CHESS: Personalized Storytelling Experiences in Museums

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Abstract. In this work, we present the CHESS research prototype system which offers personalized, interactive digital storytelling experiences to enhance museum visits, demonstrating the authoring and visiting experiences.

Keywords: Personalized interactive storytelling, mobile experience, authoring.

1 Introduction

Museums routinely "tell stories" through the meaningful presentation of their collections with the help of visual and narrative motifs [1]. Incorporating a form of narrative in a museum visit comes as a natural extension to the museum function as a storyteller. It can contribute to making collections more accessible and engaging for different audiences and a great line of work is being carried out on that front [2, 3].

CHESS (Cultural Heritage Experiences through Socio-personal interactions and Storytelling) [5] aims to enrich museum visits through personalized interactive storytelling. Besides visitors, CHESS also considers another type of users; museum authors. It follows a hybrid, plot-based approach for story authoring and uses personalized information to create customized stories that guide visitors through a museum. It also employs mixed reality and pervasive games techniques, ranging from narrations to augmented reality (AR) on mobile devices. Two museums participated in the effort, the Acropolis Museum in Greece, and the Cité de l 'Espace in France. In this work, we focus on an example story developed at the Acropolis Museum (AM).

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