

# Digital media in museums

How to make meaningful interactive experiences in exhibitions?

The National Museum of Iceland, Reykjavík, March 20th 2019

**9.00-9.15**

Welcome

By Anders Hall, Technical Project Manager, MMEEx

**9.15-10.00**

**MMEEx background, introduction and outreach**

By Mette Kanstrup, Director, MMEEx

**14.15-15.15**

**Interactive experiences in practise**

By Ludvig Lohse, Interactive Experiences Consultant and Project Manager, MMEEx

**10.00-10.30**

**How should it feel?**

**Introduction to interactive experiences**

By Ludvig Lohse, Interactive Experiences Consultant and Project Manager, MMEEx

**15.15-15.30**

Coffee break

**10.30-11.30**

**Right whale digitization**

Project commissioned by the Icelandic Museum of Natural History in collaboration with Copenhagen Zoological Museum.

By Aleksandr Jakovlev from Rigsters

**15.30-16.00**

**Maintenance and operations of AV installations – how to?**

By Anders Hall, Technical Project Manager, MMEEx

**11.30-13.15**

**Lunch and network at Háma**

**How to adapt to Icelandic conditions?**

The Icelandic museums: Initial time to reflect, discuss internally and ask questions

**16.00-16.20**

**Future collaboration part 1**

Group discussions among Icelandic museums

**13.15-14.15**

**How to manage AV development projects?**

Best practices

**16.20-16.40**

**Future collaboration part 2**

Plenum discussion

**16.40-17.00**

Wrap-up