

## PROGETTO DI RICERCA

<b>Titolo della ricerca dottorale</b> <i>Title of the doctoral research</i>	Exploring ubiquitous and pervasive computing in museums and CH sites. Towards the dematerialization of digital technologies for the enhancement of the visit experience.
<b>Docente proponente</b> <i>Proponent professor</i>	Mauro Ceconello
<b>Abstract</b> MAX 1500 battute <b>(inglese)</b>	The research aims to explore the novel paradigm of pervasive and ubiquitous computing in the CH field, addressing the topic from the double perspective of Design (Interaction Design). Every day, the great part of people from industrialized countries handle front-end technologies and, when involved in a visit experience, are looking for a high level of engagement. As a matter of fact, the established technology-supported visit paradigm, screen-dependent and based upon personal devices is becoming obsolete and untenable: new paradigms such as embodied and embedded interaction, characterized by the dematerialization of digital technologies and visitors' bodily engagement are taking the floor. The integration of sensing capabilities into cultural assets (being them originals, replicas or bespoke objects) or into the exhibition space (responsive environment) is still in need of deep exploration from the perspective of Design. On the one hand, design methodologies must be applied to envision future visit scenarios that move from the user and his/her needs and meaningful for curators. On the other hand, technological solutions, affordable for museums and CH institutions, and aimed at fostering a reliable, stable and seamless visit experience must be deployed. These challenges can be coped through an interdisciplinary approach able to consider the technology-supported visit experience as a whole.
<b>Parole chiave (max 3)</b> <b>Keywords</b>	Interaction Design, Ubiquitous Computing, Cultural Heritage