Abstract

This work aims to instrument situations of museum visit using mobile devices. The main objective is then to adapt activities and interactions seamlessly for the visitor, according to his desires, his physical location and psychological context. This adaptation involves a detailed model of the learning domain and of the visitor's situation as well as the design of adaptation mechanisms to provide information or activities appropriately during the visit. To this end, semantic models of the learning domain (Cultural Heritage) and of the visitor's context are proposed. These models allow the computation of semantic and contextual proximities, which enables to generate learning activities (recommendations, self-assessment games) while assessing the adequation of these activities to the visitor context.

References

Usability evaluation in industry. SUS: A quick and dirty usability scale, 1996.

Index Terms

Computer Science
Information Sciences
Keywords
Ubiquitous learning  Semantic proximity  Context  Semantic modelsifx