The Luostarinmäki Adventure

An Augmented Reality Game in an Open-air Museum

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Luostarinmäki

- Open air museum in Turku, Finland
- Buildings from the turn of the 18th and 19th century on their original locations
- Dwellings of people with limited means
- Opened as museum in 1940
- Represents handicrafts and city life in the past
- Protecting the authenticity: no texts or signs
Augmented Reality

Virtuality Continuum (Milgram and Kishino, 1994, as cited by Christian, 2006, p. 2)
“The events take place in the summer of 1855. The player takes the role of a 23-year-old man from the countryside, coming to Luostarinmäki to take part in the wedding of his cousin. The first task is to deliver the wedding crown of the family to the bride’s mother. It is soon revealed that the wedding ring has been stolen from the groom.”
Ovatpa käteen likaiset! Kävinkö hakemassa vettä, jotta voin pesä käteen ja tarkastella kruunua?
Why an Augmented Reality Game?

● To engage and motivate the visitors
● To leave the physical reality intact
● To bring the physical remains of the past back to life
● To enable learning by doing and experiencing
Building the Story

- What cannot be told or shown with traditional methods?
- Original story written by students
- Cooperation with the museum staff
- Interactive script written with a visualization tool
Building the Game

Museum costumes → Museum staff → 3D modeller → Character models
Historical material → Historians → Script
Actual location → Location modeller → Pointcloud data

Game designer → Rules
App developer → UI designer
The game
User Experiences

- Concept well received
- Very immersive, even too much
- Technology needs improving
- Commercial solutions viable soon

- More tests will be done next summer, welcome to try it out...
Augmented reality in culture and travel
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