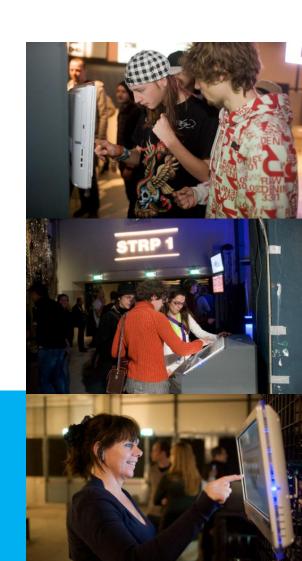


#### Heart the Art

Functions and impressions of the eSphere

## What is the eSphere?

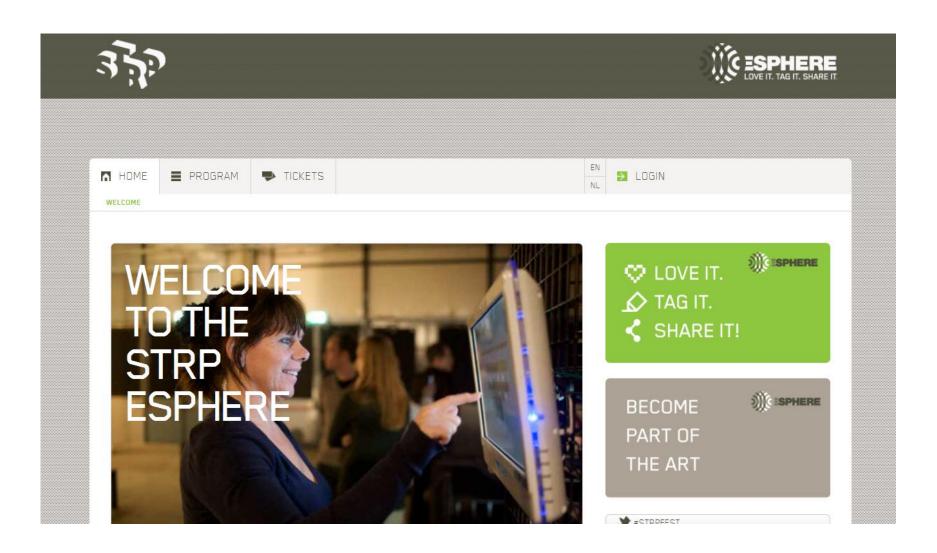
- For cultural events and organizations, it's a new way to use web technology primarily to...
  - get potential visitors involved sooner
  - help visitors learn more about the works
  - enable enthusiasts to share their passion
  - increase the social media footprint of the event



#### How does it work?

- The interaction with a (potential) visitor is approached in 3 stages:
  - 'before', 'during' and 'after'
- During each stage the aim is to increase involvement and participation
  - Using a website, a mobile web site, interaction stations (touch screen with NFC-readers), 'photo points', iPhone app, Android app, a 'social channel', YourOwnSpherePage, customized posters





Website (STRP Festival 2011)





Mobile website (STRP Festival 2011)



Touch screens (STRP Festival 2010)





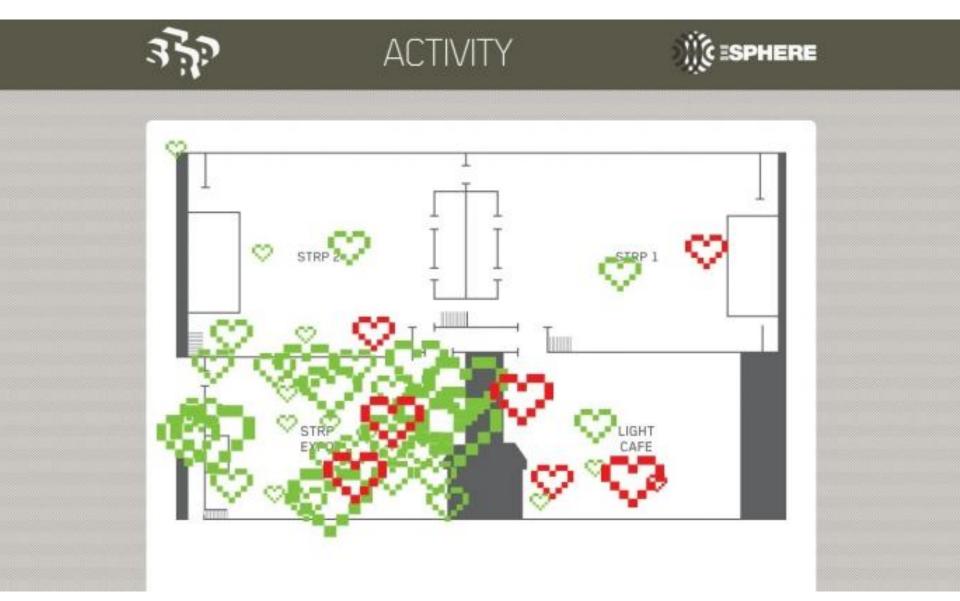
*iPhone app (GLOW light art festival 2012)* 



## 'social channel"?

- People's experience of a cultural event is shared individually
  - With friends, increasingly using social media
- To date, there is limited visibility of the experience all visitors have together
- A 'social channel' re-uses and publishes all individually shared responses
  - See next slides
  - Also: GLOW's use of it, or at STRP BIENNIAL



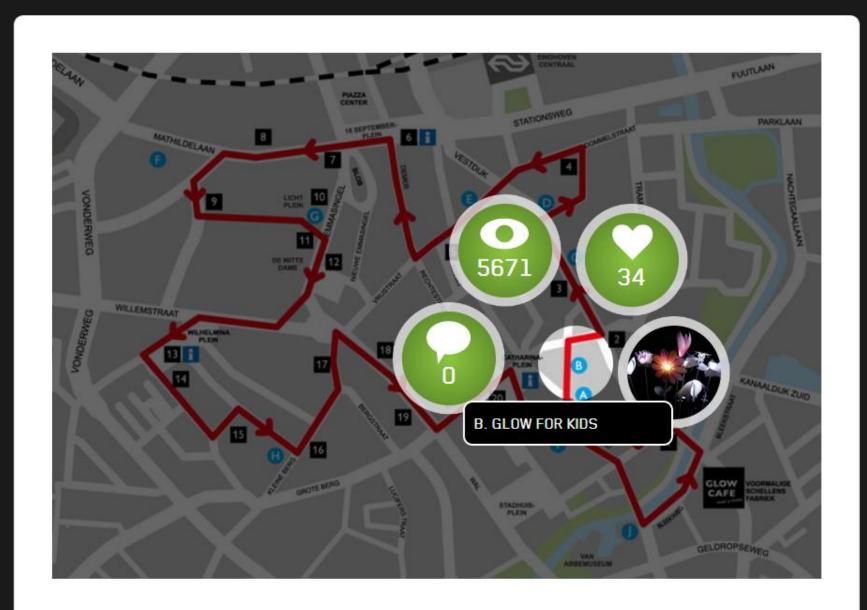


Social channel with real-time feedback at each work (STRP Festival 2011)



#### GLOW - TOUR



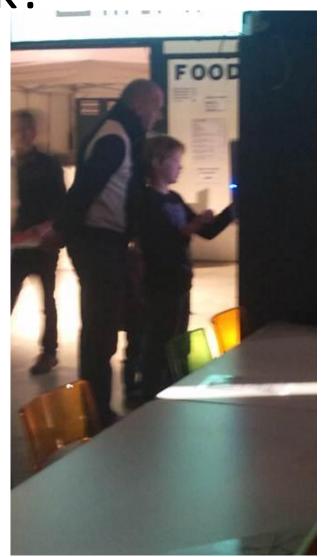


Does it work?

Participating isn't too difficult



- Participating isn't too difficult
- Touch screens help people inform themselves

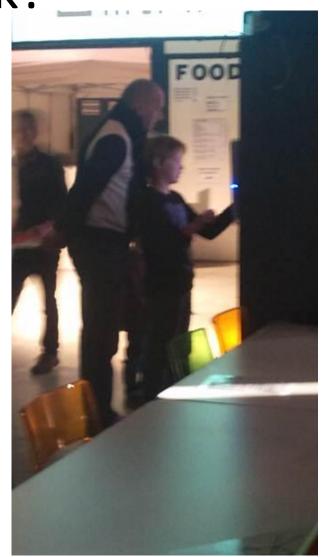








- Participating isn't too difficult
- Touch screens help people inform themselves
- People definitely have fun!

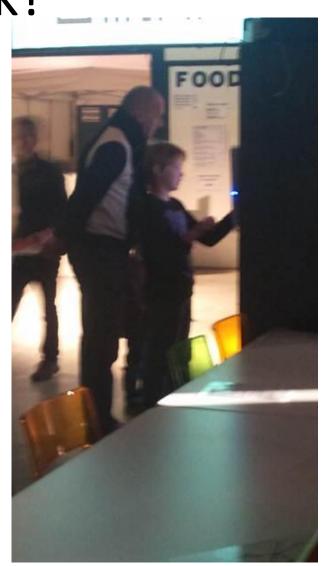








- Participating isn't too difficult
- Touch screens help people inform themselves
- People definitely have fun!
- Does it add something, culturally?



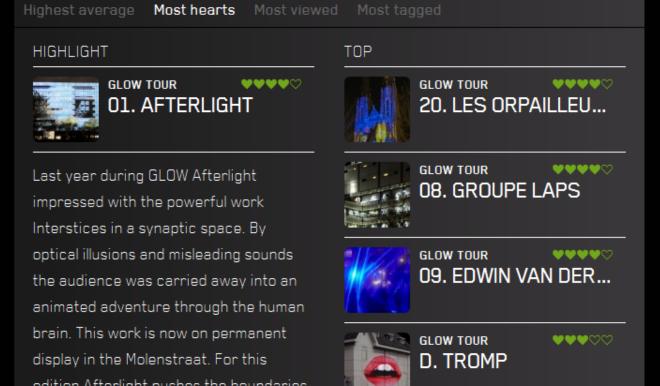




EN → LOGIN

MAP GALLERY MOST LOVED

# **MOST LOVED**

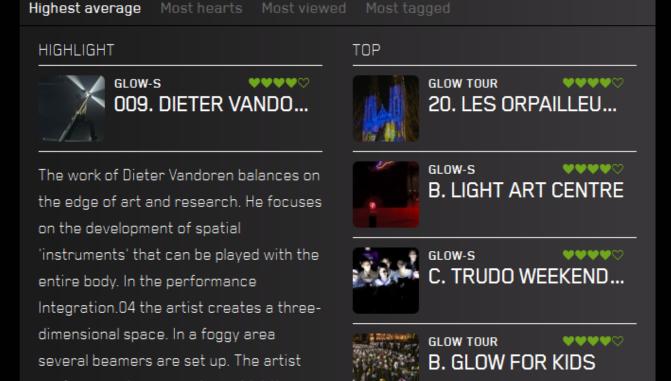


One way of seeing what people thought (most hearts)









Another way of seeing what people thought (highest average)

LOGIN





Seeing what people thought qualititively (STRP Festival 2011)







PROGRAM

GALLERY

MOST LOVED

→ LOGIN



# **=** PROGRAM

#### REACTIONS:

AMAZING PERSPECTIVES AMAZING!! ECHT MET VERBIJSTERING STAAN TE KIJKEN! CODL! GE-WEL-DIG! GEWELDIG!! INSPIRERENDE TRANSFORMATIE VAN STENEN KOLOS IN FANTASIEWERELD NICE PROJECT NIET VERRASSEND OF VERNIEUWEND SAAI WEL INDRUKWEKKEND EN GOED UITGEVOERD!









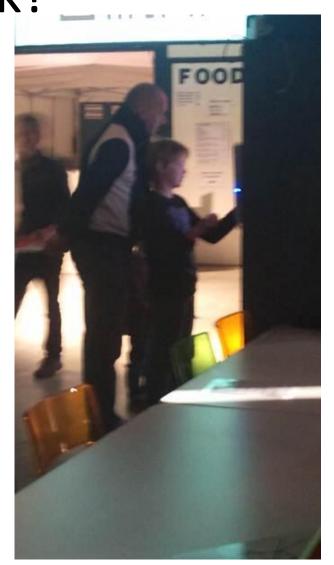


Last year during GLOW Afterlight impressed with the powerful work Interstices in a synaptic space. By optical illusions and misleading sounds the audience was carried





- Participating isn't too difficult
- Touch screens help people inform themselves
- People definitely have fun!
- Does it add something, culturally?
- It helps people promote the event. Enthusiastically.







# Do visitors participate?

	Totalen	Relatief
New users during STRP Festival 2011	2639	8,5% (≈ 31.000 visitors)
Key words added to art works	2340	0,9 per participant
How many times were hearts given?	6649	2,5 per participant
How many hearts were given in total	20821	On average 7,9 hearts per participant
Were tweets sent directly from the touch screens?	1768	On average 0,7 per participant
How many photos were taken?	2762	On average 1,04 per participant
Number of blue screen performances	91	

Figures from STRP Festival 2011

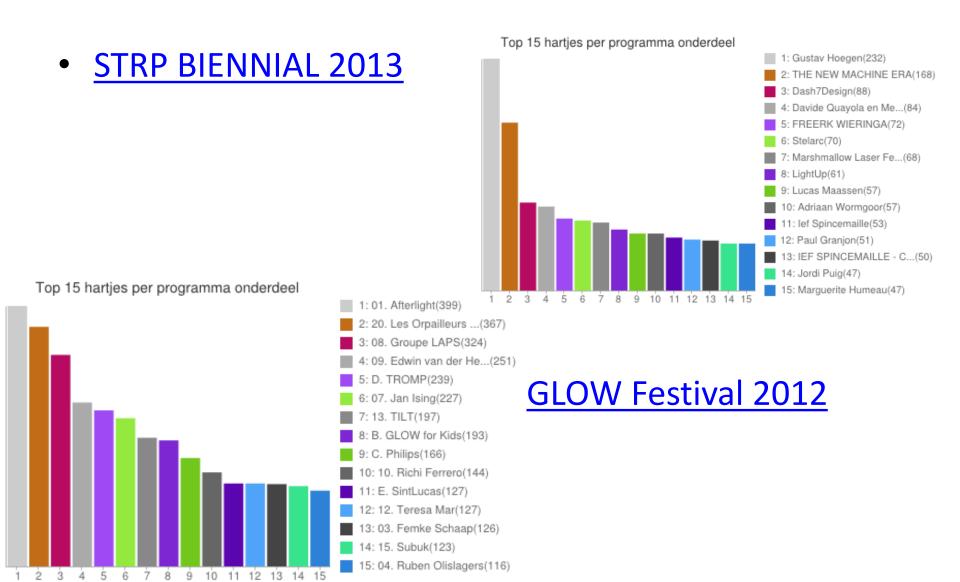


## What's in it for the organization itself?

- The eSphere provides real-time statistics
  - Can be used to update the recommendations



#### Real-time statistics





## What's in it for the organization itself?

- The eSphere provides real-time statistics
  - Can be used to update the recommendations
- Several logistics functions are provided by partner Cox IT Producties (developed in collaboration with Stichting STRP)
  - A website to manage interactions with volunteers
  - An app for security staff to monitor entrance
  - A payment app for consumptions of volunteers





# Managing volunteers

INDEET PUBLICAT	TE SYSTEEM © COX IT PRODUCTIES								
IPS Versie: 5.11   DB Versie:	5.11 (live)   Gebruiker: admin	SCHEDULED							Aantal bezoekers online: 0
		Indicate here which				e meals he/s Night	he can get Night snack	0.20	I U ST INFO ST
			Scheduled	Lunch	Dinner	snack	2	Uitkoop	n Pagina's U.Approach Gebruikers Help Afmelden Valuta: € \$ £ ¥
	Gebruiker	Friday March 1st	<b>V</b>		1	1			
Wat wil je doen?	a com	Saturday March 2nd	V	7					
administrator	Registration Settings	Sunday March 3rd	V		V				
Marnix	Subscribe here as volunteer at ST	Monday March 4th	7						
Willem Aimee	FIRST NAME *	Tuesday March 5th	V						
Bas Berends	LAST NAME *	Wednesday March 6th	V						
Carla de Cuijper		Thursday March 7th	<b>V</b>		PT .				
Mijntje van Heeswijk	GENDER  Male Female	Friday March 8th		<b>V</b>	V	V	V		
Noortje Weenink Stefan de Klein		Saturday March 9th							
Lisa Reizevoort	SIREEI	Sunday March 10th	V						
Bianca Willems	NR								
Tijmen Wiegersma		GRANTED FREE ACC							
Gianni Jorissen	POSTAL CODE	F-1 - 1 - 1 - 1	Granted fr	ee access					
Sanne van Gastel		Friday March 1st							
caroline bultman	СПУ	Saturday March 2nd							
Mijke Peerbooms	OVANO DE CARROLLA DE DE CARROLLA DE CARROL	Sunday March 3rd		1					
rob libau Joost van Hulst	COUNTRY	Monday March 4th							
adrie van de nieuwenhof	PHONE NUMBER	Tuesday March 5th							
Kim de Bont	THORE NOTICEN	Wednesday March 6th	100						
Johan de Moel	MOBILE *	Thursday March 7th							
Rigon Van Driel	Carried Officials.	Friday March 8th	V						
Daisy Versluis	EMAIL *	Saturday March 9th							
Luca van Bambost		Sunday March 10th	E						
alexandro janga	DATE OF BIRTH *		200						

## The Guard App

- Various Android phones have NFC (Near Field Communication) on board
- Badges can be equiped with NFC-stickers
- Guards can scan the stickers
- In order to properly identify the person with the badge and to see if he or she is allowed to enter





# Consumption credits



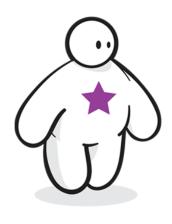


## Is it much work to implement? 1/2

- Do you want to engage in all 3 stages?
- What's your purpose?
  - More fun for visitors? More participation? Bigger footprint in social media?
- Do you have certain types of visitors?
  - What do you think they will like?
- The content of all art works needs to be entered
  - Or your CMS connects with the eSphere API



## How does engagement start?





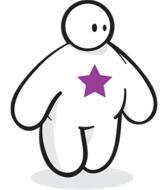
(Visuals from STRP Festival 2010)

A (potential) visitor can start to create his or her account



## 'What would you like to experience?'





Various choices help someone arrive at a basic 'type'

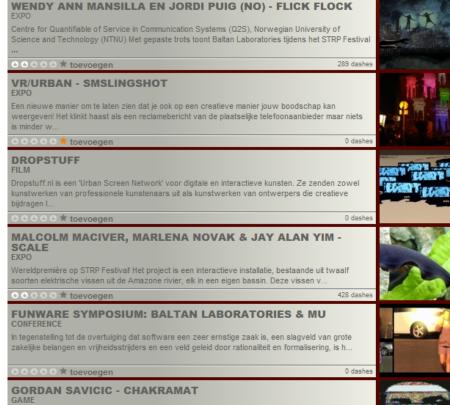


*E*SPHERE

#### Initial recommendations

**TOP 10 AANBEVOLEN KUNST EN EVENEMENTEN** 





(Visuals from STRP Festival 2010)

A mix of mechanisms (random, according to curator, promoted by organization) give people initial recommendations



#### Initial recommendations

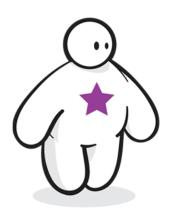


(Visuals from STRP Festival 2010)

Recommendations can be added to someone's own 'tour'



# Your visit in your pocket



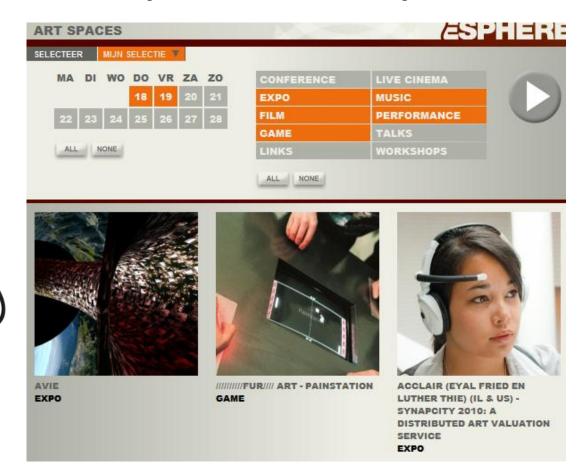


(Visuals from STRP Festival 2010)

Someone's created 'visit plan' is available on his/her smartphone



## To be expanded any time



(Visuals from STRP Festival 2010)

...and can be expanded through a 'visit planner'

# **U.Approach**

### Interacting at the festival

1/4

 Re-uses uploaded photo and chosen interface color



- Invites interaction
  - Questions are formulated by the festival
  - People can answer in key words or free text





### Interacting at the festival

2/4

 Or they can choose other's people's key words

And add a quantitative feedback

 Each art work also has its own QR-code

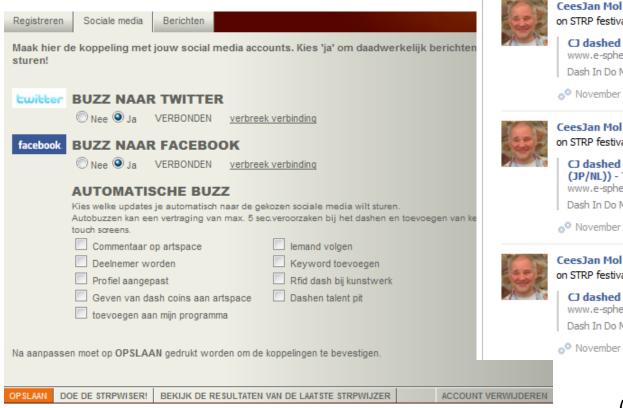


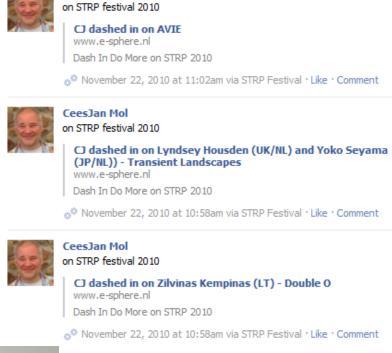




## Interacting at the festival

- During account creation publishing preferences are chosen
- Feedback can be published close to real-time

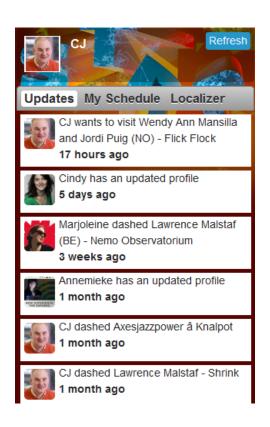






### Interacting at the festival

...and can be followed on a smartphone





...or on someone's personal page

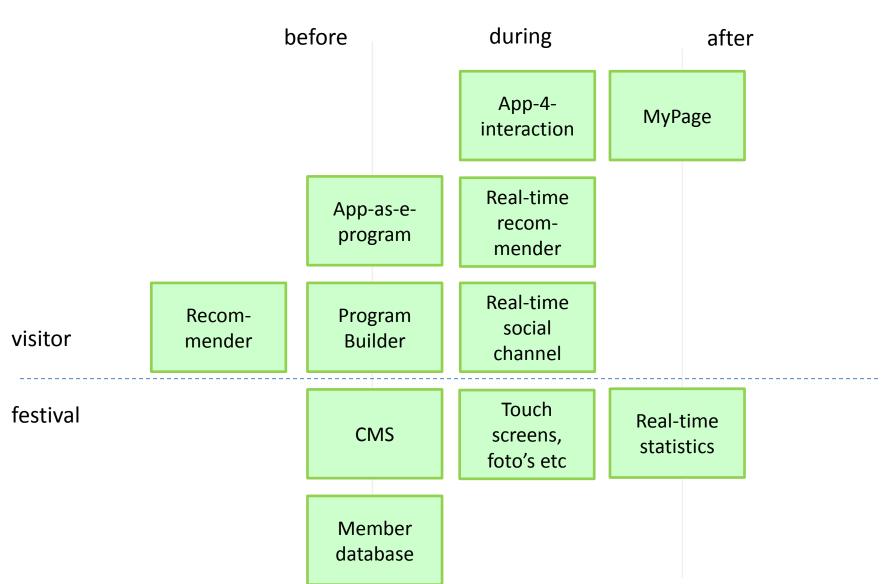


## Is it much work to implement? 2/2

- Sponsors?
  - Where do you want them? On the 'splash screen'? In the social channel?
- The experience needs to be checked
  - What is the overall flow?
  - Will it match visitor expectations?
  - And yours?



### eSphere flow architecture



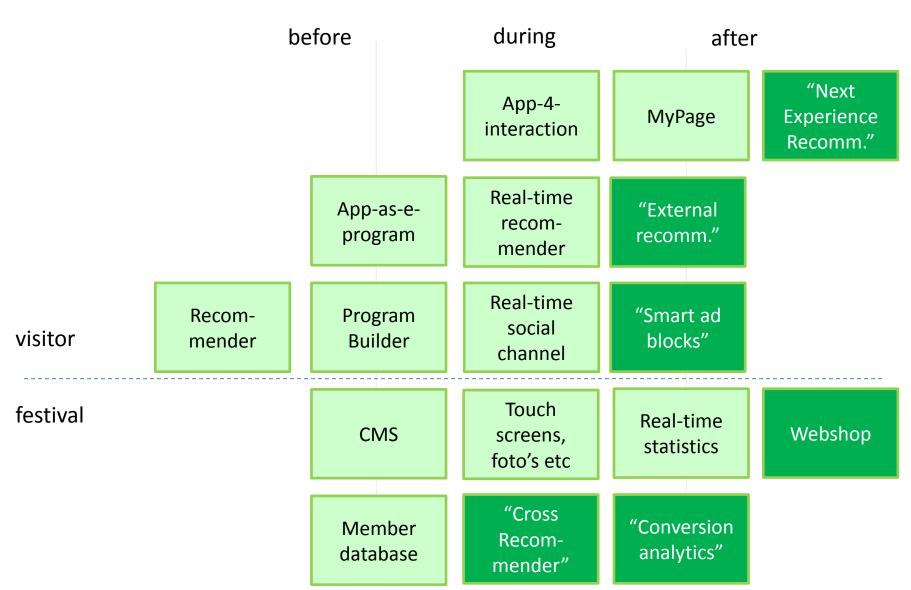


#### So... Costs?

- We don't have an easy answer yet
- Over 3 years of investments
  - Slightly over € 500.000
- Different implementations are possible
  - 'app only' (CMS + customized iPhone & Android apps)
  - 'full', including recommender, social channel & statistics
  - 'full with support', including production functions
- We also want to collaborate for new modules



### eSphere flow architecture





#### What's next?

Are you interested?
 Mail <u>ceesjan@u-approach.com</u>

Do you see more possibilities? Do the same!

 Do you want to know more, check out the information on the next page



#### Is there more information available?

 Check out the video on Vimeo: <u>http://vimeo.com/51464678</u>

 Check out the NFC-related video on YouTube: http://www.youtube.com/watch?v=40nhyW RzFQ

 Read the original 'inspiration document' from 2011: <a href="http://www.slideshare.net/CeesJan/esphere-">http://www.slideshare.net/CeesJan/esphere-</a> inspiration-document