide and interesting range of expositions, varying from student exhibitions to professional expositions.

Clarissa Colangelo