

February 2025

Dos and don'ts for tailoring museum experiences

using digital tools



Part 1 – Dos

for tailoring museum experiences
using digital tools

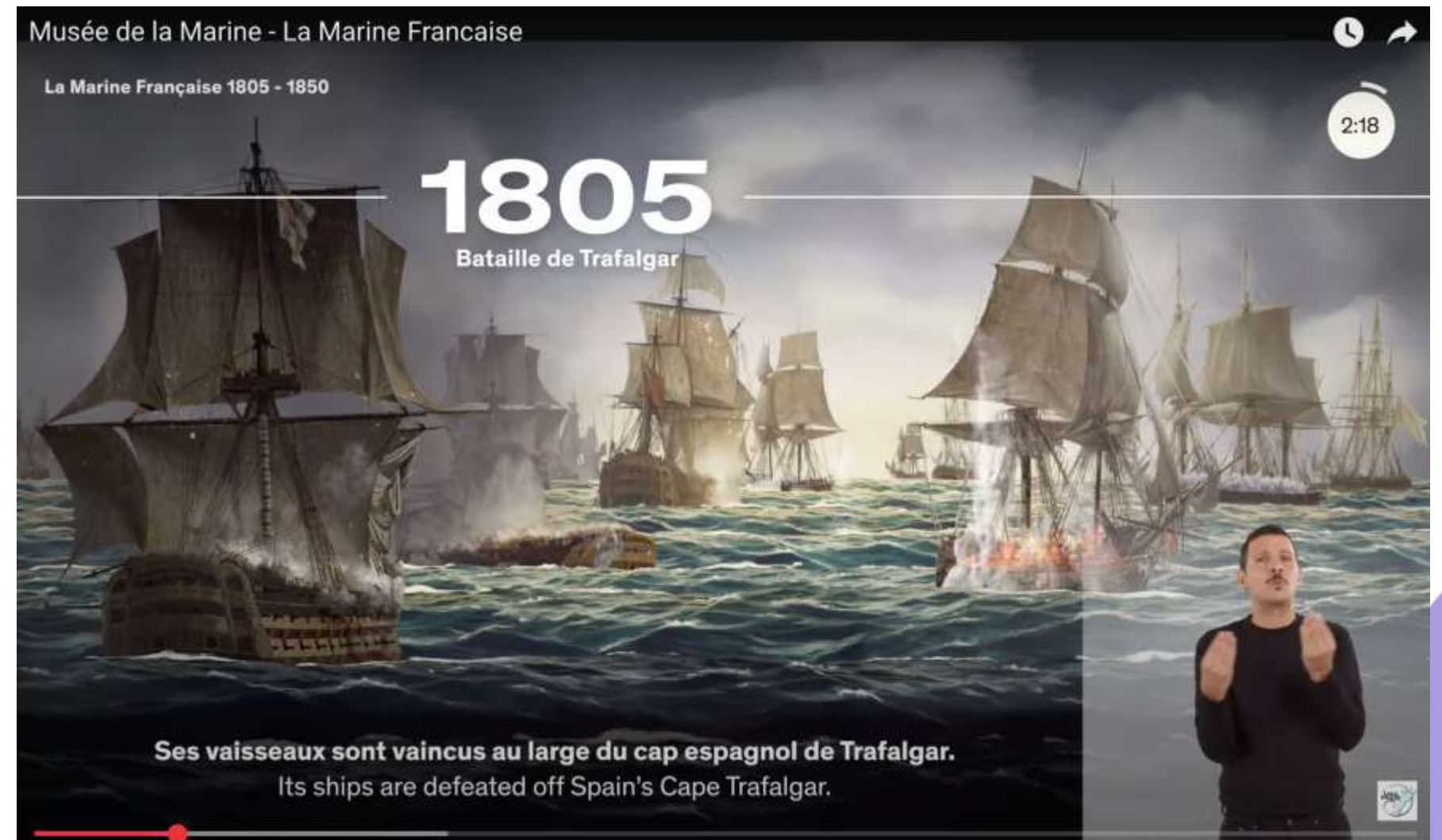
Audiodescription on audioguides

with tactile keypad for visually impaired audience
(landmark on the 5)



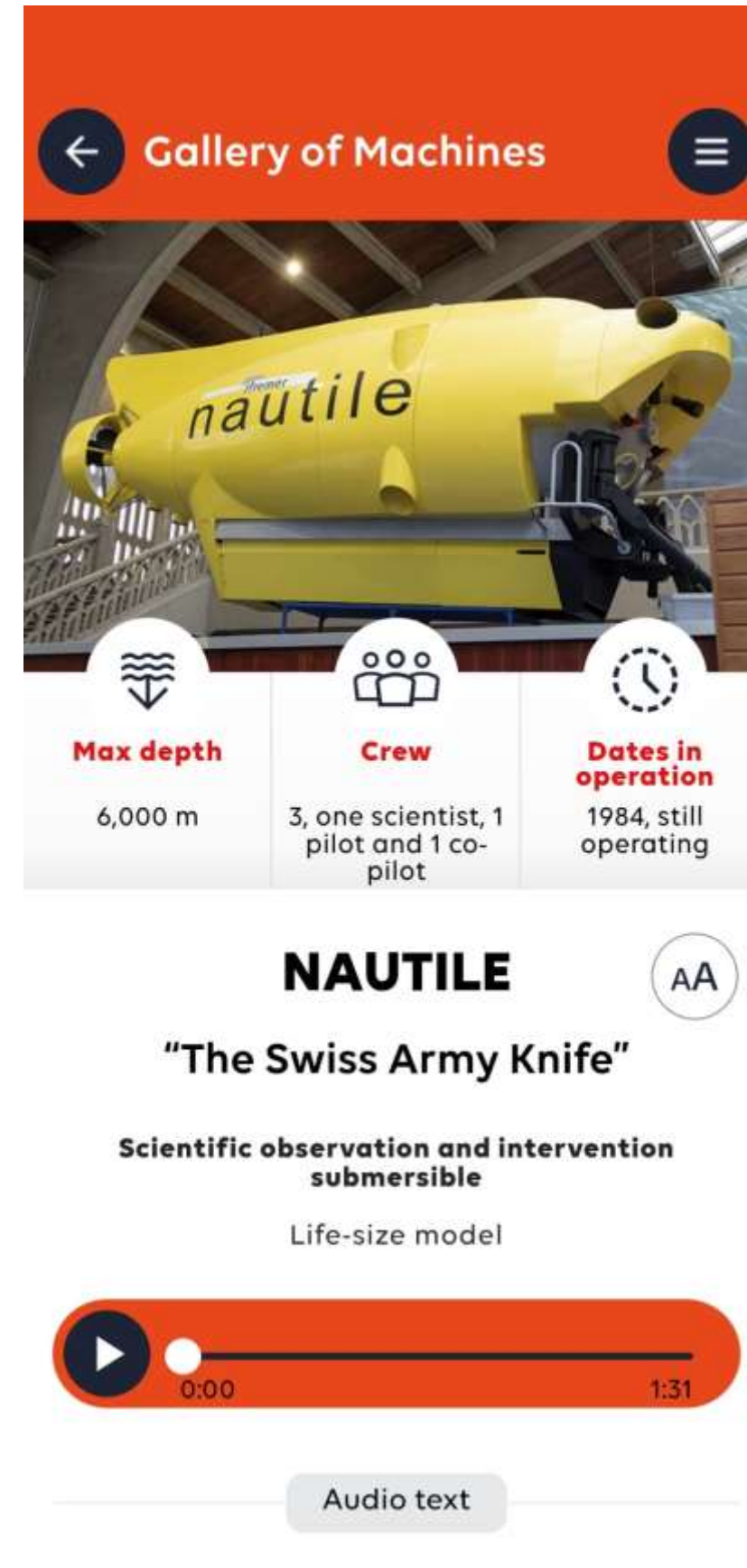
Sign Language videos

on visioguides, interactive kiosks, big screens for Sign Language speakers with full subtitling and surtitles for common names



Short audios (< 2 min)



for adults and kids in
downloadable apps or
audioguides





Audio transcripts

for visually impaired and
audiences with cognitive
impairment



 Gallery of Machines 









Scientific observation and intervention submersible

Life-size model

A nautilus is a creature with a shell that lives in deep water – a cephalopod related to squid or octopuses – but its namesake *Nautilus* is ALSO a famous French submersible. Like a 'Swiss army knife' of underwater exploration, this scientific submersible is designed for observation as well as intervention tasks, thanks to its two ultra-high-performance articulated arms. Capable of reaching depths of up to 6,000 metres, which is no mean feat, it can accommodate a crew of three people. Although it must be said that conditions onboard are a little cramped. It's so small that the passengers, the copilot and a scientist, travel lying down on narrow beds.

The crew are also equipped with special suits to protect them in the event of a fire. At the same time, it's a good idea to wrap up warm when you go down, as the temperature inside the cabin never goes above ten degrees centigrade (or 50 Fahrenheit).

 AA   

Augmented Reality experiences

for archeological sites to
enhance a site with
characters or missing
scenery



Games (observation games, quiz)



to enhance young visitors'
experience in downloadable
apps or visioguides



Interactive kiosks with 360° views

for Mobility impaired audience



VR experiences

of “distant / disappeared
worlds” : dinosaurs,
pyramids, inaccessible caves



Part 2 – Don'ts

for tailoring museum experiences
using digital tools

Touchscreen with no screen reader for blind visitors

Or sites not compatible with
screen readers



Webapps with poor networks inside museums or monuments



Videos, VR or 3D based tours

for fine art collections



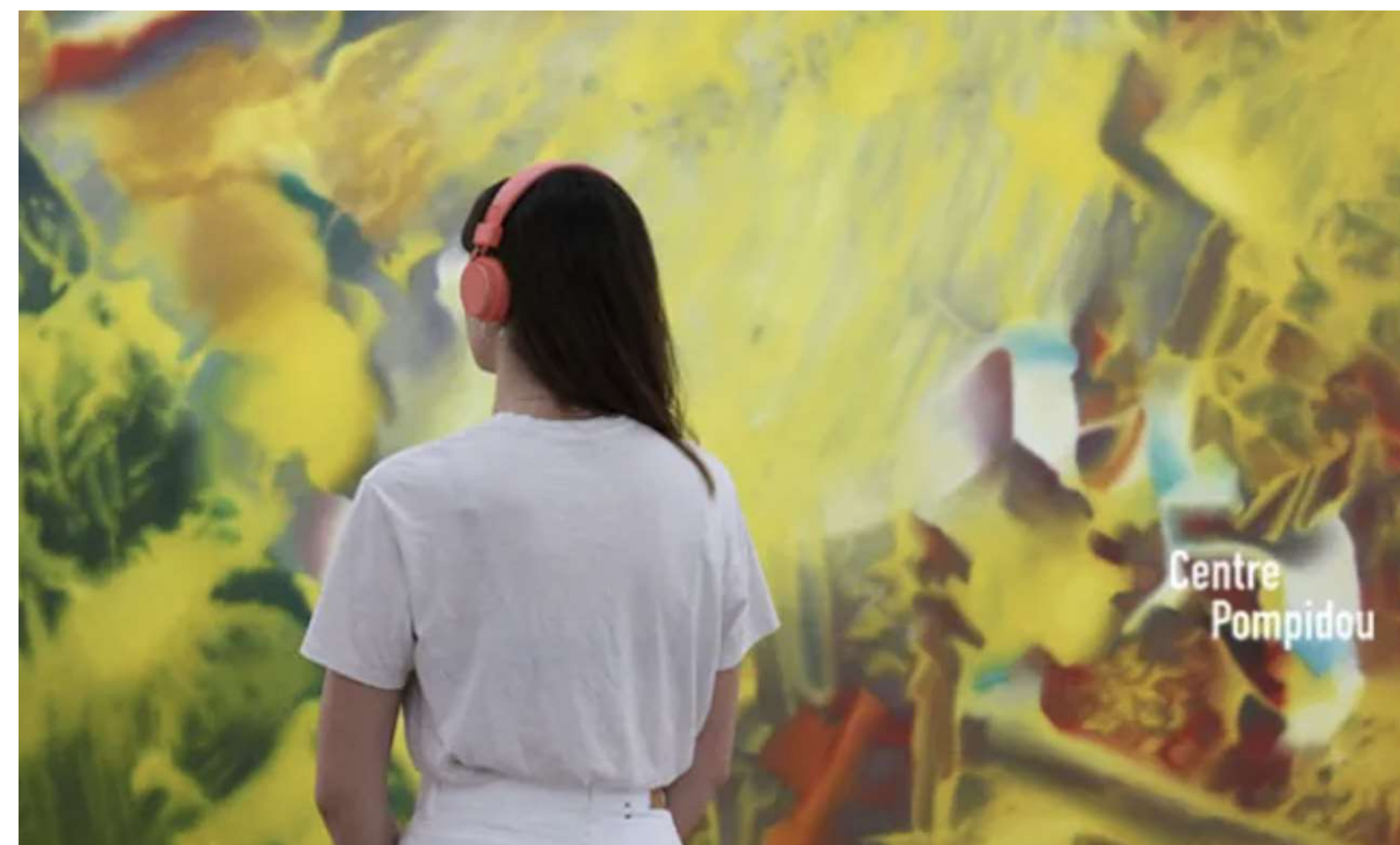
Onsite podcasts

long audios with no labels on
site to get to the artwork

AU REVOIR
LES AUDIOGUIDES

BONJOUR
LES PODCASTS

les Podcasts du
Centre
Pompidou



Virtual reality of what you see on site

