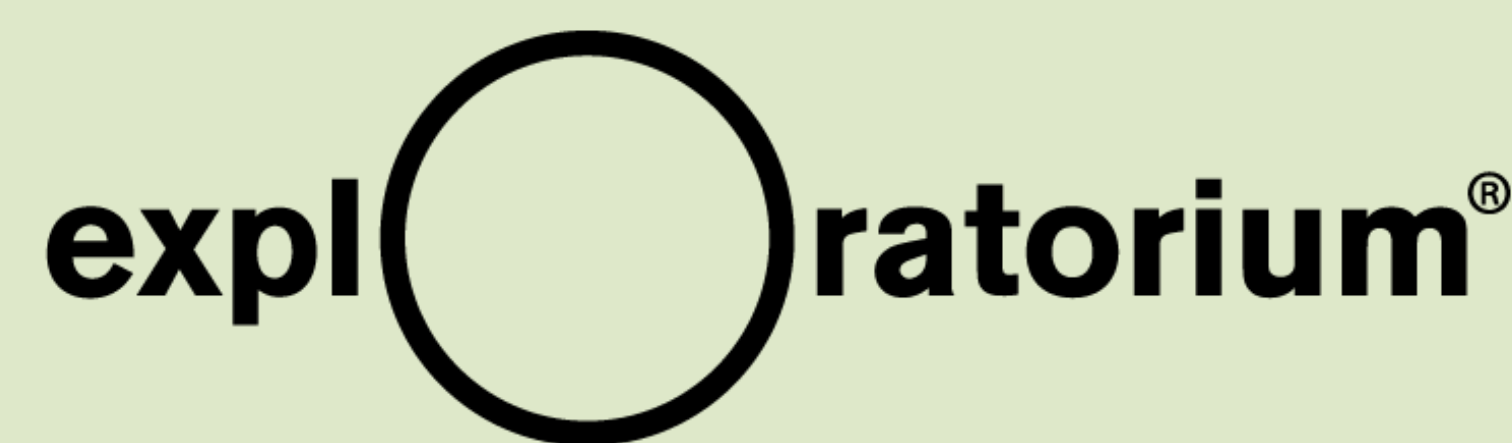


# What should we understand about using “indoor GPS” in our institutions?

## How can we implement this technology and what can we learn from others’ experiences?



### COMPASS – Conference on Mobile Position Awareness Systems and Solutions

Claire Pillsbury, PI  
Exploratorium, San Francisco



AISL Grant No. 171280

#### Goals, Activities, Conference Highlights

##### GOALS

- Form an integrated vision by consolidating expertise from disparate disciplines
- Transform visitor mobile tools to provide more innovative forms of interaction and personalization
- Open new avenues for visitor research with automated data collection and analysis

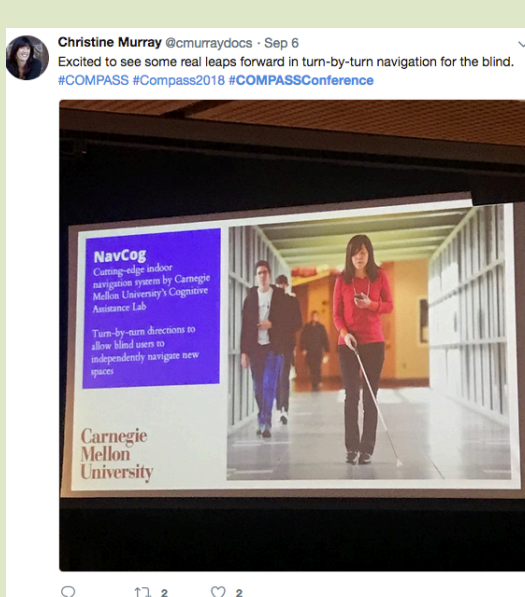
##### ACTIVITIES

- Conference
- Online CAISE Forum
- ASTC Webinar
- epublication of proceedings

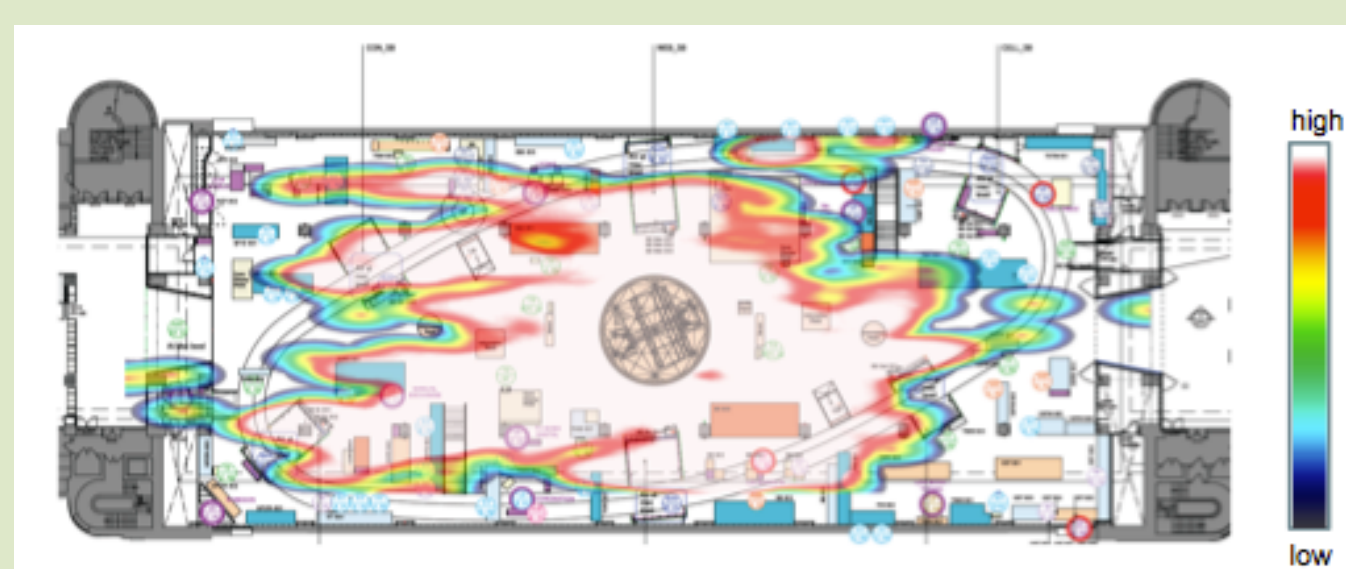


##### CONFERENCE HIGHLIGHTS

80 attendees from all regions of the U.S. and from Canada, Australia, New Zealand, the UK, and Sweden



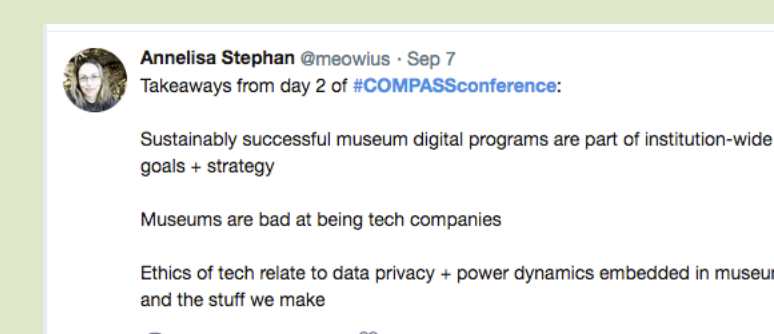
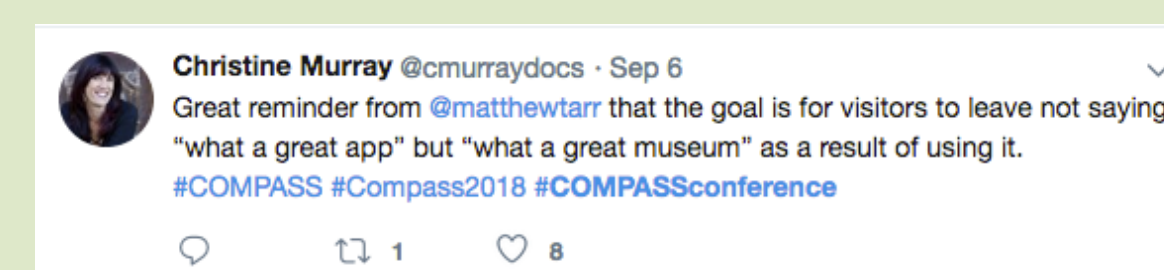
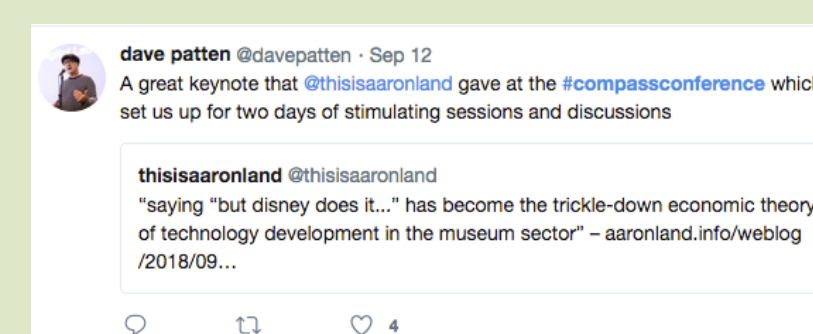
Speakers from museums, academia, industry, and research shared work and indoor location projects related to informal learning, privacy, accessibility, and visitor research



Tech Petting Zoo presenters shared software, hardware, interfaces, and strategies used for indoor location app projects



#### Shared at the Conference and on Twitter



Think of the museum as a physical and social interface to a digital (and physical) archive.

Speaker Seb Chan

I'm here for the opportunity of collaboration across cultural institutions -- what you're doing here potentially impacts not just science museums but libraries and performing arts centers and the opportunity to do interdisciplinary work.

Participant Reflection

This is a quote I love, “I don’t usually go to museums because they aren’t designed for me.” I’m excited to see how indoor technologies might open museum doors for people with disabilities who have historically been ignored by these places.

Speaker Desi Gonzalez

We can't forget about the tremendous value this could offer us for evaluation and research purposes . . . these technologies can help us embrace aspects of informal learning experiences that are true and genuine.

Participant Reflection

Rule of thumb: use the first 6 months to evaluate, 18 months to change content and rejigger, 36-48 months redo the whole thing.

Speaker Keir Winesmith

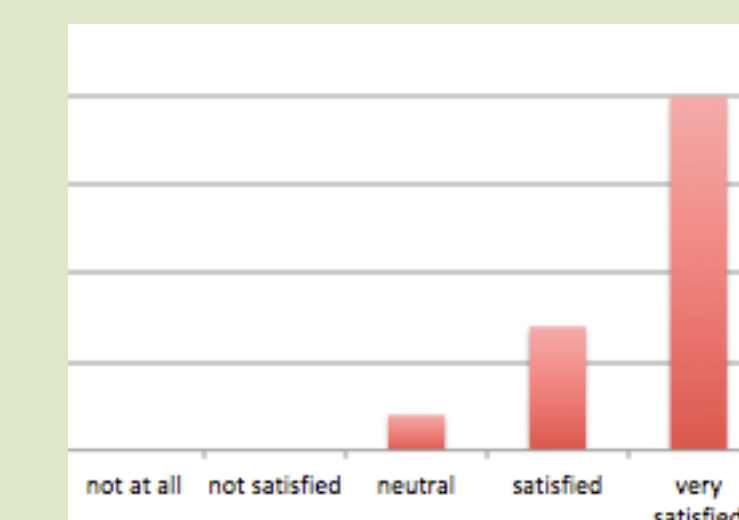
I’m excited to see what artists and creative technologists might do in an institution that's equipped with this technology.

Participant Reflection

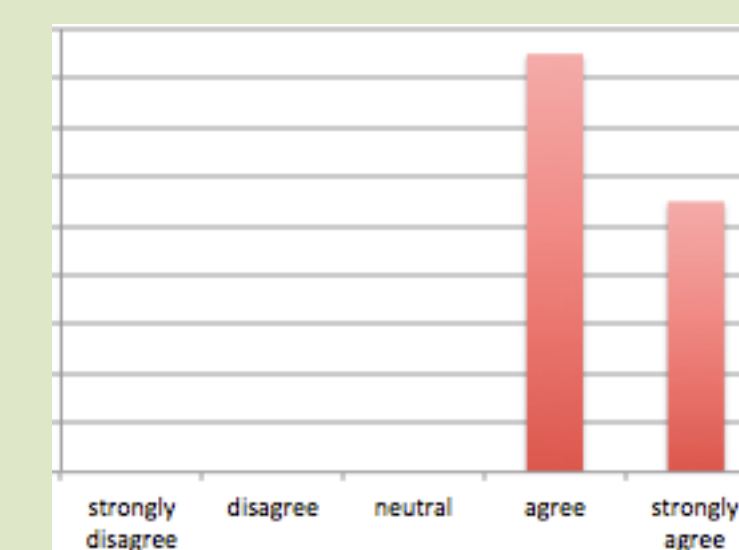
#### Evaluation Results and Next Steps

##### CONFERENCE ATTENDEE EVALUATION

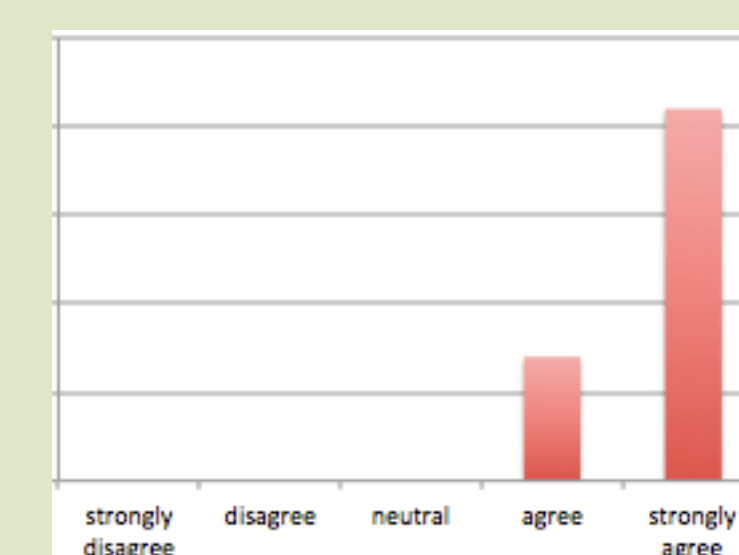
Overall, how satisfied were you with the conference?



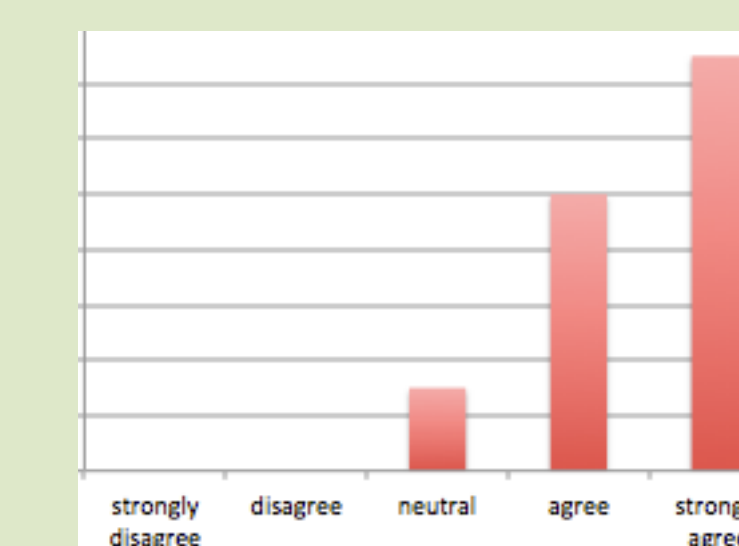
I had opportunities to learn from people in other disciplines.



I have a better understanding of how other museums have experimented with location-aware mobile tech.



I plan to share conference information with colleagues who did not attend.



##### NEXT STEPS – 2019

- ASTC webinar (May)
- An epublication with resources (April)
- Potentially, special interest groups or COPs on digital privacy in museums, open source code, AR apps, and more?