

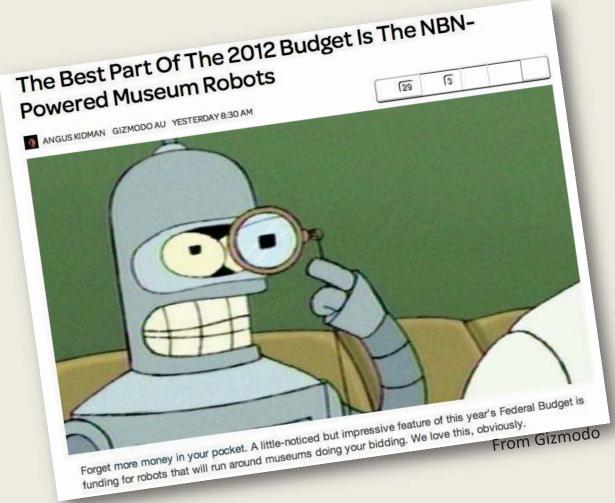
# Mobile Telepresence for Museums

Robert Bunzli, Project Manager, NMA
Presentation for the Digital Outreach Stream of the
QuestNet 2012 Conference, Cairns Qld 12-13 July



An Australian Government funded initiative









### Digital Productivity — putting museums online for public access

The Government will provide \$2.4 million over two years from 2011-12 to provide online remote access to national cultural institutions to help demonstrate the opportunities offered by the National Broadband Network (NBN).

Using the high bandwidth capability of the NBN, visitors will be able to undertake virtual tours of these institutions via mobile robots. Users will be able to engage and interact with local visitors and tour guides and will be provided with a range of additional on-screen information to enhance their experience.

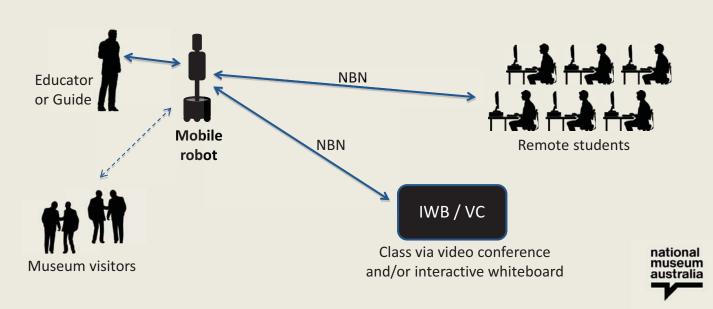
This measure is part of the Government's broader digital economy strategy. Department of Broadband, Communications and the Digital Economy



# Project overview

A trial of technology that will allow remote visitors to 'visit' a museum using a semiautonomous mobile robot and an immersive web interface

- Allows live interaction between remote students and the local guide in the museum
- Multiple remote students connect via a single robot, but can control their own view within the gallery
- Remote students can access additional digital content about objects on display, to augment the tour experience



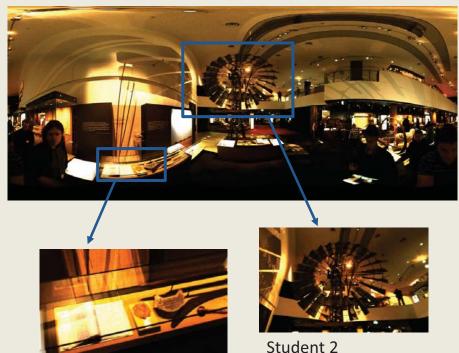
## **Key Technology**

## 360 camera and panoramic viewer



From the 360° camera, six images are stitched together and streamed as a high resolution omnidirectional image

Each remote viewer can then independently 'look around' using a panoramic viewer within their browser



# **User Experience**

#### Remote visitor with an NBN connection

Student 1

#### Remote visitor can:

- See and hear the local guide, and other museum visitors
- Indicate that they have a question for the guide
- Video chat live with the local guide (or via audio only if they don't have a webcam)
- Look around the gallery using their own browser-based immersive viewer
- Click on 'hot spots' within the view to access additional digital information about the display (images, video, etc)







## **Objectives**

(July 2011 - June 2013)

Provide a facility in the National Museum of Australia that will

- Showcase the transformative nature of the National Broadband Network.
- Provide an educational experience to remote students (and others) who would not otherwise be able to visit.
- Provide an enhanced educational experience—immersive, interactive, engaging.

Project will culminate in a six month trial of the facility operating in the Landmarks Gallery of the NMA
Oct 2012 – May 2013







## **Objectives**

Beyond the current project

Potential ongoing educational facility in the NMA.

Blueprint for use in other institutions.

Extension into community hubs, aged-care facilities, etc.

Transfer technology to a commercial service provider for future installations.







# Mapping the Landmarks Gallery ...





## A developing project...

# Recent functional design decisions

- Reduced height of 360 camera
- Front v. Back orientation
- Touch screen interface
- On-board computer upgrade
- Retractable camera
- Educator headphones and mic

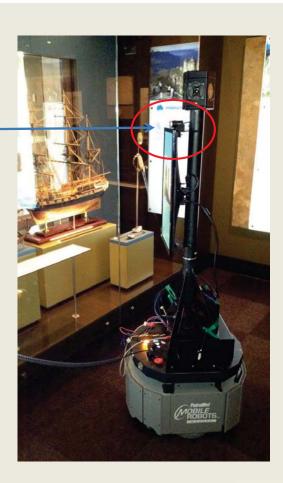




## Retractable Edu-cam

View of Educator from this camera to be constantly on students' screens.

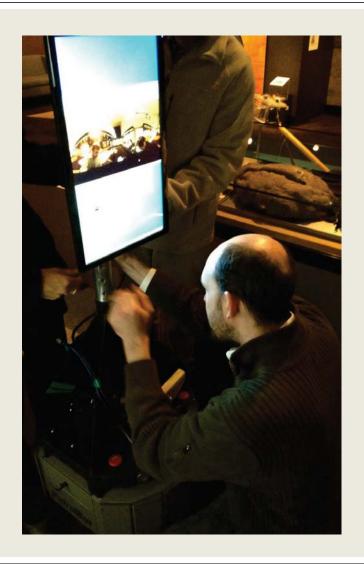
On a retractable cable and mount so that Educator can use it for manual close ups on objects.





# User interface

Touch screen interface to be installed for greater control by educator / guide.

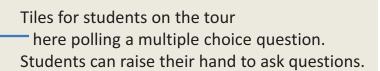




Live video of active student asking a question

# User interface prototype

Educator's camera



Panoramic video

Touch buttons to progress the tour



# **Techniques**

### Interactivity being designed for students accessing the Robot

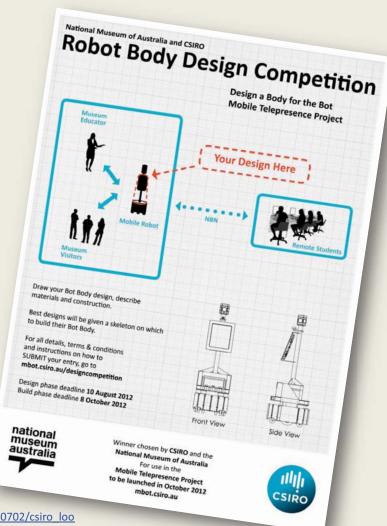
- Narrative: Story telling opportunities.
- Class discussion and decision making.
- Polling: Yes/No, True/False, Multiple choice, Sliding rating of Agree/Disagree.
- Augmented content: Hi res pictures, movies, Flash interactives.
- Photo overlays of small items.
- Edu-cam for close up shots.
- Educator ability to force control the screen to counter distractions.
- Collecting objects, Shopping Trolley-style, for later examination.
- Making written comments about objects for later discussion.
- Tour concept versus an Education Program...



# Skin design

To be followed by a competition for school students to name the robot.





Computerworld article:

http://www.cio.com.au/article/430702/csiro\_looking\_robot\_designer/?fp=4&fpid=51241\_



"Robots,
Telehealth
in NBN sell"

Financial Review 10 May 2012



## Three main web pages





### **CSIRO** Page

http://www.csiro.au/Organisation-Structure/Divisions/ICT-Centre/Museum-Robot.aspx





# Keeping in touch CSIRO and NMA are blogging...





http://csironewsblog.com/2012/05/22/a-little-bit-of-robot-love/

