

Danube Transnational Programme

ARCHEODANUBE

Archaeological Parks in Urban Areas as a Tool for Local Sustainable Development

A project co-funded by the European Union funds (ERDF, IPA, ENI)

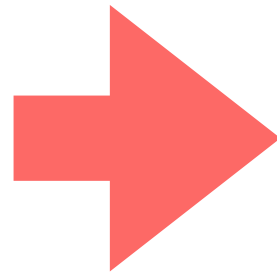


ArcheoTales Idea & Concept



UX Idea: Scavenger Hunt

On the grounds of Archeoparks, the app is a classic **scavenger hunt** that helps bringing archaeology to life in a fun way. And that for individual visitors of all ages and groups.



The highlight: The app extends the archaeology experience beyond the Archeopark into the urban space and into the everyday life of visitors.

Sites

City Municipality Ptuj (SLO)

Institute for the Protection of Cultural Heritage of Slovenia (SL)

First Hungarian Responsible Innovation Association (HUN)

West Pannon Regional and Economic Development Public Nonprofit LTD (HUN)

Romanian Academy Cluj Branch, Institute of Archaeology and History of Art (ROU)

National Museum of Unification Alba Iulia (ROU)

City of Vodnjan - Dignano (CRO)

Association Culture & Work (GER)

Rousse Regional Museum of History (BGR)

Bulgarian Association for Transfer of Technology and Innovati

Regional Development Agency of Pilsen Region (CZE)

Sustainication e.V. (AUT)

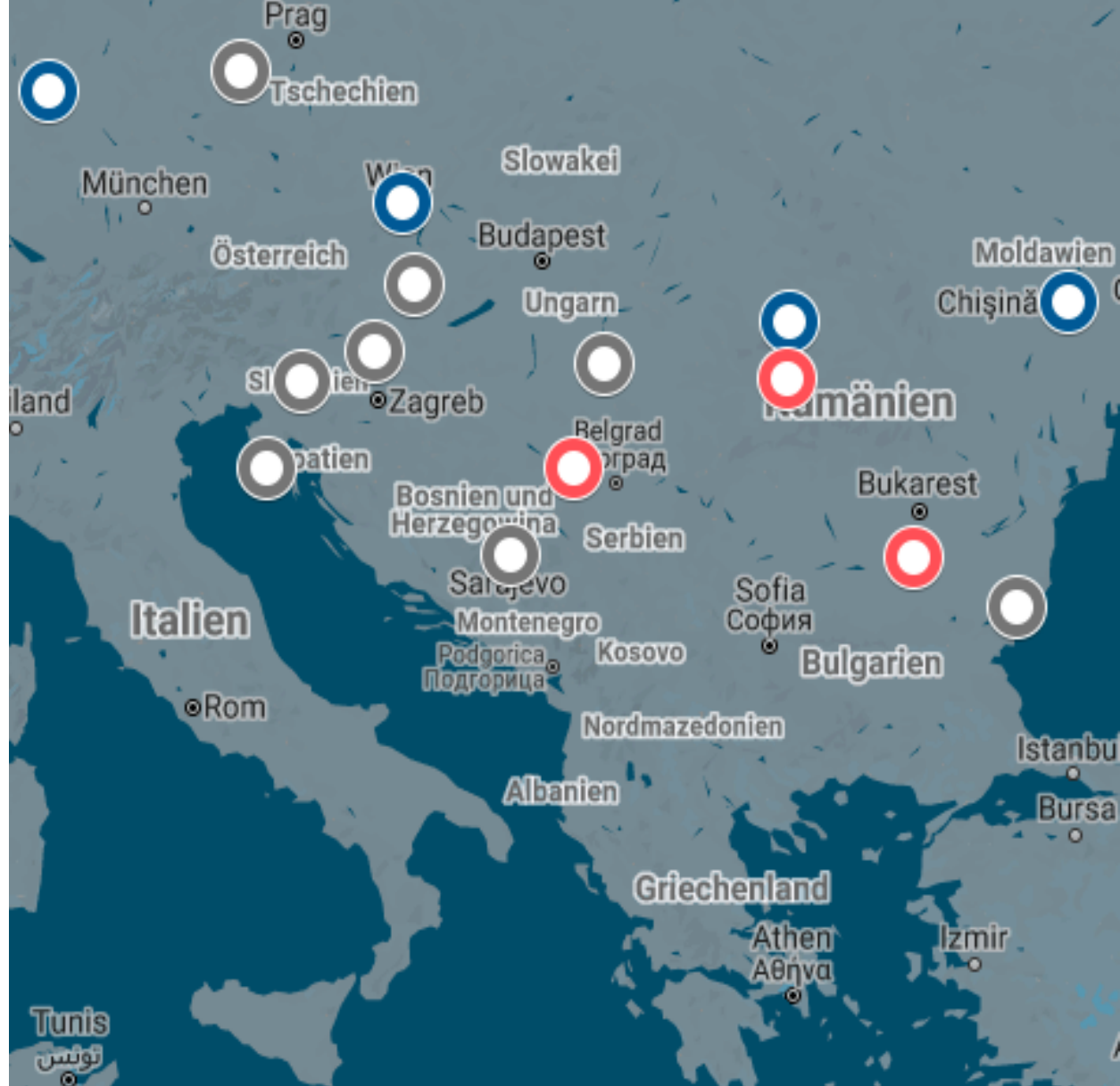
Urban Lab Chisinau Association (MDA)

Municipality of Centar Sarajevo (BIH)

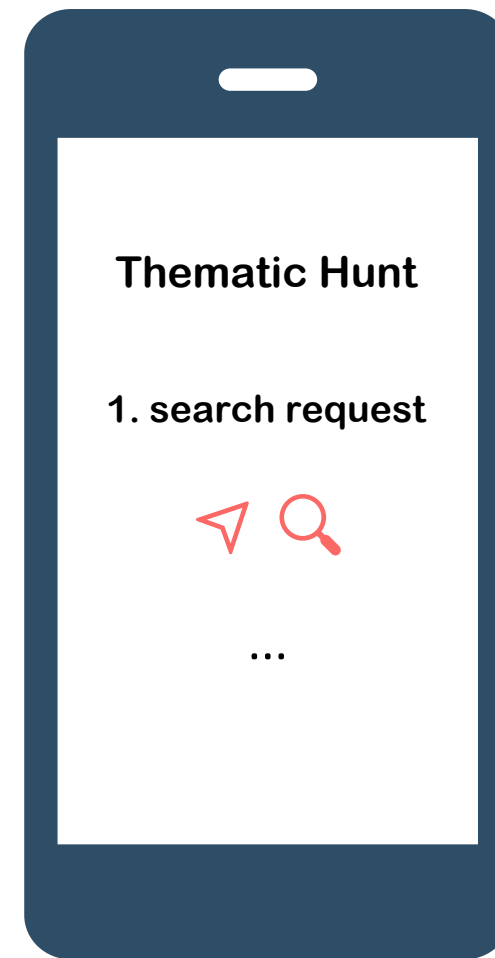
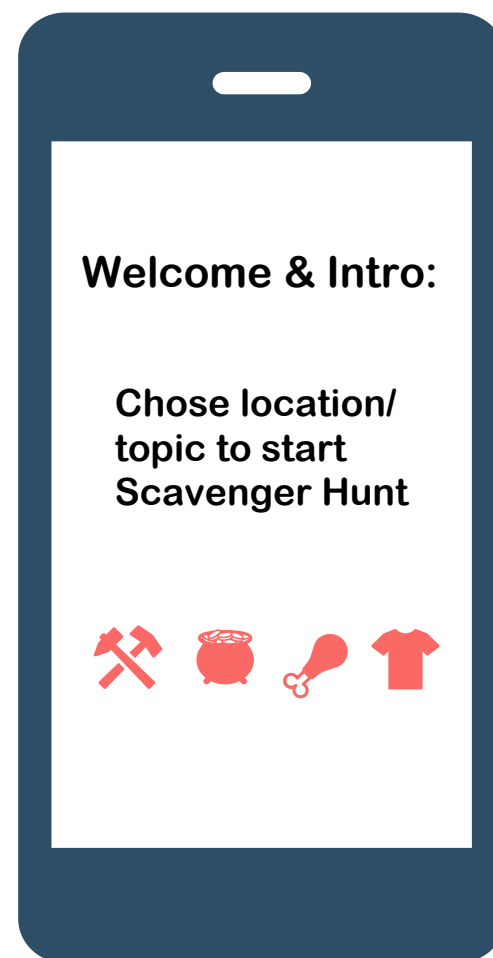
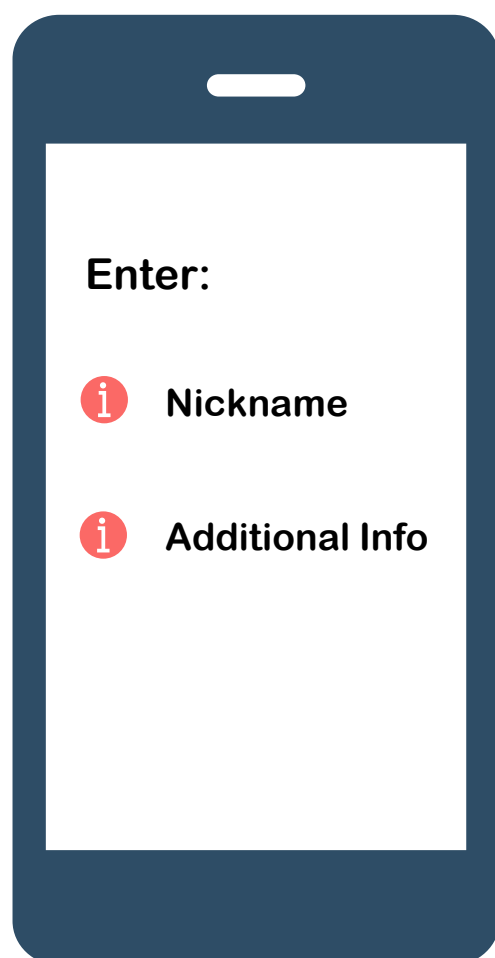
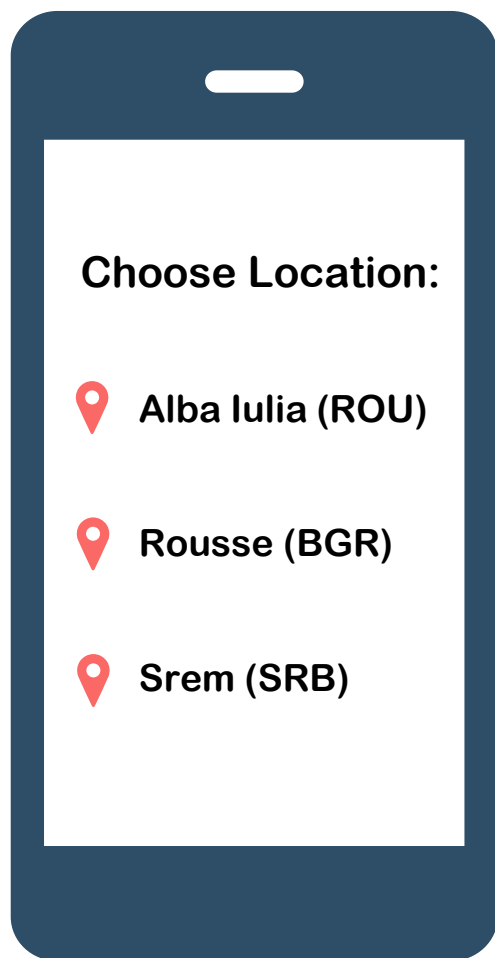
Museum of Srem (SRB)

■ Sites

■ Knowledge providers



Start Flow



UX 1 Within the museum

➔ Start Flow

➔ After registration, users become the first task to fulfil. Users answer the task by using the predefined answer mechanisms (Kju:Ti; six options)

If the answer is incorrect, the app asks in a friendly manner and may also provide information.

If the answer is correct, the app send a new question/ task to be fulfilled

Hints and inquiries are part of every order and appear on the mobile phone (defined in time). A hunt consists of 5-7 searches.

UX 2 Spatial Expansion

- I have already left the museum/ site
- At certain places with an archaeological reference, the app sends questions related to the learning experience – answering by slide bar, multiple choice, ... (no free text)

A wide variety of thematic questions that provide information about the quality of the experience on site, or other information about exhibition content.



Example: On the way back from the site, users pass an excavation site. Via geotag/ QR code the app draws their attention to it and asks a content-related question (via push notification).

'Do you remember when the first bridge over the Danube river was built here?'

UX 3 Temporal Expansion

- ➔ I have already left the museum/ site
- ➔ At certain times, the app sends questions related to the learning experience - answering by slide bar, multiple choice, ... (no free text)

A wide variety of thematic questions that provide information about the quality of the experience on site, or other information about the exhibition content.



Example: At the Roman breakfast time, users are asked whether they still remember how the Romans used to have breakfast.

What doesn't belong on the Roman breakfast schedule? Where and how did the Romans have breakfast? Were slaves allowed to have breakfast too?

UX 4 Optional Add-ons

