



ROM MUSEUM

360 virtual tour system in ultra-HD resolution of the ROM Museum

César del Valle Barreda • 28 June 2022 • Seminar CD - ETA

Our territory

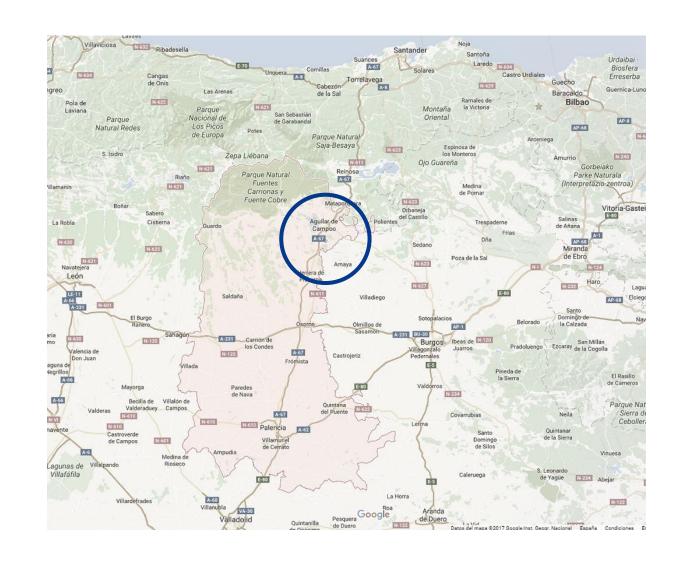


Aguilar de Campoo

Palencia

Castilla y León

España

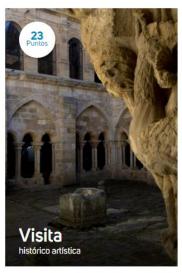


Tool access points (our websites)

https://www.santamari alarealmuseorom.com/ es/recorridos

https://www.santamarialareal.org/ROM-rutas











1- Technology as an essential aspect for the ROM Museum

Video mapping

Draw alive (augmented reality children's game developed through the European project MUS.net)

Video Mapping



Draw Alive



2- Pandemic COVID 19

Despite doing virtual activities such as online games, talks... we realized the need to adapt to a new virtual world

How did we do it

Collaboration with the Madpixel company that was developing a tool that was very useful to us



Key aspects

It doesn't replace the experience of visiting the museum live, it is complementary.

Internationalization, visitors from other countries enjoy the experience of visiting the museum.

Tool that serves to attract face-to-face visitors

Different users: Tourists, schoolchildren, researchers, curious...



We are prepared for the next pandemic...

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It's a joke... I hope

Future

Tool with life and many possibilities:

- We are working on introducing the tool in guided activities for different audiences such as schoolchildren.
- Develop guided tours, workshops or virtual conferences.
- We hope that more ideas will be born because it is a newly released tool.

