In this paper, it is aimed to announce the events that may direct people to museums by using mobile application virtually, and to give the information to visitors about the pieces in the museum, the result of which is expected to increase the number of the visitors. Therefore, it is provided that the museums become places interacted with visitors by means of tablets and mobile devices. The paper is realized on mobile operating systems and communication process is provided with web services technology. Incoming event information, entered to the system by the museum management, is transferred to smart devices with polling services, namely to visitors. This forms a virtual social communication between the visitors and the museums.

References


Index Terms

Computer Science

Information Sciences

Keywords

Mobile Operating Systems, Virtual Museology, Social Application, Polling Service, JSON.