

The Luostarinmäki Adventure

An Augmented Reality Game in an Open-air Museum

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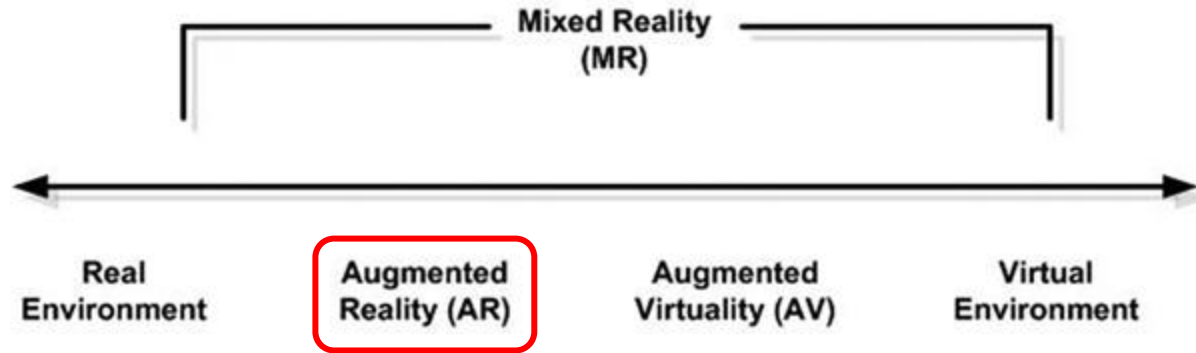
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Luostarinmäki

- 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

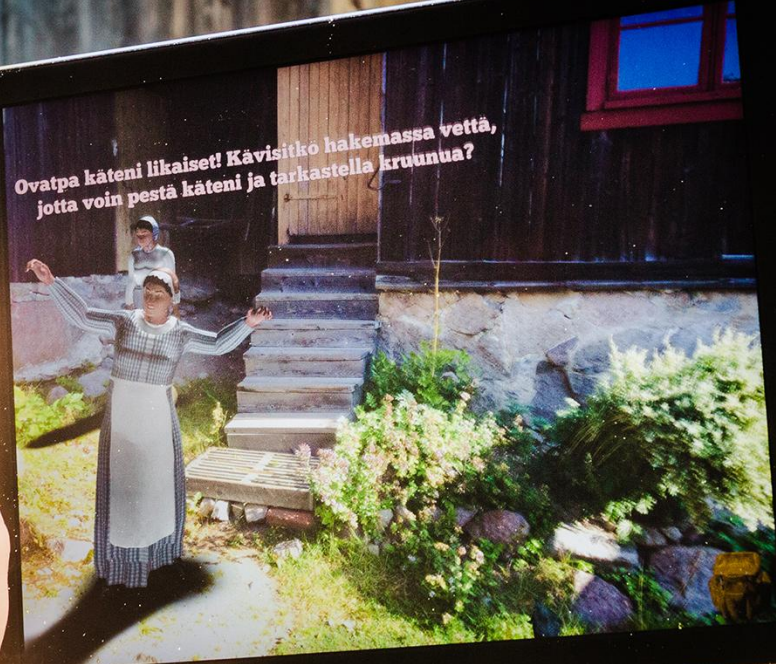
Augmented Reality



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 käteni likaiset! Kävisitko hakemassa vettä,
jotta voin pestä käteni 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

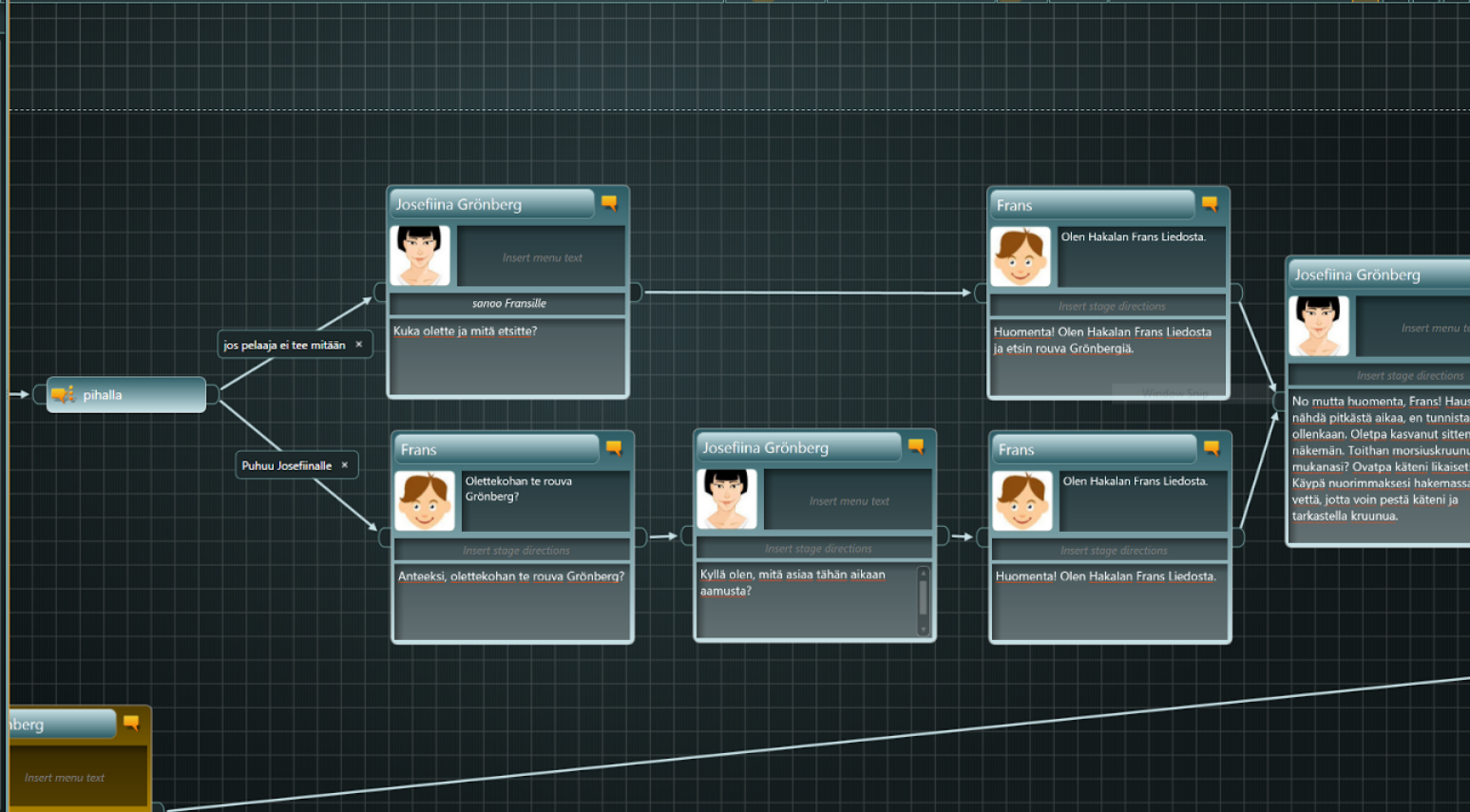
- What cannot be told or shown with traditional methods?
- Original story written by students
- Cooperation with the museum staff
- Interactive script written with a visualization tool

K2-1 Tapaa Josefiinan

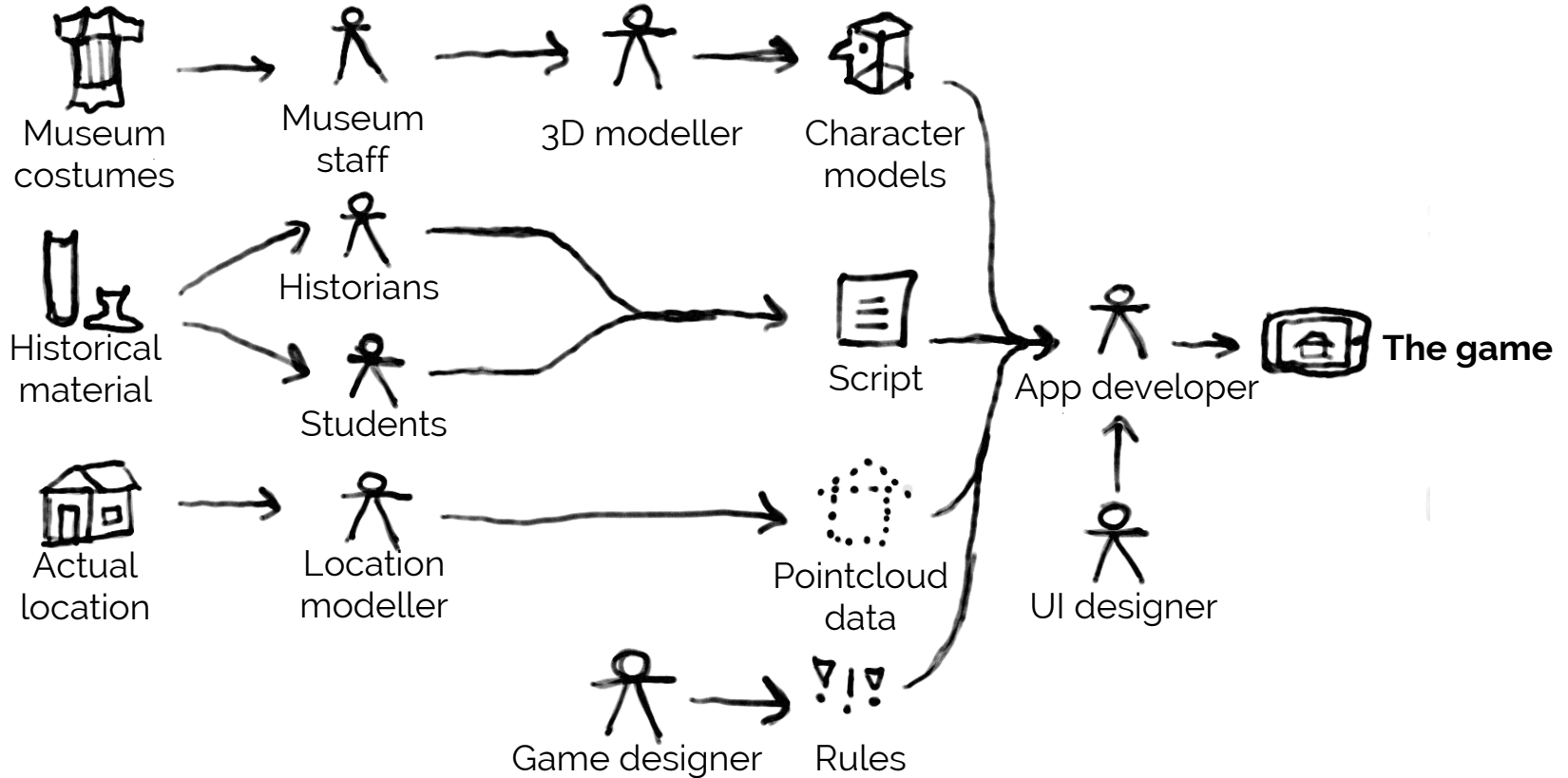
Luostarinmäki > Flow > Näytös 1 > K2-1 Tapaa Josefiinan

Dialogue Fragment | Hub | Jump | Condition | Instruction | Annotation

- Luostarinmäki
 - Settings
 - Global Variables
 - Flow
 - Näytös 1
 - Bertta saattaa suutarin talolle
 - Harhautuu 1
 - Jump to: [K1-3 Tapaa lapsia]
 - Jump to: [K2-1 Tapaa Josefiinan]
 - Jump to: [Tapaa Sofian]
 - K1-1 Saapuminen
 - K1-2 Sofia saattaa Fransia
 - K1-3 Tapaa lapsia
 - K2-1 Tapaa Josefiinan
 - Frans: "Anteeksi, olettekohan te rouva..."
 - Frans: "Huomenta! Olen Hakalan Frans Liedosta."
 - Frans: "Huomenta! Olen Hakalan Frans Liedosta."
 - Frans: "Ikävä kyllä en."
 - Frans: "Missähän on lähin kaivo?"
 - GameState.MeJosefiina = true
 - Grönbergin Piika 1: "Anteeksi, anteeksi.. Er Grönbergin Piika 1: "Anteeksi, anteeksi.. Er Josefiina Grönberg: "Etsipä vielä tuolta sa Josefiina Grönberg: "Häiden takia vettä on Josefiina Grönberg: "Kuka olette ja mitä et Josefiina Grönberg: "Kyllä olen, mitä asiaa Josefiina Grönberg: "Löysitkö vettä?" Josefiina Grönberg: "Maidotkin pitkin latti Josefiina Grönberg: "Mitä ihmettä sinä ole Josefiina Grönberg: "No mutta huomenta, pihalla
 - K3-1 Frans hakee vettä
 - K4-1 Tehtäviä Josefimalta
 - Matkalla muurarin talolle
 - Perillä suutarin asunnolla
 - Roolihenkilön valitseminen
 - Tapaa Sofian
 - Tapaa lapsia
 - Entities



Building the Game



User Experiences

- Concept well received
 - Very immersive, even too much
 - Technology needs improving
 - Commercial solutions viable soon
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- More tests will be done next summer, welcome to try it out...

ARea 15

Augmented reality in culture and travel
June 11 & 12, Turku, Finland



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