

TOURIST-INFORMATION

An Interactive Terrain Model supplements the usual touristic information comprised of printed guides, leaflets and map materials.

As tourist tips and encouragements generally have a geographical connection, then their spatial arrangement is important to the visitor. However, conventional media are often difficult to classify, or are at least less attractive medially and reduced; associative connections of content is only conditionally possible.

Through the connection of a reduced depiction of the landscape with suitable software, which makes the information available both on the model as well as via a control screen, interested parties of all ages receive an unusually detailed and exciting offer of tourist information.

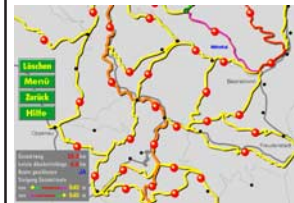
Internet pages can also be integrated into this installation. Thus, extended possibilities are opened for the networking of information. This option is especially interesting in connection with sponsoring and marketing attachments, because existing Internet presentations from supporting or advertising partners can be integrated in an uncomplicated fashion.

Map contents such as paths, locations or places of interest for instance, can be directly chosen in this way, and presented on the terrain model.

Related background information is then available on the control terminal at a level of your choice. It can be reproduced as a picture, film, text or sound. An additional screen can also make this part of the presentation visible to larger groups of visitors.

Example: Tourist Information system of the Nature protection centre at Ruhstein in the northern Black Forest. Here, the visitor can view and have explained such things as hiking and mountain biking routes. Topics belonging to this can then be studied via picture and text. Using a special module, hikers are freely able to create their own routes.

The installation allows for a variety of additions. For example, a printer can be added that produces a choice of information sheets. Earpieces reproduce acoustic commentaries.



References

House of Nature Ruhstein/Black Forest
House of Nature Feldberg/Black Forest
Natur Park Southern Eifel, Teufelsschlucht, Erzen
Kleinwalsertal Tourism Board, Walsertal
Natur Park Southern Eifel, House Islek, Daleiden
House of Nature, Waldau, Bonn
Eifel National Park, Gemünd
Bavarian Forest National Park, Frauenau



TERMINAL-GAMES

Play and learn! Museum didactical concepts can be largely extended and widened with the implementation of computers using suitable games and simulation software.

At the fore is the practical networking of the presentations contents, offered with the corresponding software. That which is seen can then be causally connected and requested with, depending on the circumstances, complex links.

Example: Free standing Information terminal at the Eifel Volcano Museum in Daun, with a geology / plate tectonics theme, which offers the visitor an ability to play possible simulations and move continents throughout the life of the earth's history.

However, entertaining aspects should not be cut short. Here, the receivers are both children and adults. Dramaturgical and graphically animated designs of this type of software, promote one's willingness to delve more intensely and above all playfully into

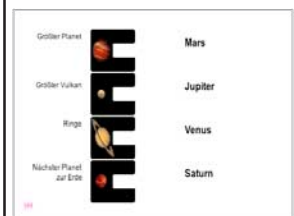
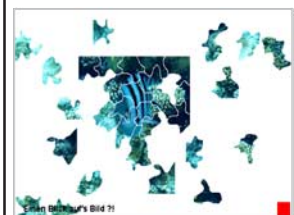
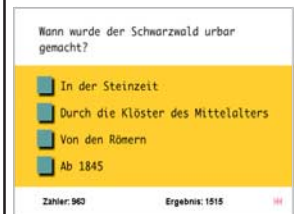
Games terminals are fitted with a touch sensitive screen (Touch-Screen). Through this, operation is simplified and the lifespan of the installation is increased substantially.

a topic. Even deeply staggered relations can be deciphered using these methods without the use of any academic rigour. Simulations and Trial-and-Error Games intensify the learning effect.

Example: Forester games for the House of Nature, Feldberg, which conveys the practice of ongoing forestry politics via a time simulation. The imaginary Forester acts as an identification figure and guides one through the game.

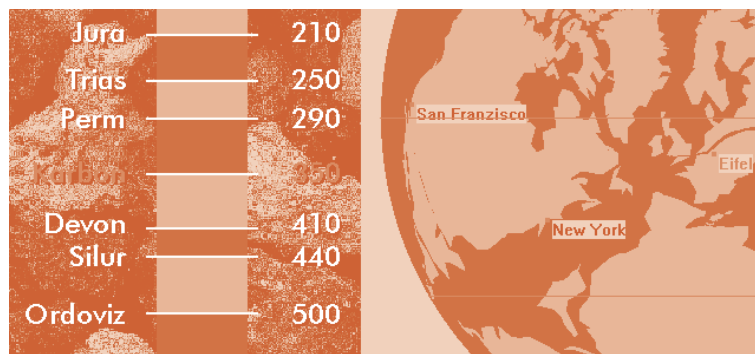
Many simple games ideas can be activated substantially through varied medial combination. Text, picture, sound, film or graphically animated Cartoon sequences are no-longer separate units of information, rather they all melt into an extremely variable "Multimedia". Whilst playing, the players have the choice of graduated levels of difficulty, additional levels of information, or they can play the game either individually or as a group experience in a networked environment.

Example: Question and answer games as well as picture - text coordination and puzzles deepen geological and palaeontological relations in a Geological museum.



References

Eifel Volcano Museum Daun
House of Nature Feldberg/Black Forest
Kleinwalsertal Tourism Board, Walserhaus
House of Nature, Waldau, Bonn



INFO-TERMINALS

Today, digital information is available at many points in public areas. Most visitors are familiar with freestanding terminals or screens integrated into an installation for exhibitions, museums and commercial presentations.

When preparing this offer, the question is concerned not so much with the technical demands, but rather how information can be prepared and conveyed in a user-friendly medial and didactic form. Therefore, a flexible software solution is not only the key, rather it is the basis of a successful project.

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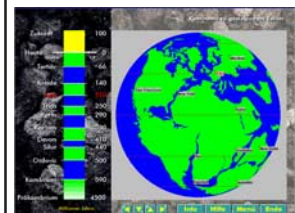
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turgical and graphically animated designs of this type of software, promote one's willingness to delve more intensely and above all playfully into a topic. Even deeply staggered relations can be deciphered using these methods without the use of any academic rigour. Simulations and Trial-and-Error Games intensify the learning effect.

Example: Forester games for the Haus der Natur (House of nature) Feldberg, which conveys the practice of ongoing forestry politics via a time simulation. Here also question and answer games as well as picture - text coordination and puzzles.

The internet is also suitable to touch sensitive screens along with a suitable window design. Terminals in public areas especially, offer constant and up-to-date information. Moreover, access to databases makes this interface into powerful access point for archive systems.

Example: Internet based city information system for the city of Reutlingen, which makes the local city map into a universal search and information platform.



References

Natural Museum Reutlingen
Eifel Volcano Museum Daun
House of Nature Ruhestein/Black Forest
House of Nature Feldberg/Black Forest
City info-map Reutlingen
Kleinwalsertal Tourism Board, Walserhaus
House of Hunting, Ernz
State-Forestry-Office, Bonn