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Virtual Docent for a Living History Museum

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Keywords— Mixed Reality; Augmented Reality; Arts and Humanities; Media Arts; Historic Museum; Virtual Docent

In partnership with Genesee Country Village & Museum, New York's largest living history museum, we set out to explore the potential of augmented reality as a means for providing interactive storytelling experiences via a Virtual Historic Docent. We are developing an application that uses AR as part of a visitor engagement experience that will be deployed at the museum. We worked with the museum to select an historic figure linked to one of their buildings and developed a character to become the avatar. Research, 3-D software, audio recording and motion capture came together to create our Virtual Docent, that can be utilized through a variety of AR devices.

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Figure 1 - Digital Avatar Example.

Munnell for their assistance in audio and motion capture.

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Link to video: <https://www.youtube.com/watch?v=gtuQT4IXSL0>