

# Visitor Guide

Create and visit virtual museums !

# TECHNICAL REQUIREMENTS



## Hardware

- ✓ PC or Mac
- ✗ Tablet
- ✗ Smartphone



## Compatible browsers

- ✓ Google Chrome
- ✓ Mozilla Firefox
- ✓ Microsoft Edge
- ✓ Safari
- ✗ Microsoft Internet Explorer



## Cookies

Cookies need to be activated in your browser parameters (usually the case if you have never changed it)

## Type of game

3D immersive and interactive museum



## Interactions

Customizable interactions with artefacts and avatars



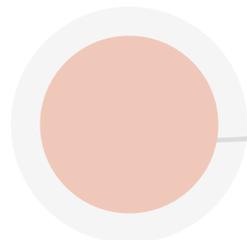
## Type of activities

Discovery of artefacts, lessons (cartel) and quizzes



## Progression

Non-chronological steps, non-linear modular activities

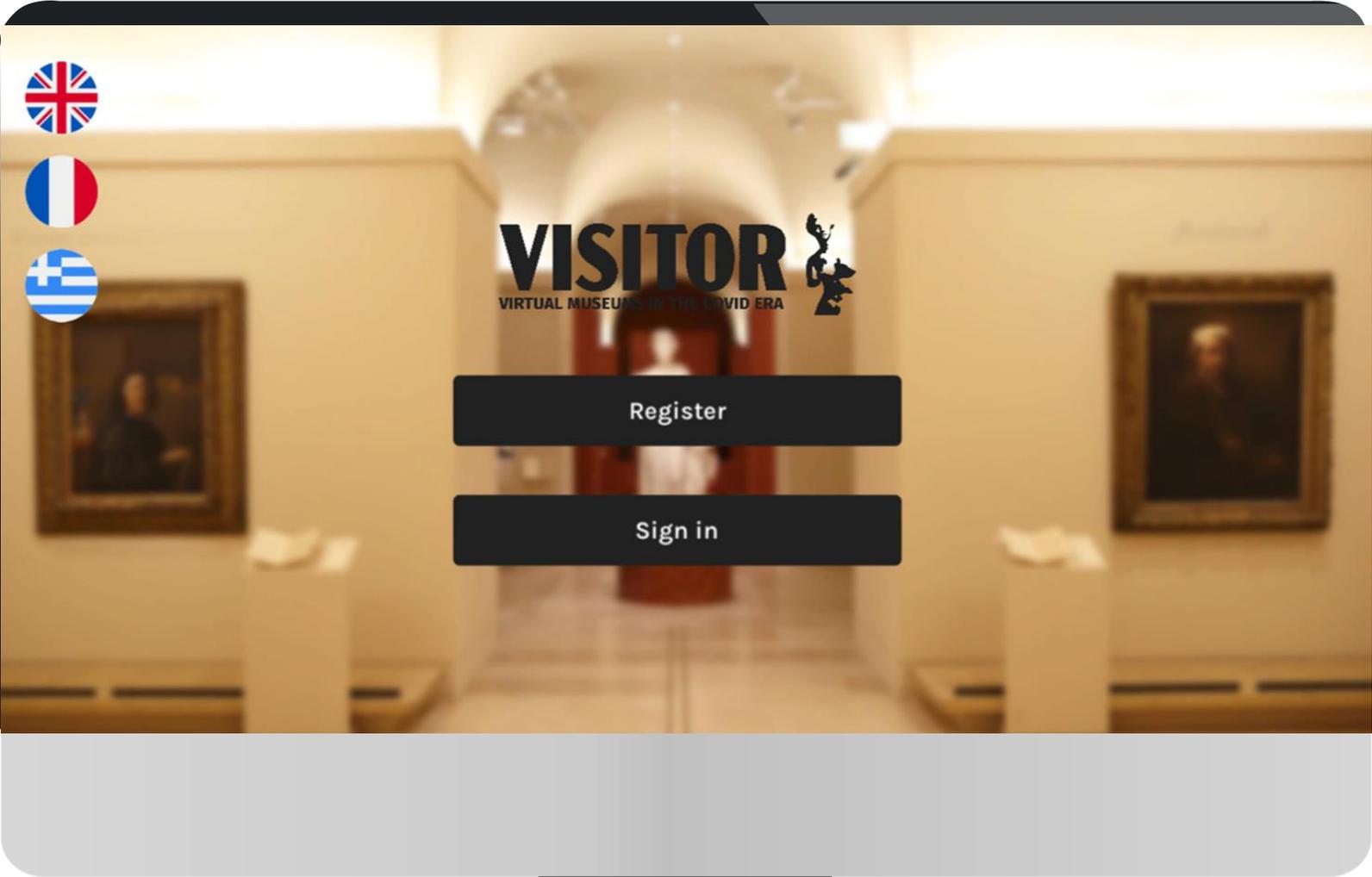


# How to start with the game ?

→ Connect on <https://visitor-project.eu/game> on a computer



Click on a flag to choose your language



# Register



Choose your email carefully because it can't be changed



If you choose "Creator" you will be able to create your own museum and follow the scores of your student



You must accept the general conditions of use to validate your registration.



## Create account



Visitor



Creator

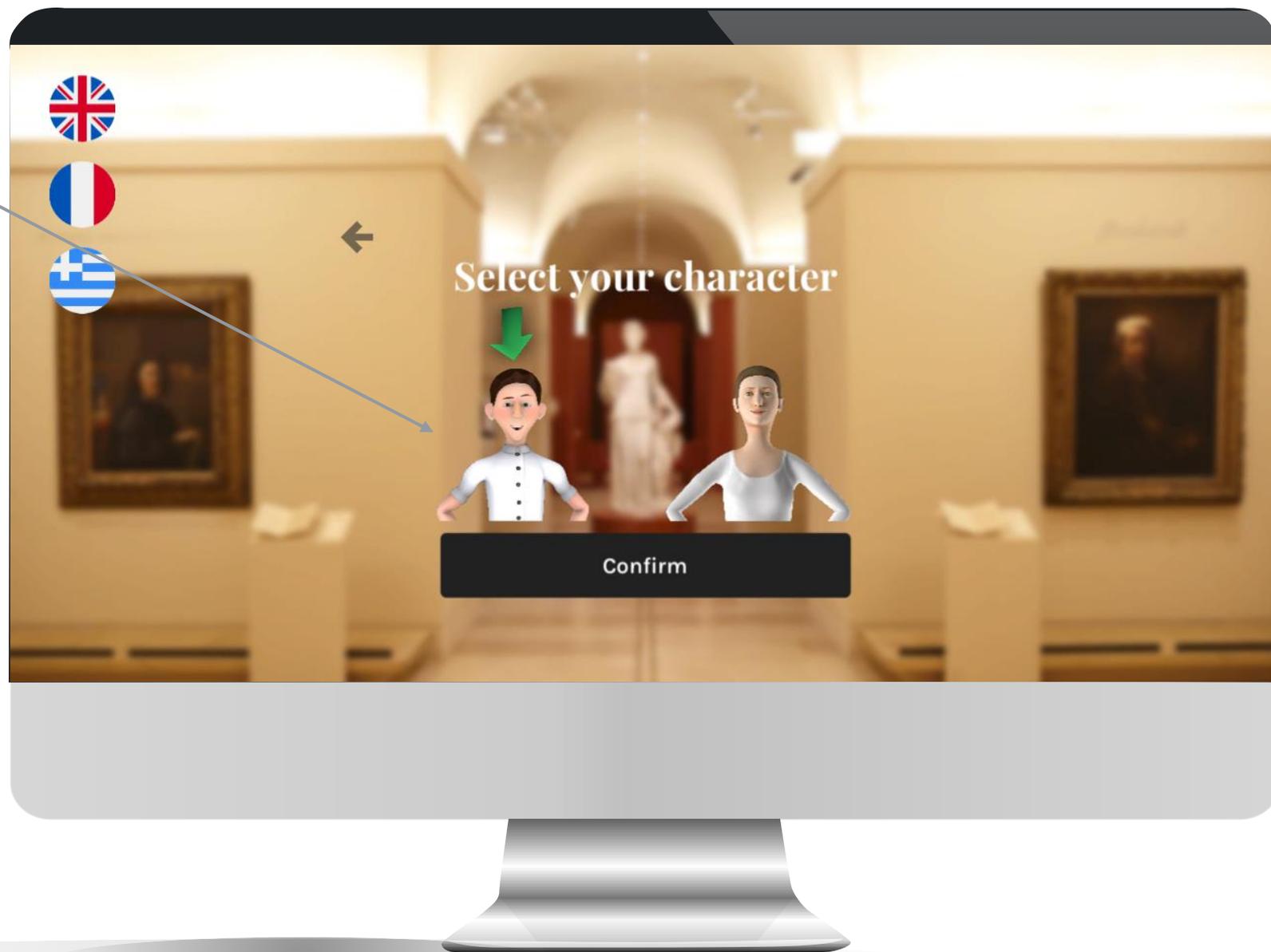


I agree to the terms of use and privacy policy

(see the terms)

Register

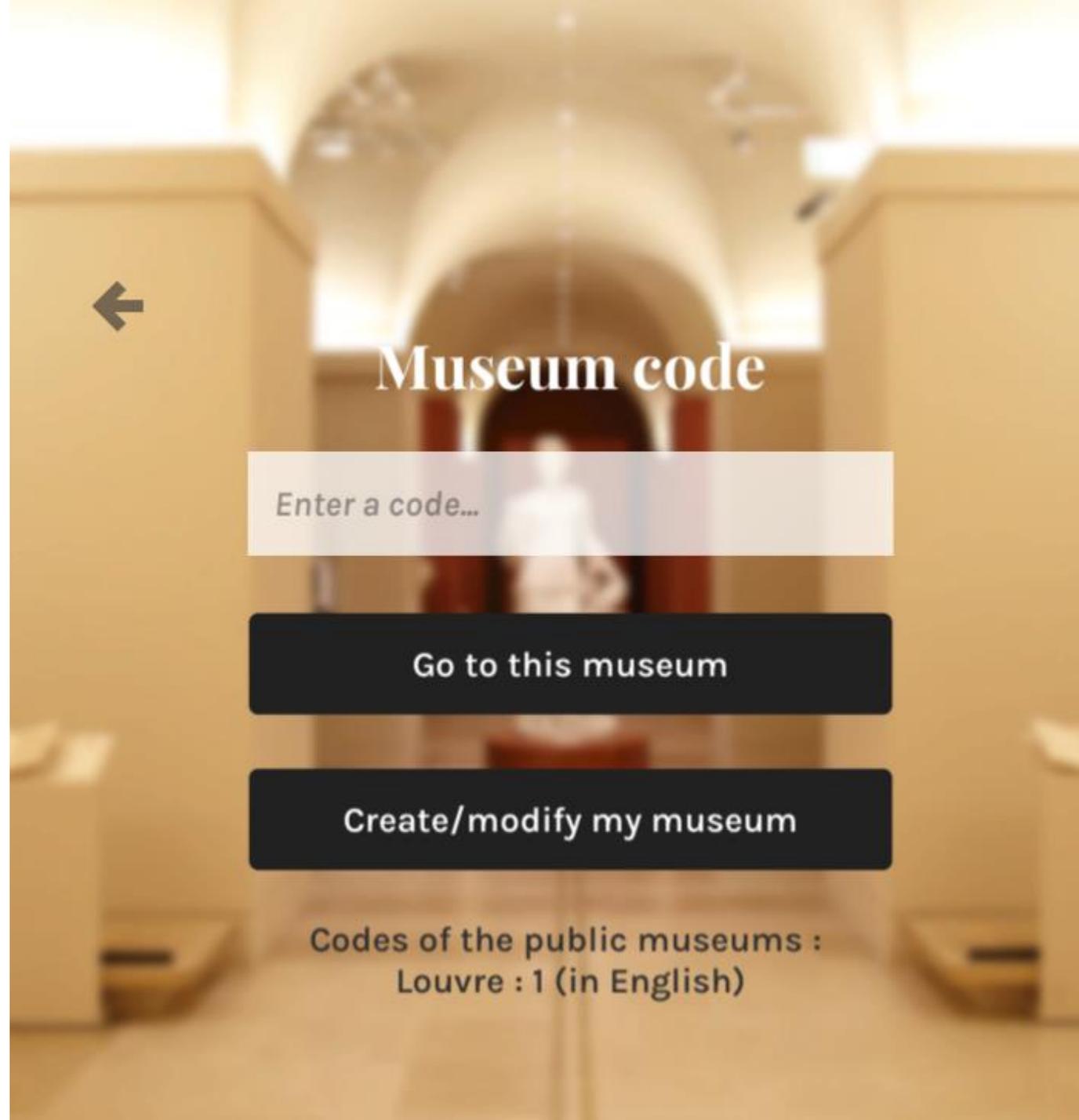
Select a boy or a girl avatar



# Register

Different possibilities:

- 1 Enter your own museum (for creators only)
- 2 Connect to an existing museum by entering its code
- 3 Connect to a public museum



# VISITOR MODE

# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

Welcome in this virtual museum in which digital reproductions of artefacts have been collected.

Your mission, should you accept it, is to discover these artefacts and answer the quizzes correctly so as to earn as many points as possible !

For each good answer you will earn 1 point.

Next



# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

This museum has 7 rooms. Each room opens after you have answered all questions of the previous room.

Once you have answered all the questions, the Director will welcome you in his office and reward you... or not, depending on your score!

PS: you will probably meet Robotman, the museum keeper. Listen to him carefully, he may ask you a question which could give you a bonus point!

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# Introduction/Tutorial



SCORE



MAP

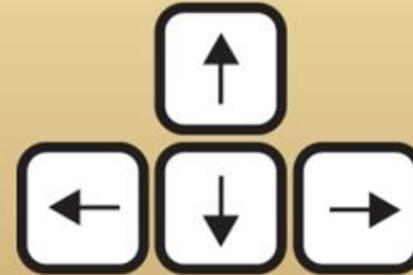


SOUND



VISIT

To move, use the directional keys:



To run, simultaneously press the "ctrl" key.



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# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

The arrows show you the quizzes you have to answer.



Click on the correct answer among those offered. Click on your score to see your badges.



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# Introduction/Tutorial



SCORE



MAP



SOUND



VISIT

You will be rewarded with badges based on your correct response rate per room



50% correct answers



75% correct answers



100% correct answers

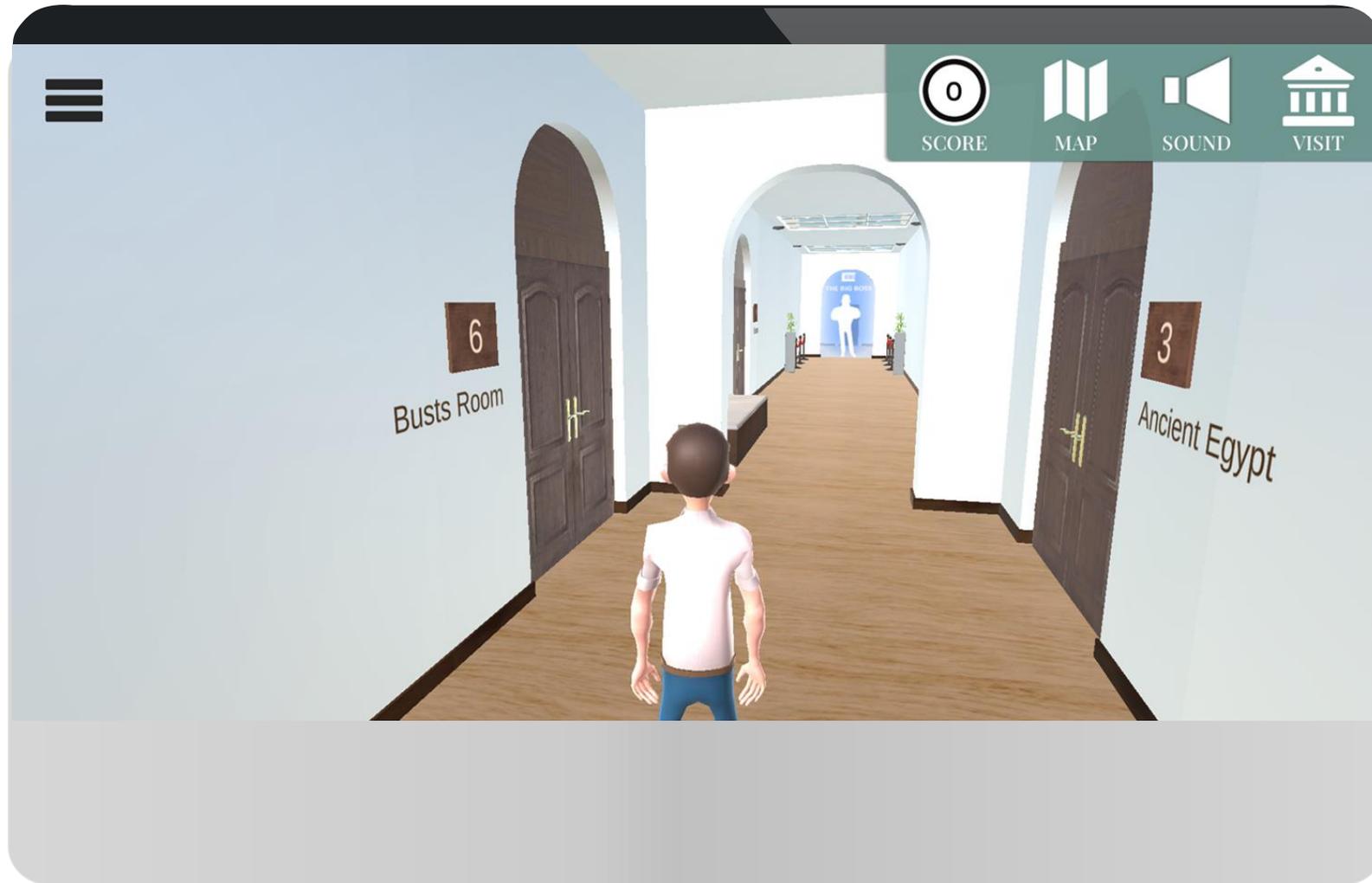
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# VISITOR MODE

## Visit Tour

# Display of the room numbers and names



# MUSEUM KEEPERS AND VISITORS

They can give information to the players and ask them questions (customizable)

Hey !

Do you like the museum ?  
I have something to tell you about it.

Do you know that the Louvre Museum, is the world's second-largest art museum and a historic monument in Paris (France) ? And is best known for being the home of the Mona Lisa. Did you see that painting in the portraits room ?

The museum opened on 10 August 1793 with an exhibition of 537 paintings, the majority of the works being royal and confiscated church property.

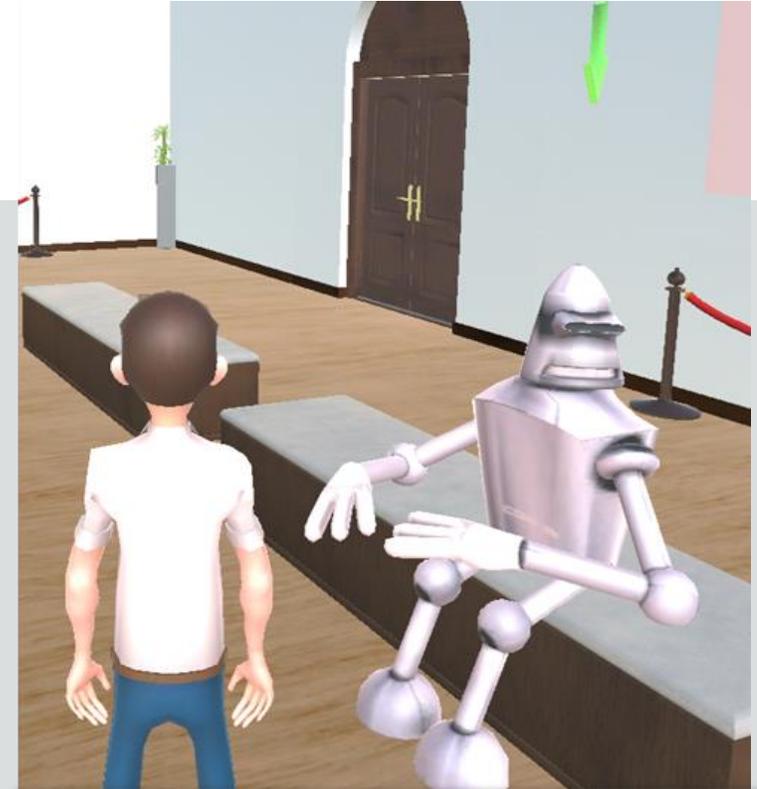
Now, approximately 38,000 objects from prehistory to the 21st century are exhibited over an area of 72,735 square meters (782,910 square feet).

[Go to quiz](#)



# MUSEUM KEEPERS AND VISITORS

They can give information to the players and ask them questions (customizable)



# Controlled progression



SCORE



MAP



SOUND



VISIT

5

*Historical Paintings*

Sorry, this room is not yet open !  
Each room opens after you have answered all questions  
of the previous room.

# VISITOR MODE

## Menus

# Score per room and badges



SCORE



MAP



SOUND



VISIT

## Summary of your score by room ✕

1

3 / 4



2

0 / 1



3

3 / 4



4

0 / 1



5

0 / 0



6

0 / 0

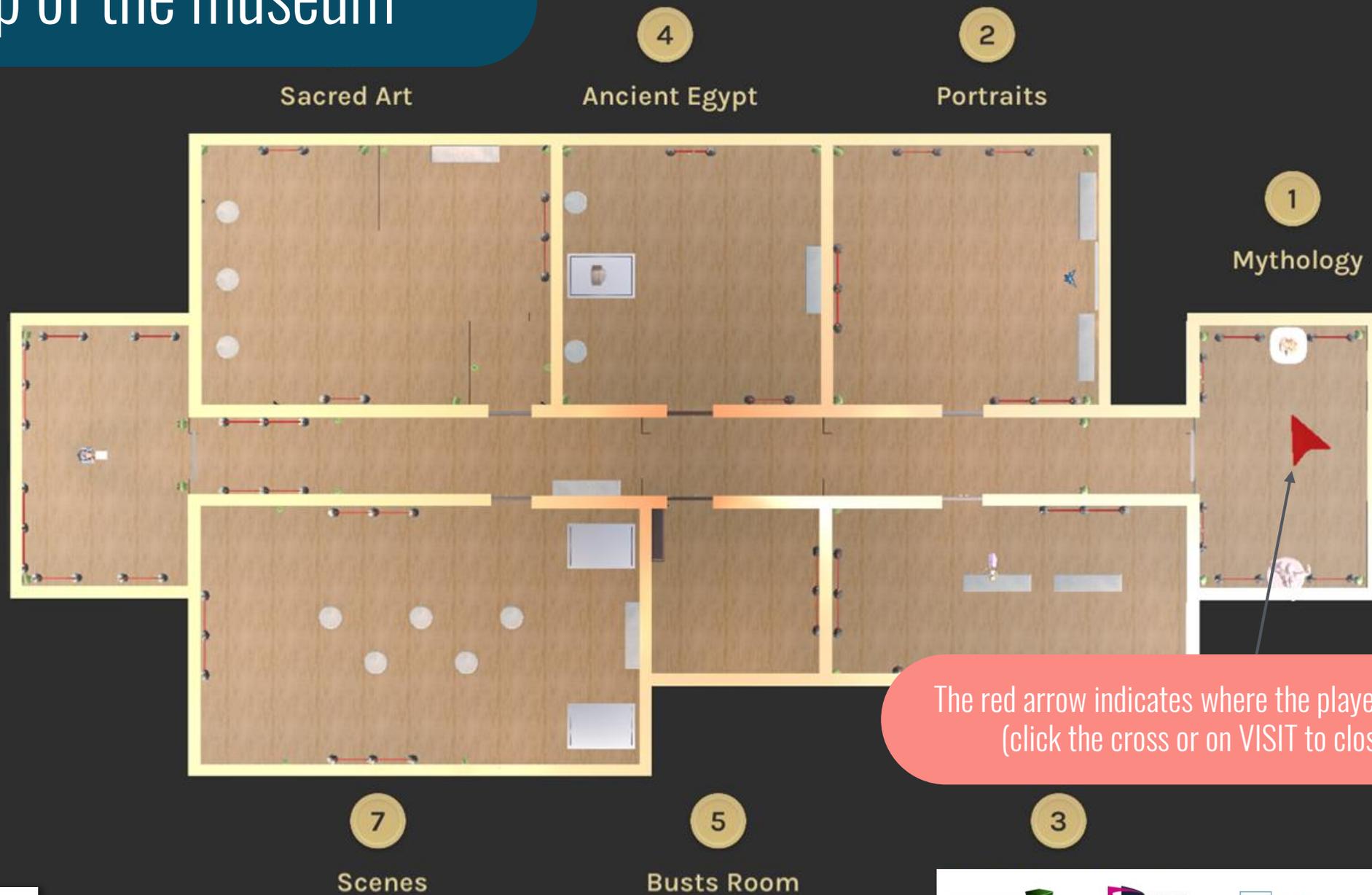


7

0 / 1



# Map of the museum



The red arrow indicates where the player is in the museum (click the cross or on VISIT to close this panel)

# Left Menu

ABOUT VISITOR

TUTORIAL

PROFILE

LEADERBOARD OF THIS MUSEUM

TERMS OF USE



SCORE



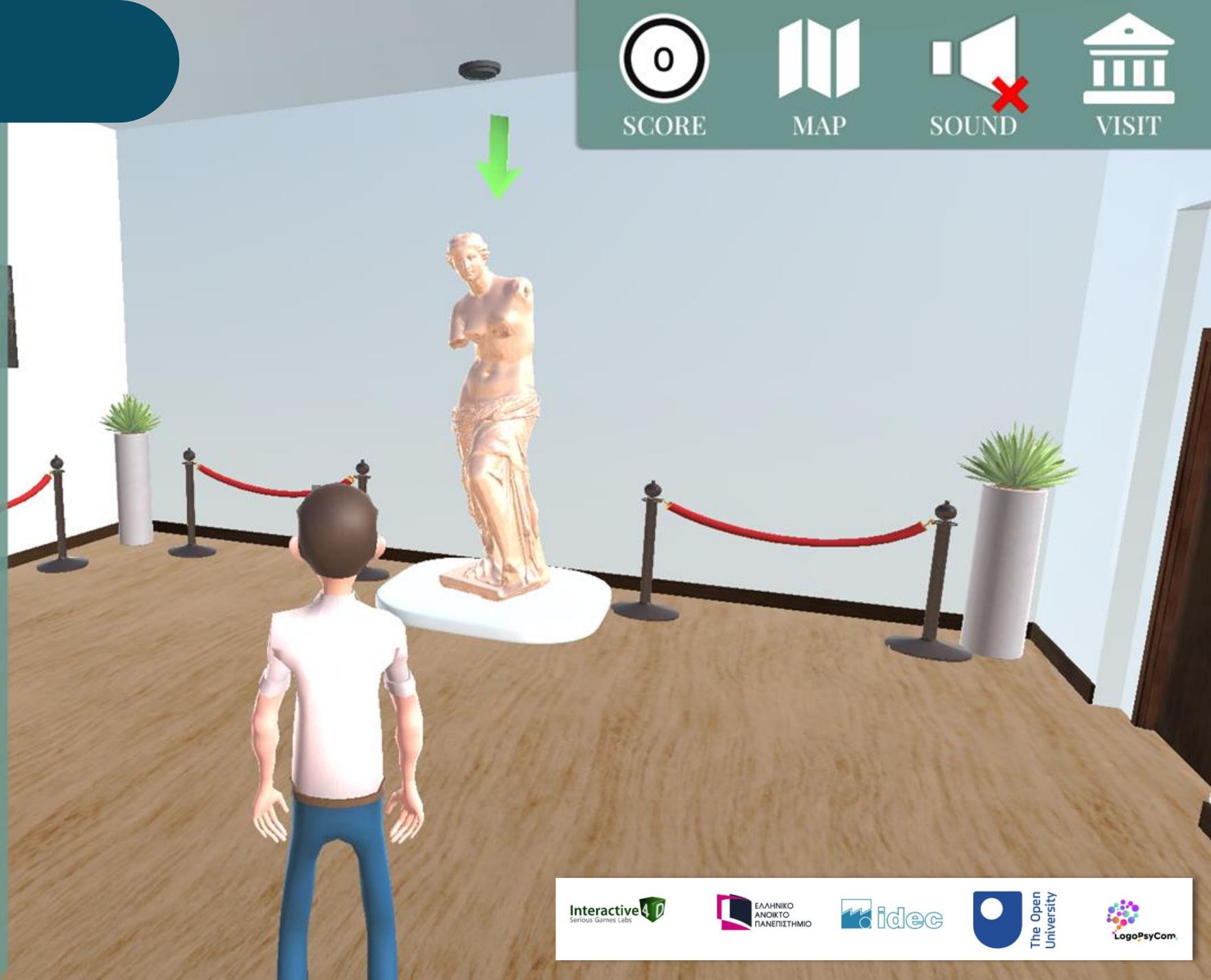
MAP



SOUND



VISIT





## About Visitor

The VISITOR (virtual museums in the covid era) project aims to facilitate virtual museum visits for schools and integrate virtual museum activities into the school curricula. The objectives of VISITOR are:

- The creation of a digital library for teachers and other practitioners to search and share virtual museums and exhibits.
- The development of educational use cases for the museum exhibits (for example, lesson plans).
- The development of a gaming app that will host museum exhibits and educational use cases for those.
- The creation of a training course for teachers to support them in engaging with the digital exhibits and the gaming app.

VISITOR is an Erasmus+ funded project and a collaboration between universities and small organisations in the UK, France, Greece and Belgium.

This project has been reviewed by and received a favourable opinion from The Open

# Profil



SCORE



MAP



SOUND



VISIT

Players can change their profile except for their email which serves as identifier

## Profile

First name

Last name

Username

Email

Password

Visitor

Creator

Delete Account

Save

You can delete your account

You can change your status  
(creator/visitor)

# Leaderboard



SCORE



MAP



SOUND



VISIT

## LEADERBOARD OF THIS MUSEUM

Rank	Username	Best score
3	demo	6
4	PBI4D	4
4	Phoebs	4
4	Ginn	4
5	bojana	3
5	RMTest	3

Your rank

5

John



SCORE



MAP



SOUND



VISIT

## Terms of use and privacy policy

On Visitor game, accessible from <https://visitor-project.eu/game> one of our main priorities is the privacy of our players. This Privacy Policy document contains types of information that is collected and recorded by Visitor and how we use it.

If you have additional questions or require more information about our Privacy Policy, do not hesitate to contact us on [visitor@interactive4d.com](mailto:visitor@interactive4d.com)

This Privacy Policy applies only to our online activities and is valid for players of this game with regards to the information that they shared and/or collect in Visitor. This policy is not applicable to any information collected offline or via channels other than this game.

### 1. CONSENT

By playing our game, you hereby consent to our Privacy Policy and agree to its terms.



# VISITOR MODE

The educational part

# Example of lessons



SCORE



MAP



SOUND



VISIT

## Venus De Milo

150-130 B. C.

The Venus of Milo is a marble statue probably representing the goddess Aphrodite, found without her arms on the Greek island of Milos in April 1820. It is an original work of the Hellenistic period, created around 150 - 130 B. C.

Its exhibition at the Louvre Museum in 1821 caused a sensation: it was the first statue from Greece in the collections, and the first to be shown incomplete. His fame is due to the great beauty of his half-nude body, but also to the controversy about his identity and the position of his arms.

Among the many proposals to restore his attitude, archaeologists favour two, the one in which Aphrodite holds the apple of the judgment of Paris or the one in which he

# Example of lessons



SCORE



MAP



SOUND



VISIT

## Apollo and Daphne

1615 - 1620

Francesco Albani

This romantic pursuit scene is taken from the *Metamorphoses* of Ovid, a Latin poet of the 1st century who inspired many mythological representations of Western art: Daphne on the left flees Apollo's love. In the sky Love shot two arrows, one giving birth to passion, the other causing rejection.

The artist chose the moment before the most often depicted moment when Apollo caught up with his conquest. The elongated format of the painting, the alternation of the suspended steps of the two runners as well as the flight of the drapes that the colours oppose suggest the animated run.

There is only the presence of the laurel on the left that evokes the outcome of the story: Daphne to escape her assailant will be transformed into the tree that has her

# Example of quizzes



SCORE



MAP



SOUND



VISIT

From what work is this painting inspired?

- The Metamorphoses of Ovid
- The Pharsalia of Lucan
- The Odes of Horace

# Example of quizzes



SCORE



MAP



SOUND



VISIT



Optional explanation

Wrong answer!

No, it was Leonardo da Vinci

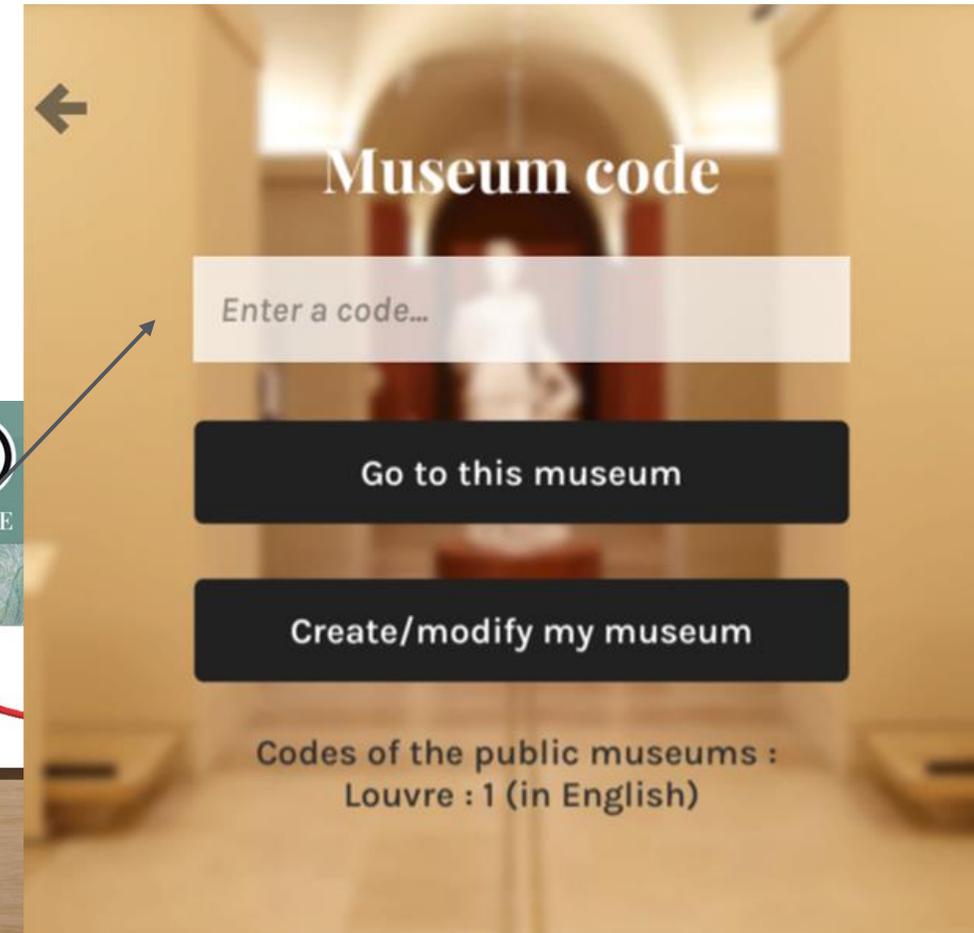
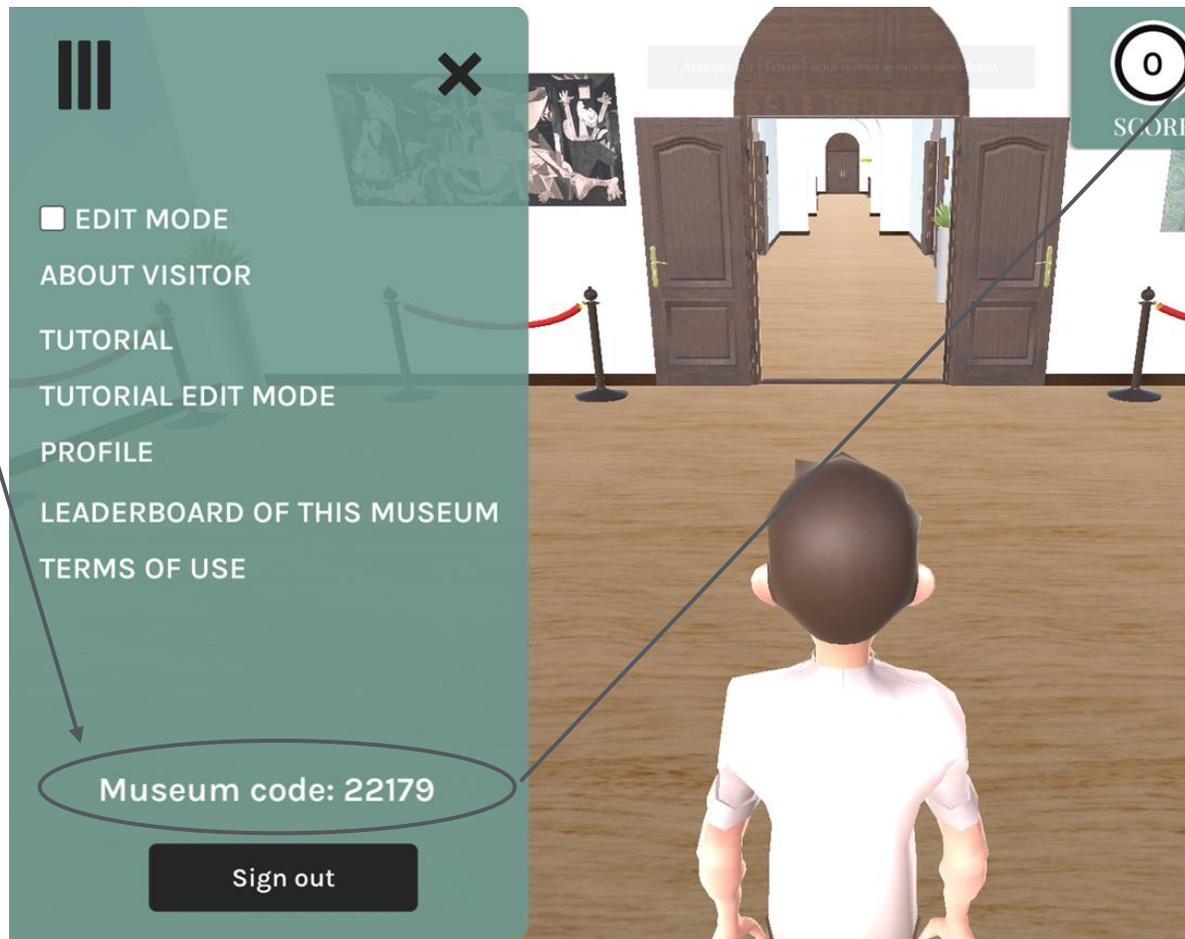


# CREATOR EDITION MODE

## Menus

# Left menu

A private museum code is generated automatically for each creator account. You can give that code to your students so that they can enter your private museum



# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

Welcome to the editing mode tutorial! Here you will find all the information you need to create your own museum!

First of all, activate the editing mode by checking the option in the side menu.

In this same menu you will find the code for your museum. This is the code that you will give to the players so that they can visit it.

Next



# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

The locations where an artefact can be placed can be recognized by the green arrow above it.

Two types of works can be placed in your museum:

- . 2D works (on the walls)
- . 3D works (on the other slots).

To place one artefact, you just have to walk with your avatar near a location.

The list of available artefacts will automatically appear according to the location you are on.



## Artefacts List

Mona Lisa

Guernica

The Raft of the Medusa

Nuit étoilée

Van Gogh

Tournesol

Création d'Adam

Kanagawa

Apollo and Daphne

Eugene Delacroix

In grey: artefact already in the museum

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# Tutorial Edit Mode



QUIZ



REMOVE



SCORE



MAP



SOUND



VISIT

New options will also appear. Click on the "Cartel" button to modify the information of the artefact.



**Artefact name**

**Artist**

**Creation date**

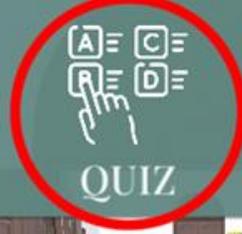
**Artefact description**

Save

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Next →

# Tutorial Edit Mode



REMOVE

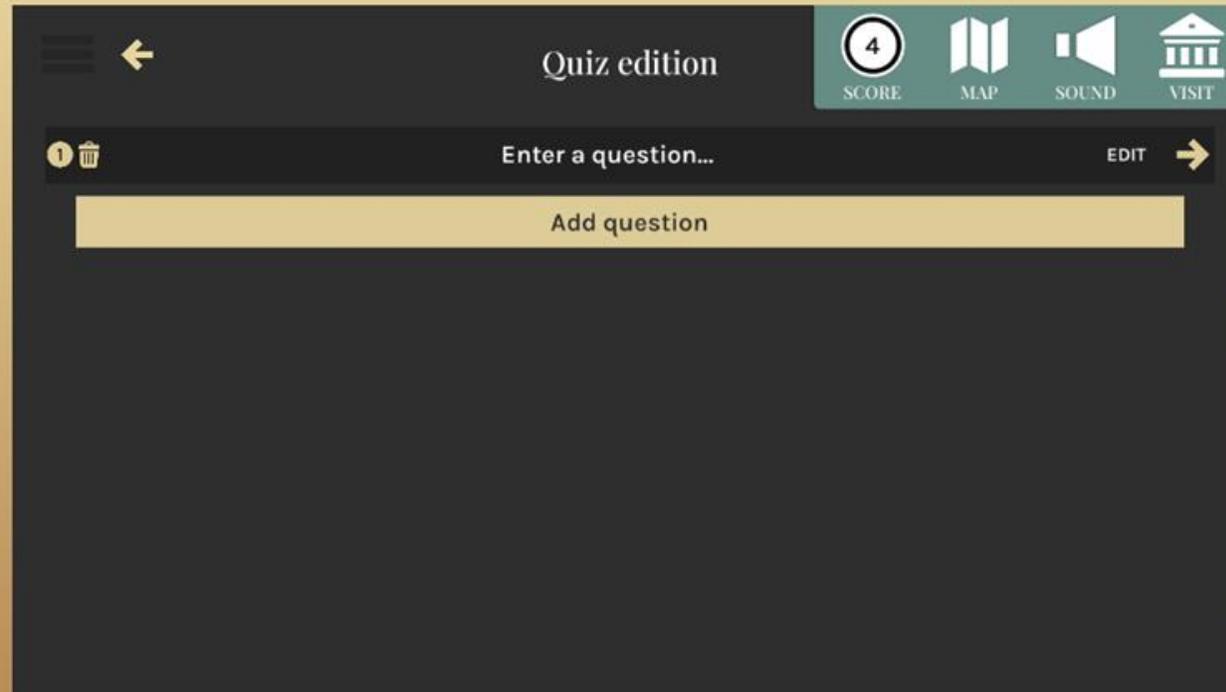
SCORE

MAP

SOUND

VISIT

You can: add questions, delete them, edit them



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# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

Quiz edition

4 SCORE MAP SOUND VISIT

Enter a question...

Enter an answer... Enter an explanation... ✓

Enter an answer... Enter an explanation... ✗

Add answer

Save

Delete or add a proposal

Select the correct answer(s)

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# Tutorial Edit Mode



SCORE



MAP

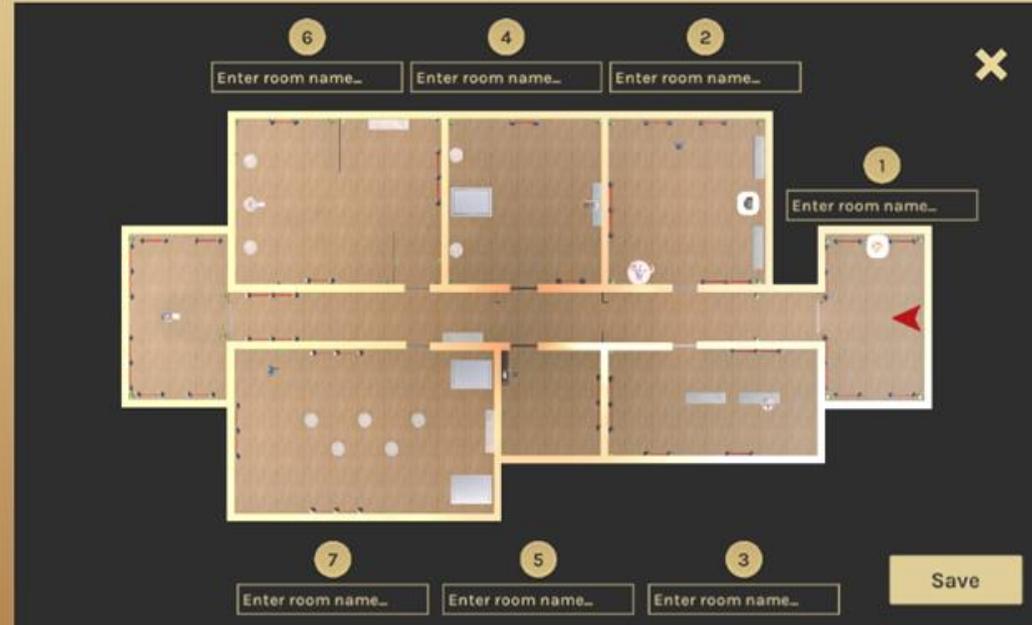


SOUND



VISIT

You can change the name of the rooms by clicking on the map icon



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# Tutorial Edit Mode



SCORE



MAP



SOUND



VISIT

You can integrate 2D images of artefacts of your choice.

To do so, you just have to click on 'Add a painting' in the 'My works' tab and use a valid Internet address (URL).



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# Tutorial Edit Mode



SCORE



MAP



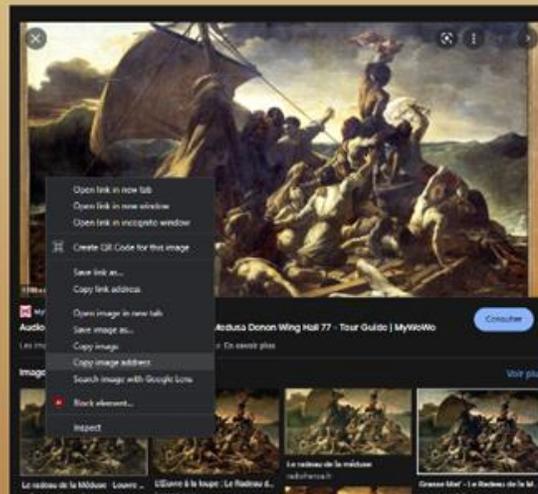
SOUND



VISIT

You can copy the Internet address (URL) of an image by right-clicking on it.

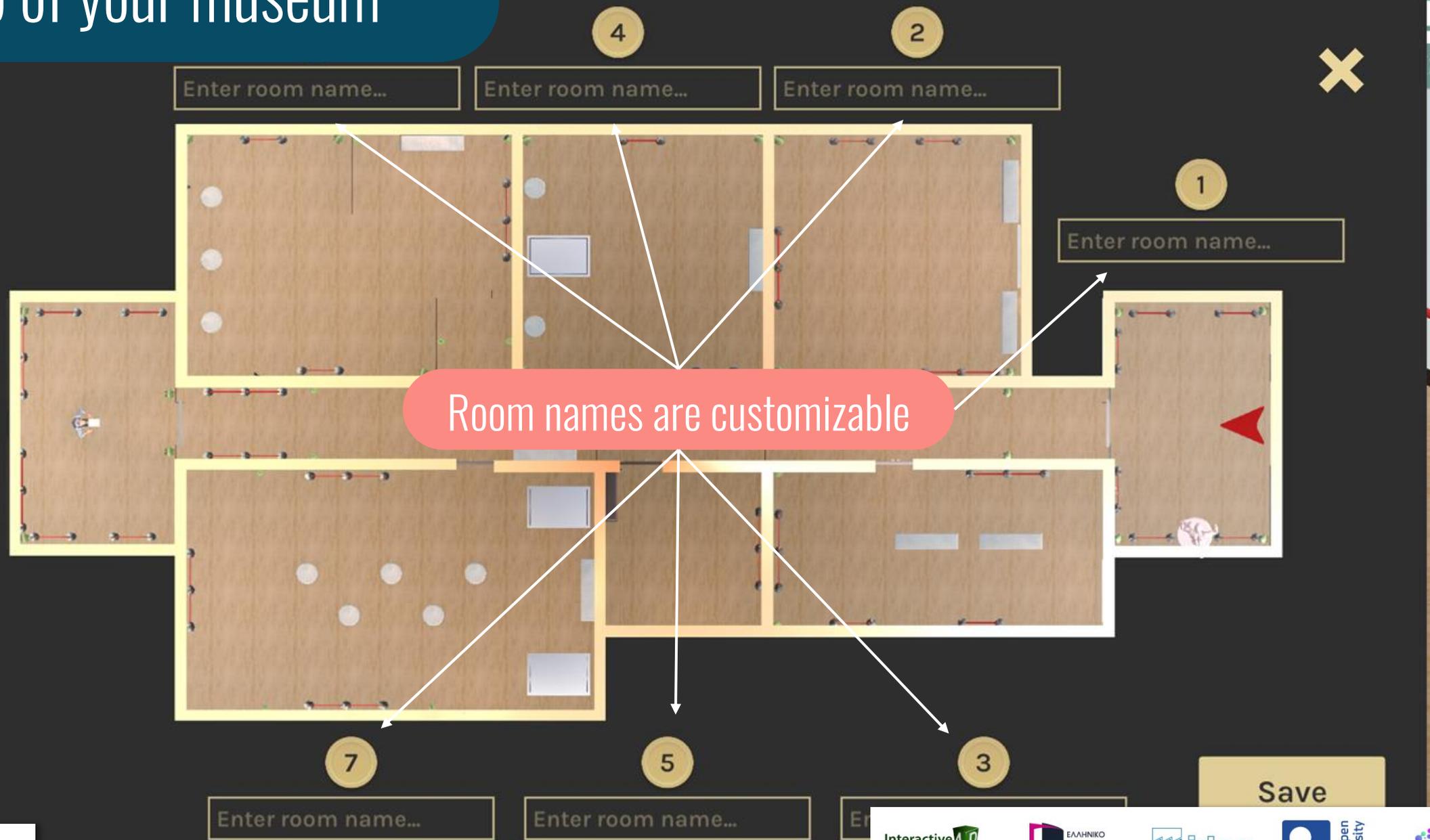
Maximum size for optimal display: 950x800 pixels  
**WARNING ! Use only royalty-free images.**



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# Map of your museum



# CREATOR EDITION MODE

## Edition

# Select an artefact

**Artefacts List**

- Venus De Milo
- Atlas
- Sarcophage

*In grey : artefact already in the museum*

**Navigation Bar:** CARTEL, QUIZ, REMOVE, SCORE, MAP, SOUND, VISIT

**Artefacts List (Bottom):**

- All artworks
- My artworks
- Mona Lisa
- Guernica
- The Raft of the Medusa
- Nuit étoilée
- Van Gogh
- Tournesol
- Création d'Adam
- Kanagawa

*In grey : artefact already in the museum*

**Logos:** Erasmus+, Interactive Serious Games Labs, ΕΛΛΗΝΙΚΟ ΑΝΟΙΚΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, idec, The Open University, LogoPsyCom

# Create or modify a cartel

The image displays a user interface for a museum application. On the left, an 'Artefacts List' sidebar contains three items: 'Venus De Milo' (highlighted in green), 'Atlas', and 'Sarcophage'. Below the list, a note states 'In grey : artefact already in the museum'. The main area shows a 3D model of the Venus De Milo statue. A top navigation bar includes icons for 'CARTEL', 'QUIZ', 'REMOVE', 'SCORE', 'MAP', 'SOUND', and 'VISIT'. A detailed view of the 'Venus De Milo' artefact is shown in a dark overlay, featuring a back arrow and the same navigation icons. The details include:

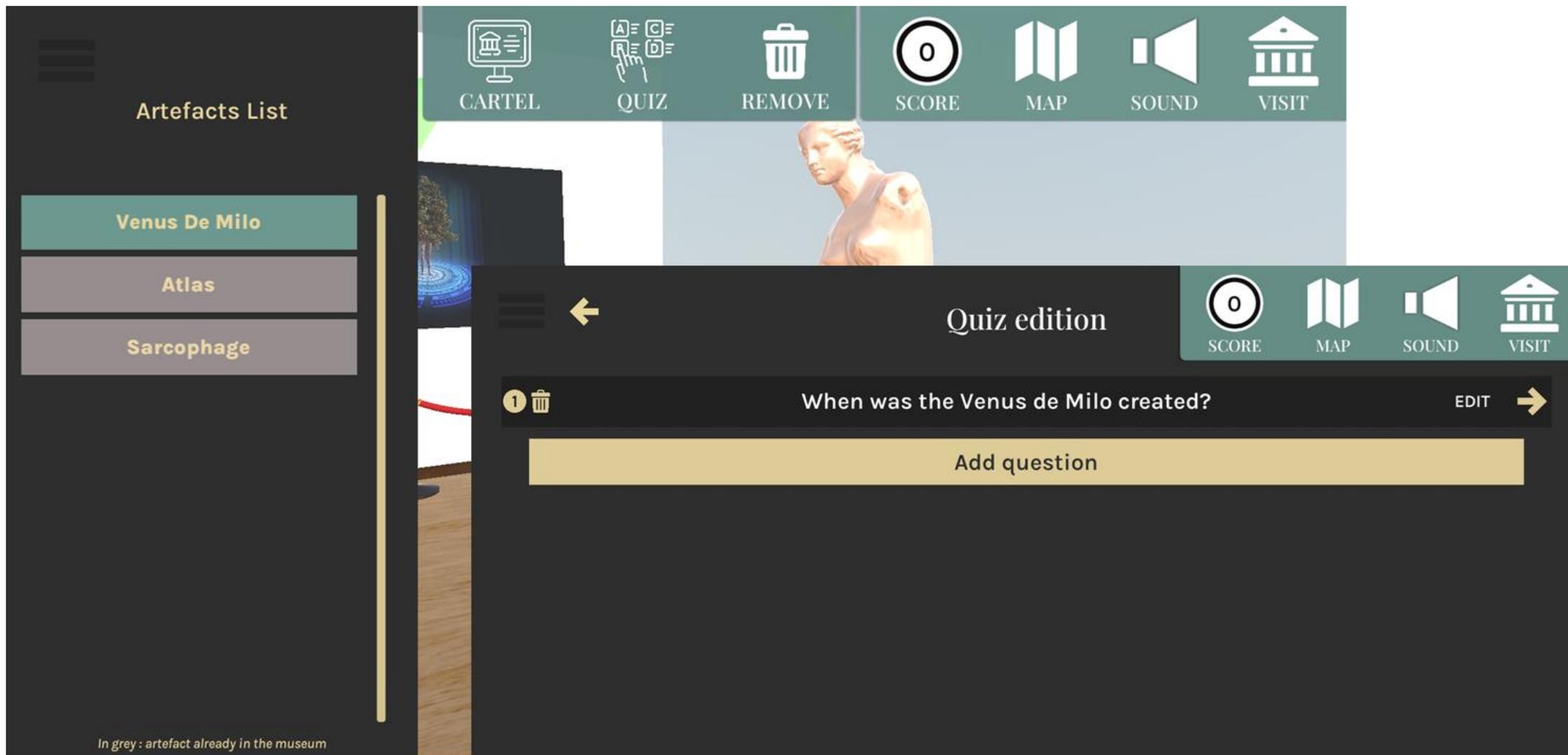
- Artefact name:** Venus De Milo
- Artist:**
- Creation date:** 150-130 B. C.
- Artefact description:**

The Venus of Milo is a marble statue probably representing the goddess Aphrodite, found without her arms on the Greek island of Milos in April 1820. It is an original work of the Hellenistic period, created around 150 - 130 B. C.

Its exhibition at the Louvre Museum in 1821 caused a sensation: it was the first statue from Greece in the collections, and the first to be shown incomplete. His fame is due to the great beauty of his half-nude body, but also to the controversy about his identity and the position of his arms. Among the many proposals to restore his attitude, archaeologists favour two, the one in which Aphrodite holds the apple of the judgment of Paris or the one in which he looks at himself in the shield

At the bottom, logos for the following organizations are displayed: Erasmus+, Interactive Serious Games Labs, ΕΛΛΗΝΙΚΟ ΑΝΟΙΚΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, idec, The Open University, and LogoPsyCom.

# Create or modify a quiz



# Create of modify a quiz

The image displays two overlapping screenshots of a quiz editor interface. The top screenshot shows a question: "When was the Venus de Milo created?" with an "EDIT" button and a yellow "Add question" button below it. The bottom screenshot shows the same question with three sets of options, each with a trash icon on the left and a status icon on the right:

- Option 1: "Around 130 - 100 B.C." with a red 'X' status icon.
- Option 2: "False" with a red 'X' status icon.
- Option 3: "Around 150 - 130 A.D." with a red 'X' status icon.
- Option 4: "False" with a red 'X' status icon.
- Option 5: "Around 150 - 130 B.C." with a green checkmark status icon.
- Option 6: "True!" with a green checkmark status icon.

At the bottom of the interface, there is a yellow "Save" button. The footer contains logos for Erasmus+, Interactive 4D Serious Games Labs, ΕΛΛΗΝΙΚΟ ΑΝΟΙΚΤΟ ΠΑΝΕΠΙΣΤΗΜΙΟ, idec, The Open University, and LogoPsyCom.

# Add your own 2D artefacts (by using the internet address (URL) of a royalty-free image)

The screenshot shows a museum application interface. On the left, there is a sidebar with a menu icon, an 'Add an image' button, and an 'Artefacts List' section. The list includes 'All artworks' and 'My images' tabs, and two items: 'Spirited Away' and 'The birth of Venus' (with a trash icon). The main area shows a 3D character of a person in a white shirt and blue pants standing in a museum gallery, looking at a painting on the wall. The painting is 'The Birth of Venus' by Sandro Botticelli. Above the painting is a toolbar with icons for CARTEL, QUIZ, REMOVE, SCORE, MAP, SOUND, and VISIT. A detailed view of the artefact is shown in a dark overlay on the right, featuring a back arrow and the same toolbar. The detailed view includes the following information:

<b>Artefact name</b>	<b>Creation date</b>
The Birth of Venus	1480
<b>Artist</b>	<b>URL</b>
Botticelli	<a href="https://www.kazoart.com/blog/en/canva">https://www.kazoart.com/blog/en/canva</a>
<b>Artefact description</b>	
<p>The Birth of Venus (Italian: Nascita di Venere) is a painting by the Italian artist Sandro Botticelli, probably executed in the mid 1480s. It depicts the goddess Venus arriving at the shore after her birth, when she had emerged from the sea fully-grown (called Venus Anadyomene and often depicted in art). The painting is in the Uffizi Gallery in Florence, Italy.</p> <p>Although the two are not a pair, the painting is inevitably discussed with Botticelli's other very large mythological painting, the Primavera, also in the Uffizi. They are among the most famous paintings in the world, and icons of the Italian Renaissance; of the two, the Birth is better known than the</p>	

In grey : artefact already in the museum